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Computer Entertainer

the newsletter

C.E.S. Impressions

We're still sorting through mounds of press kits, colorful descriptions of new games, and sore feet.

It was a busy show, but, again, much of the action was off the floor in private suites around Las Vegas. Anyone who just attended the show at the Convention Center missed over half of the new product shown in hotels throughout the city.

Nintendo's booth was so large that they may need their own hall next time! Sega was rocking with *Afterburner*. Atari and Commodore were nowhere to be found (reportedly, both were in hotel suites). Very little Macintosh and Atari ST software shown (one software executive telling us that ST sales in Europe have flattened considerably and software developers are looking very carefully at the system at this point for plans in additional development dollars). Amiga still the darling of developers, but not much software until there's more hardware in place. No Atari XE/XL software. Two software companies saying "that market is dead for us...we can't sell enough to make it worth our while."

Meanwhile, potentially the most innovative software was from Activision in the form of Infocomics (see separate story) which had many people buzzing.

Up to twenty-two (count 'em!) third party developers for Nintendo with tooooo many baseball games planned (come on guys, we thought you were "controlling" what's coming out–how many versions of the great American pasttime do we need???)

Private meetings behind closed doors as licenses were secured for blockbuster titles. There's PLATOON, INDIANA JONES, ROBOCOP, and a few more we can't talk about!

So, let's get to the news...there's enough here to keep you busy until next month's newsletter!

Infocomics from Tom Snyder Productions & Infocom

A creative partnership between Infocom and Tom Snyder Productions (TSP) is about to result in something very different in computer entertainment: Infocomics. Pay attention to that new word, folks, because we think you're going to be hearing a lot more about it. Infocomics are interactive, and they run on computers, but they are NOT computer games because there are no puzzles to solve, goals to achieve, or arcade sequences to master. They tell a story—more accurately a group of interlinked stories—with minimal graphics and cinematic effects such as pans, wipes, and fades. In our opinion, the most winning feature of Infocomics is the user's ability to change viewpoint and pick up a part of the story through a different character's eyes. Each Infocomics disk contains at least ten times the images in a standard comic book, provides about four to five hours of entertainment, and costs a mere $12.00. The first three titles are LANE MASTODON VS. THE BLUBBERMEN (spoof of 1930's pulp science fiction written by Steve Meretzky), GAMMA FORCE in PIT OF A THOUSAND SCREAMS (superhero tale written by Amy Briggs) and ZORKQUEST: ASSAULT ON EGRETH CASTLE (fantasy adventure about travelers manipulated by an evil magician, written by Elizabeth Langosy). All will be available for C64/128, Apple II and IBM/compatibles. This form of computer entertainment came about because Tom Snyder wanted to create something he "could at least get mom to play"—something with a "low nerd factor" (not a lot of options), and something that provided "at least three to five hours of entertainment." TSP provided the concept, the tecnology, and the artists, while Infocom developed storylines and wrote scripts. Both companies are happy with the initial results of the collaboration, and we expect to see more fascinating developemnts in the future from Infocomics.

Sega Shows New 3-D and Lots More

Sega's 3-D Glasses and initial game (MISSILE DEFENSE 3-D) have been such a hit that they'll soon be packaged with a Sega Power Base, Control Pads and Light Phaser and sold as the "Sega Super System" (MSR approx. $149-$159). And speaking of 3-D, Sega had four new 3-D games on display at CES. Could we resist playing them? Of course not! ZAXXON 3-D is a first-person version of the classic arcade hit and features absolutely eye-popping 3-D graphics. The 3-D effect is much stronger than in the early version we saw last June at the Chicago CES. Brand-new 3-D titles were SPACE HARRIER 3-D (essentially the same game as the standard Space Harrier, but with all new backgrounds and enemies), BLADE EAGLE 3-D (a very challenging, multi-level space shoot-out), and MAZE HUNTER 3-D (27-level alien maze that requires as much thinking as it does eye-hand coordination). MAZE HUNTER is a one-megabit cartridge; the other three have two megabits of memory.

Sneak Preview

We got a private showing of two games which were not shown publicly in Sega's booth. Both are true fantasy role-playing games in which your characters have many options, a quest, and stay alive

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AMIGA Software

Q·BALL (★★★★/★★★★) is a truly three-dimensional game from *English Software*, distributed by *Mindscape* which is a hybrid version of pool, nine-ball, and billiards. It's a pool game inside a cube. You'll line up your shots in three dimensions (try that for awhile before you run out of the room babbling) with no gravity and eight pockets. Then, adding to the uniqueness, you can rotate the table in three dimensions in real time as you're making the shot! Let's see how good your depth of perception is! We strongly suggest you sit and watch the demo screen for a bit before attempting this addictive game. Then, as you try your hand at it, rotate the cube with the direction keys to get an idea of where you want to position the cue ball. Once you've lined up the shot you want to make, you can set cue spin for the amount of "English" you wish to have (nothing more than a bold guess until you have an idea of what you're doing). Then you choose whether you wish real or planer mode. The real mode is the full 3-D effect, while the planer mode takes the shot as if you were playing on a real pool table. You'll also have to set the power you wish to hit your ball at and the amount of friction in the air around the balls. Once you've got everything set up, a countdown time begins, set to 60 seconds. When it reaches zero, the shot will be taken, whether or not you're ready. The amount of time left on the timer directly affects your scoring.

Absolutely Absorbing

This is the type of game which shows off the Amiga and what it can do, from phenomenal graphics to great music. What looked to be a simple game in 3-D turned into a game which fascinated us as well as frustrated us as we tried, again and again, to accomplish the task of sinking balls into the seemingly impossible holes. It is absolutely wild to spin the cube around, seeing how different the shot looks from the various angles. The packaging boasts 263,144 different viewing angles and, based on our time spent with the game, we won't even begin to challenge that statement! Anyone who enjoys pool or billiards will find this game a whole new dimension guaranteed to hook you for hours on end! (one player; two player alternating)
Recommended (MSR $29.95)

COMMODORE 64/128 Software

MAGNETRON (★★1/2/★★★) is a space action game from *Broderbund* in which you must pilot your photon fighter through and around fifty orbiting war bases. You'll be maneuvering in some pretty tight spaces as you get pulled and pushed through the various magnetic forces around these alien bases which are seemingly everywhere. Within the alien fortresses there are four types of walls: solid which your fighter will explode against; brittle which you can destroy but will also explode your fighter if you hit it; elastic which your fighter and weapon fire will bounce off of; and the permeable walls which you can pass through. It will take you some time to master the movement of your fighter as the feel is definitely one of no gravity. You'll find yourself constantly over-shooting your destination as you learn how to fly, turn, and shoot.

Galaxy Editor Included

If fifty alien fortresses aren't enough, you can design your own in a endless variety of easy to impossible enemy war bases. You can design the layout, types of walls, placement of the Magnetron Generators, as well as the location, aim and firing power of the alien cannons.

Straight-Ahead Action

While there are fifty alien bases, the action remains pretty much the same from base to base. The control of the fighter is interesting as you must overcome that feeling of weightlessness. The main plus of the game is the ability to design your own enemy bases, allowing for as much creativity as you can muster. Overall, it's a good, but not great space game. (one player; joystick required)

HAT TRICK (★★★1/2/★★★1/2) is one-on-one ice hockey at its best from *Capcom.* The game's perspective is from high above the arena so you're viewing the players from overhead. The premise is quite simple, with the pace of play as frantic as you want. Skate as hard and fast as you can, controlling the puck and shooting it into the opponent's goal. Do whatever you have to do because there's no fouls in this one. You can high-stick your opponent, body-check...whatever means it takes. With your joystick you'll control the one skater as well as your goalie who protects your net.

Fast and Furious

Hockey fans should enjoy this one-on-one action as there's no slowdown moving from screen to screen. The whole layout is below you and you can keep up a lightening pace. Graphically it's simple but extremely effective, and we especially liked the extra touch of the blade marks that began appearing in the ice as the action continued. As the game wore on, the amount of action was borne out by the cuts in the ice! Sports fans will enjoy adding this to their library. (one player; two player simultaneous; joystick required)
Recommended (MSR $29.95)

MINI GOLF (★★★/★★★) is *Capcom's* version of the popular game of miniature golf. The course includes 18 holes which are reminiscent of some of the courses we've all played. Unlike any other golf game out there, this one requires split-second timing to aim your shot. There's a moving cursor which

whirls around your ball, starting in a wide circle and quickly closing in on your ball. If you do not select the angle (by hitting the joystick button) before the cursor reaches your ball, you lose your turn. While we initially looked for a traditional cursor line-up (where you carefully move the cursor to the angle you want it), we quickly found this to be quite challenging as we found, over and over, that our timing was off by a hair and suddenly our aim was straight into the side, a barrier, or something else which just added strokes! Once you hit the joystick button, there's no changing of the cursor. You just adjust for the power of your swing and hit the button again. The game is excellent for hand-eye coordination and we found it challenging as well. You should have lots of fun with this one! (one to four players; joystick required)
Recommended (MSR $29.95)

Carmen's on the Loose Again!

The irrepressible Carmen Sandiego is up to her dirty tricks once more. This time she and her gang of thieves are loose in Europe, providing players a new series of challenges in Broderbund's WHERE IN EUROPE IS CARMEN SANDIEGO? (MSR $44.95 for Apple II and IBM/Tandy, $39.95 for C64/128). The program package has several new features, including a "Crimestopper's Notebook" and "Factfinder's Database," along with a copy of the Rand McNally "Concise Atlas of Europe." In conjunction with the release of the new game, Broderbund is sponsoring a consumer sweepstakes (March 1 through May 31, 1988, no purchase required). The Grand Prize is a trip for two to Europe, with four days in London and four days in Paris. The prize includes round-trip airfare, hotel accommodations, sightseeing tours, and reserved theater seats.

More New Titles from Broderbund at CES

Broderbund also previewed the ARCADE GAME CONSTRUCTION KIT ($29.95) for C64/128, an easy-to-use tool for designing your own games. The program includes a complete game, LABYRINTH MASTER, along with six "starter kits" plus tools for creating games of up to 50 levels from scratch. Users can design their own enemies, tactics, backgrounds and characters, with up to seven animated objects on the screen at the same time. Broderbund also showed Apple IIGS versions of FANTAVISION and THE PRINT SHOP ($59.95 each). And sharing space with Broderbund was their newest affiliated label, Origin Systems. Lord British himself (Richard Garriott) was on hand to explain the intricacies of ULTIMA V ($59.95 for Apple II and C64/128) and the futuristic 2400 A.D. ($39.95 for Apple II), which pits the player against hostile robots.

Broderbund Also Shows at MacWorld Expo

New, Macintosh versions of Broderbund's THE ANCIENT ART OF WAR AT SEA ($44.95) and WHERE IN THE WORLD IS CARMEN SANDIEGO? ($39.95) made their debut at the MacWorld Expo held earlier this month. Both programs are scheduled for release in March.

New Arcade Conversions from Data East

Data East recently announced the release of computer versions of three arcade favorites. KID NIKI is a ninja action/adventure game for C64/128 (MSR $29.95) and Apple II ($34.95). (This title is also available for the Nintendo Entertainment System at $44 available for C64/128 ($29.95) and Atari ST ($44.95).

Coming from Microdeal

Microdeal, the game-playing division of MichTron, has announced several new titles for the Atari ST, including TANGLEWOOD, which is reviewed in this issue. Other new games on the schedule for early 1988 include SLAY-GON, a graphics adventure featuring a 3-D maze and LEATHERNECK, a combat adventure that permits the simultaneous use of up to four joysticks with a special adapter. Microdeal also plans to release the real-time simulation, INTERNATIONAL SOCCER, a futuristic arcade-style game called OMEGA RUN, a space game sequel to an earlier release, GOLDRUNNER II, and FRIGHT NIGHT, a game based on the movie of the same name. Suggested retail on all titles is $39.95.

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)

★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)

NA - Not Applicable (i.e. all-text programs not rated for graphics)

THE HUNT FOR RED OCTOBER Coming

The star of DataSoft's display at CES was unquestionably their newly-acquired license for U.S. distribution of the game based on Tom Clancy's best-selling book, THE HUNT FOR RED OCTOBER. Set to ship at the end of this month for Atari ST, Amiga, IBM ($49.95), and C64/128 ($39.95), conversions of RED OCTOBER are already in the works for Atari XE/XL, Apple II ($39.95), and Macintosh ($49.95). Following the plot of the book, the game puts you in the role of Soviet submarine Captain First Rank, Marko Ramius, who wants to defect to the U.S. and take his state-of-the-art submarine, Red October, with him. However, he must keep his crew in the dark about his plans if he is to succeed. DataSoft also showed three other new games. Two are action/strategy games. BATTLEDROIDZ ($24.95 for C64/128, $34.95 for Amiga, Atari ST) is a 3-D game somewhat reminiscent of "Marble Madness," but with 37 different landscapes to explore. THE RUBICON ALLIANCE is a first-person space game for C64/128, Apple II ($19.95) and IBM ($29.95). The third new DataSoft game, GLOBAL COMMANDER, is a strategic simulation of resource, military, and political management. The game will be available for C64/128, Apple II ($29.95), IBM, Amiga and Atari ST ($39.95). DataSoft also announced that their existing program, VIDEO TITLE SHOP, for C64/128 ($29.95) and Apple II ($39.95) now has additional value to the user because it comes packaged with GRAPHICS COMPANION 1, which used to be a separate purchase at $19.95. The company also announced the release of GRPAHICS COMPANION II ($19.95), an add-on disk for VIDEO TITLE SHOP with a variety of school and business-oriented graphics plus dozens of clip-art items for many different subjects.

Activision Shows Variety of Products

The Activision suite at Las Vegas was bustling with activity, from the company itself and from its affiliated publishers (Infocom, Gamestar, MicroIllusions, New World Computing, Sierra, LucasFilm Games, Access Software, System 3, and newest Affiliated Publisher, Firebird). Fans of arcade games will be happy to learn that Activision has acquired the license for the humorous arcade hit, RAMPAGE, which will be available for C64/128, Apple II ($34.95) and IBM ($37.95). (IBM owners note: you will be seeing a $3.00 higher price on your version of games from Activision and its affiliates as they will be providing both 5.25-inch and 3.5-inch disks in each package.) RAMPAGE may be the ultimate in all-out destruction, as players control monster-movie creatures on a coast-to-coast contest to see who can destroy the most buildings, smash the most tanks, swat the most helicopters out of the sky, and generally create mayhem. What we saw of this one looked very good. In a somewhat more serious vein, Activision announced IBM ($42.95), Apple IIGS ($39.95) and Apple II ($34.95) versions of THE LAST NINJA. New from Gamestar is STAR RANK BOXING II (reviewed in this issue) for IBM ($42.95), C64/128 ($29.95) and Apple II ($34.95).

New Solid Gold Titles

Recently added to the Solid Gold Software lineup of budget-priced software were HACKER II: THE DOOMSDAY PAPERS (Apple II and IIGS, Macintosh, IBM, C64/128), THE TRANSFORMERS: BATTLE TO SAVE THE EARTH (C64/128), Infocom's ZORK I and HITCHHIKER'S GUIDE TO THE GALAXY (IBM, Apple II, C64/128, Macintosh), and Gamestar's CHAMPIONSHIP GOLF (IBM) and a combination package of STAR RANK BOXING with ON-COURT TENNIS (C64/128). Pricing on all Solid Gold titles is $19.95 for Apple IIGS and Macintosh, and $14.95 for all other systems listed. New Presentation Tools from Activision Avoiding the term "productivity" that so many companies favor, Activision showed what it calls its "Presentation Tools," a category which includes graphics, sound, animation, text and integration. New to Activision's line of HyperWare for use with the Macintosh HyperCard, the company showed FOCAL POINT ($99.95), described as "the ultimate organizer." FOCAL POINT contains 18 ready-to-use functions and allows you to create your own—plus it keeps them linked to each other in a way that keeps everything in sync, from agendas to budgets, from phone directory to customer lists, and much more. Continuing its strong commitment to the Apple IIGS, Activision showed the much-enhanced PAINTWORKS GOLD ($99.95) with over 80 new features. (Owners of PAINTWORKS can upgrade for $20 through May 31, 1988 and $40 afterwards. Owners of ANY other Apple IIGS paint program can upgrade for $40.) Also shown was the newly improved THE MUSIC STUDIO 2.0 for Apple IIGS ($99.95) and Amiga ($79.95) with full MIDI support. (Owners of the current THE MUSIC STUDIO can upgrade after April 15, 1988; $10 upgrade for Apple IIGS, $30 for Amiga.) And the company showed TELEWORKS PLUS ($99.95), the first communications program developed specifically for the Apple IIGS. The program includes Macros, a variety of automatic features, communication at up to 9600 baud, and much more. Owners of ANY Apple II communications program can upgrade to TELEWORKS PLUS for $50 (through June 30, 1988).

Original WIZARDRY Now Available for Commodore

SirTech is about to make a lot of adventure-loving C64/128 owners very happy. The company recently released the first WIZARDRY scenario, PROVING GROUNDS OF THE MAD OVERLORD in a C64/128 version (1541 or 1571 drive). Now all those Commodore owners can find out for themselves why Apple and IBM owners are so crazy about this program!

COMPUTER ENTERTAINER/ VIDEO GAME UPDATE AWARDS OF EXCELLENCE ANNOUNCED

It's that time again when the editors of COMPUTER ENTERTAINER/VIDEO GAME UPDATE choose the winners of AWARDS OF EXCELLENCE. Chosen from the over 350 programs the newsletter has reviewed in the last twelve months, this is the Sixth Annual time we've met and slugged it out over the best of the best. As usual, some winners were easy to choose, while other categories were extremely tough because of several excellent programs. In some categories, as you can see, awards have not been given in all computer configurations due to lack of, in our opinion, a program deserving of our Award. Not surprising to anyone, there are more award categories in the VideoGame area due to the tremendous expansion of the category. We also found, as we went through all the programs reviewed, that we needed to establish the *BEST SIMULATOR* category due to the strength in that category, for several computers.

Congratulations to all the winners...

COMPUTERS

PROGRAM OF THE YEAR - ENTERTAINMENT

Amiga: *TEST DRIVE* (Accolade)
Apple II: *INFILTRATOR II* (Mindscape)
Atari ST: *SDI* (Master Designer Software distributed by Mindscape)
Atari XE/XL: *ACE OF ACES* (Artech for Accolade)
Commodore 64: *THE LAST NINJA* (Activision)
IBM PC/Compatibles: *POLICE QUEST* (Sierra)
Macintosh: *DARK CASTLE* (Silicon Beach Software)

SPORTS PROGRAM OF THE YEAR

Amiga: *EARL WEAVER BASEBALL* (Electronic Arts)
Apple II: *PURE STAT BASEBALL* (SubLogic)
Atari ST: *WORLD KARATE CHAMPIONSHIP* (Epyx)
Commodore 64: *CALIFORNIA GAMES* (Epyx)
IBM PC/Compatibles:
GBA BASKETBALL TWO ON TWO (Gamestar for Activision)

DESIGNER OF THE YEAR

Final Frontier Software
for
SPACE M+A+X SPACE STATION CONSTRUCTION SIMULATOR

MOST INNOVATIVE PROGRAM

MANIAC MANSION
(LucasFilm Games distributed by Activision)

EXCEPTIONAL ACHIEVEMENT GRAPHICS/SOUND

APOLLO 18 (Accolade)

BEST ADVENTURE/FANTASY (Text Only)

NORD & BERT COULDN'T MAKE HEAD OR TAIL OF IT
(Infocom)

BEST ADVENTURE/FANTASY (with Graphics)

LEISURE SUIT LARRY (Sierra)

BEST SIMULATOR

Amiga: *FLIGHT SIMULATOR II* (SubLogic)
Atari ST: *FLIGHT SIMULATOR II* (SubLogic)
Commodore 64: *GUNSHIP* (Microprose)
IBM PC/Compatibles:
CHUCK YEAGER'S ADVANCED FLIGHT TRAINER
(Electronic Arts)
Macintosh: (tie)
FALCON (Spectrum-Holobyte)
SUB BATTLE SIMULATOR (Epyx)

BEST ACTION/ARCADE-STYLE GAME

CAULDRON (By Palace Software for Broderbund)

BEST STRATEGY/WARGAME

HALLS OF MONTEZUMA
(Strategic Studies Group distributed by Electronic Arts)

BEST EDUCATIONAL PROGRAM

PRESIDENT ELECT '88
(Strategic Simulations Inc.)

GAME OF THE YEAR

Nintendo: *LEGEND OF ZELDA* (Nintendo)
Sega: *OUTRUN* (Sega)

SPORTS GAME OF THE YEAR

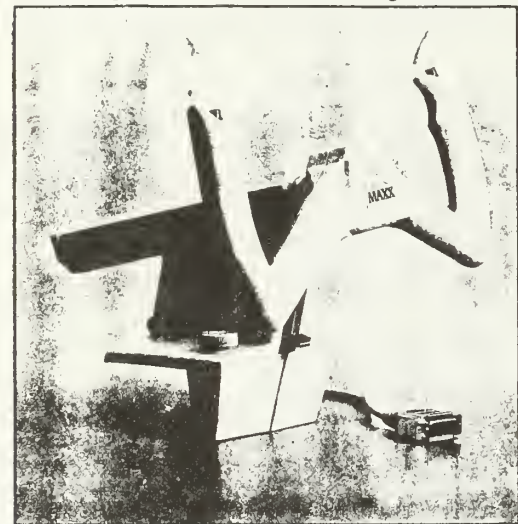Nintendo: *DOUBLE DRIBBLE* (Konami)
Sega: *GREAT BASEBALL* (Sega)

MOST INNOVATIVE PROGRAM

Nintendo: *FAMILY FUN FITNESS with ATHLETIC WORLD* (Bandai)
Sega: *SEGA 3D GLASSES and MISSILE DEFENSE 3-D* (Sega)

IBM PC & COMPATIBLES

MAXX YOKE sounds like a hybrid cousin to *Maxx Headroom*, but, in reality, is a fascinating new control device for all you flight simulator nuts out there. Designed by <u>Alturas Corporation</u> and distributed through the Affiliated Labels program of <u>Electronic Arts</u>, this multi-function aircraft control yoke is perfect to finish off the complete feel of simulation for such games as SubLogic's *Flight Simulators* and Electronic Arts' own *Chuck Yeager's Advanced Flight Trainer*, as well as other simulators in helicopter, submarine, and even auto racing. The sturdy unit clamps onto your desk for additional stability. The unit is self-centering and turns 60 degrees left/right from center. There's action buttons on each yoke arm which can be used for such things as weapon deployment, cursor control, trim, etc. (depending on the software). In a flight simulator (we tested it with *Chuck Yeager*), you'll begin by sliding the throttle control and then pulling your yoke back to begin your climb. Then, you're off into the wild blue yonder.

Get Out Your Flight Suit!

This device is the ultimate for the simulation lover (and there's lots of you out there...with more new games coming all the time to satisfy you) as, within seconds, you forget your surroundings and feel as though you've stepped into a jet cockpit for a flight at Mach 2. When we secured it to our computer desk we immediately felt how substantial the item is...you can fly with abandon and not worry about it falling into your lap or onto the floor, ruining the world you've created for yourself. The yoke has a terrific feel to it and we found ourselves quickly flying better than ever as this is the ultimate controller for this type of game. Frankly, we can't wait until we have a minute to break out a few favorite games in the auto racing genre so we can fly through our laps! Now...if only someone would come out with a capsule to sit in that rocks back and forth simulating the feel of flight (sorry, we're losing our sanity!)! With the hefty price, it's not for everyone, but for anyone who wants to spring for the cost, it is worth it! (available for IBM, coming for Apple II; works with most simulators using joystick control)
Recommended (MSR $129.95)

SEARCH AND DESTROY (★★/★★) finds you in command of your own Fletcher class destroyer during World War II in a wartime simulation where you are looking for enemy submarines. From <u>Broderbund</u>, the game features two viewscreens, the first a chart view with your gauges below. The gauges include a radar screen, compass heading, message screen, as well as depth charge information, throttle, etc. You can then move to a Zoom view which is an overhead view of your destroyer with the ship centered on the screen. The message screen gives your information such as what sector the enemy submarine is in, when to change bearings, etc.

Nothing Special

There's a lot of submarine/destroyer type simulations out there, and this is just one more. The graphics are simple, as well as the sound. The gameplay really doesn't have any unusual twists to raise it above the other games of the genre that are already out there. The plus side is the price of the game for value-conscious players. (one player)
Not Recommended (MSR $14.95)

SUPERBIKE CHALLENGE (★★★/★★★) is the latest motorcycle racing game, featuring split-screen graphics allowing for some heated two-player contests (you can also play solo against the computer). You have your choice from among twelve Grand Prix races with six bikers on each split-screen (the computer controls the other bikes) in this contest from <u>Broderbund</u>. Using either keyboard or joystick, you'll control your turning, acceleration, braking, as well as shifting up and down, and leaning your bike correctly into and out of turns. On the screen you'll find your gauges which include gear control, speed, RPM, as well as a lap counter, average time per lap, and an overview map of the course

you're running. You'll want to begin by some practice laps as you must learn how to correctly lean to get the most speed, without wiping out.

Racing Fans Will Enjoy

There's lots of fast action here, with lightening reflexes the key to success. The fact that you control all aspects of driving, including the shifting, makes this realistically challenging and fun to play. The graphics are quite good and we especially like the split-screen imagery, something that's been done before but adds excitement, especially to the two-player mode, whenever it's used. All in all, you should have some fun with this fast and furious biking race. (one player; two-player simultaneous; reviewed on IBM; coming for Atari ST and Commodore 64)
Recommended (MSR $19.95)

STAR RANK BOXING II (★★★1/2/★★★1/2) is an updated and enhanced version of *Star Rank Boxing*, also from <u>Gamestar</u>. Now distributed through <u>Activision</u>, this updated program features better animation, as well as more player control over the boxers. There are three weight classes: welterweight, middleweight and heavyweight and you can create up to five fighters of your own in each class. At the beginning, you can choose one of three different modes of play (in addition to watching a demo). In Exhibition, you can play with a friend or computer with the boxers of your choice. In Tournament Play, you match your best fighter against the computer in one or more bouts leading up to the championship fight. In that mode, your boxer's stats are updated and saved for later fights. When you choose your fighter, you can pick one of the boxers on the disk or you can create your own. That newly created boxer will have no stats and will have to start at the bottom of the division you've chosen for him. Move on to Training Camp where your man can train on the Light Bag, Heavy Bag, or have him Spar and Run. Once you're in the ring, you will have a good deal of control over your fighter as the various movements of the joystick (you can re-assign the movements to the keys of your choice on the keyboard) control the various types of punches as well as covering up, ducking, moving, leaning, and more. Between each round, the three judges' scores for the two fighters are displayed for your information.

Very Good Action

The original boxing game, when introduced in late 1985 was one of our favorites and Gamestar has simply made a good game better. There's a great deal more fluidity in the movements this time around and any computer boxing fan will appreciate the added movements – both footwork and hands – that have been brought to the new version. As a result of these additions, the game has even more a feel of a good fight. You'll enjoy being able to create your own boxers and then moving them up through the ranks by winning fights and saving the stats, building your very own stable of ring kings! (one player; two-player simultaneous; reviewed on IBM; coming for Apple II and Commodore 64)
Recommended (MSR $39.95)

MIXED-UP MOTHER GOOSE (★★★★/★★★★) is billed by <u>Sierra</u> as a children's adventure (the first 3-D animated adventure game designed specifically for young children). Designed by Roberta Williams, the person behind the bestselling *King's Quest* series, the game has kids helping Mother Goose find missing pieces to some of her most popular rhymes. Once the child has helped Mother Goose correct the mistakes by locating the missing characters and objects and returning them to their rightful owners, the rhyme comes to life on the screen as the on-screen characters perform the rhyme in animation with accompanying music! When moving about the world of Mother Goose, the character easily moves about (joystick or keyboard) and disappears off the side of the screen, with the new screen popping up and the walk continues. If your child wants to enter a castle, house, or whatever, he/she simply walks up to the door and the door will open. The next screen finds the character inside that particular building. By going up to one of the Mother Goose characters, that character will tell the child what is missing or, if that person is a missing piece to the rhyme, the character will tell the child where he or she needs to go. There are many places to go (over 44 screens) so Sierra has provided a colorful map to help your child move around.

Simply Delightful Learning

Your child will not even know they are learning anything (but they definitely are learning a great deal) as they take an absolutely delightful trip through Mother Goose land. When the game starts, your child can pick a character that looks most like them, as well as typing in their name. That way, every time there's an encounter in the adventure, the child's name is used, adding to his or her interest and delight in what's going on. The graphics are very good, typical of Williams' graphics we've seen in the adult adventures she's designed. All in all, this is a game which is much more than a game and something your child will undoubtedly return to again and again. (one player; up to 12 children can save their game according to their name; joystick or keyboard; supports EGA, CGA and Hercules Graphic cards)
Recommended (MSR $29.95)

Epyx Designated Official Licensee of U.S. Olympic Team

You'll be seeing the familiar U.S. Olympic Committee logo on a new computer game, THE GAMES-WINTER EDITION, because Epyx is a licensee of the 1988 U.S. Olympic Team. We got a good look at work-in-progress on the C64/128 version of the program at the Winter Consumer Electronics Show (CES) earlier this month in Las Vegas. Fans of Epyx's earlier WINTER GAMES will be pleased to learn that THE GAMES-WINTER EDITION continues the company's tradition of multi-event sports programs with stunning graphics and plenty of play value. The program is set in Calgary, Alberta, Canada and includes seven events: speed skating, downhill skiing, slalom, luge, ski jump, figure skating, and cross-country skiing. Fortunately for gamers, what we saw is not just a re-make of WINTER GAMES. We were especially impressed by a figure skating sequence with incredibly smooth animation and finer detail than anything in the original WINTER GAMES. Figure skating also contains a selection of musical accompaniments, and the player earns extra points for keeping time with the music! And the downhill skiing event lets the player set TV camera positions on the course, so the player's first-person view of the downhill run is broken up with "TV coverage" of the action. THE GAMES-WINTER EDITION will be available for C64/128, Apple II and IBM/compatibles (MSR $39.95). A portion of the sales proceeds will help support the U.S. Olympic Team.

New Sports Games from Epyx

Epyx's display suite at CES was a busy place because the company was showing many new titles. STREET SPORTS SOCCER (C64/128, Apple II, IBM $39.95) is the latest in their casual sport series featuring neighborhood teams. This one offers especially fast action. And 4X4 OFF-ROAD RACING has its share of speed, too, along with mud and unpredictable terrain. Players choose their own rig and equip it just the way they want for a multi-race season. ($39.95 for C64/128, IBM, Amiga.) And Epyx had yet another game for the sporting set, THE SPORTING NEWS BASEBALL ($39.95 for C64/128, Apple II, IBM). The game is statistically enhanced and endorsed by the "Bible of Sports," THE SPORTING NEWS. The game combines action and strategy, features unique batting control, and includes 26 major league ball clubs and a wide variety of players.

And More Games from Epyx

Epyx also showed a sequel to a game from 1984. The malevolent Elvin returns in IMPOSSIBLE MISSION II ($39.95 for C64/128, Apple II, Atari ST, IBM). Now ensconced in a high-tech office complex, Elvin plans to conquer the world. The player must avoid surveillance cameras, suicide robots, and lots of other dangers to foil Elvin's plot. We also got a look at the third in Epyx's Master Collection line of software for advanced game players. L.A. CRACKDOWN (C64/128, Apple II, IBM, $39.95) is a topical detective adventure in which the player takes the role of a senior detective directing the actions of a promising young rookie who is hot on the heels of a major drug ring. The action of the game is influenced by how much the rookie has learned under the senior detective's tutelage. For their latest Maxx-Out action game, Epyx has turned to Palace Software of London for DEATH SWORD ($24.95 for C64/128, Apple II, Atari ST, IBM). This one is pure hack-and-slash action set in the dark ages, featuring heavy combat and some violent moments. DEATH SWORD was a best-seller in Europe, where it was known as "Barbarian." ("Barbarian" earned quite a bit of notoriety for the sensational poster enclosed with the game: a muscle-bound man pictured with a very well-endowed and scantily clad woman. More than a few of the posters even made their way to the U.S.. The poster is NOT part of the U.S. version of the game from Epyx.)

Epyx Productivity Software

New to Epyx's line of home productivity titles is HOME VIDEO PRODUCER, a program that allows the user to add text, graphics, and special effects to home videos ($49.95 for C64/128, Apple II, IBM). The program includes a number of pre-designed segments for the ease of "fill-in-the-blanks" use, or individual effects can be created from a variety of graphics, typefaces, and borders. STICKER MAKER for Apple II and IBM ($34.95) lets the user create all kinds of stickers in a variety of shapes and sizes. The program includes more than 100 detailed graphics, fonts, borders, and background patterns, or the user can import graphics from "Print Magic," "Graphics Scrapbook," "PC Paintbrush," "Print Shop," or "Newsroom" compatible disks. Epyx also showed a new version of PRINT MAGIC for IBM ($59.95), which includes a free add-on disk of holiday graphics.

Epyx Will Distribute Titles from U.S. Gold in U.S.

U.S. Gold, which has been distributing Epyx software in Europe, will now have some of its titles distributed in the U.S. by Epyx. The first three U.S. Gold titles will be DIVE BOMBER ($39.95), a World War II torpedo bomber mission with the goal of sinking the Bismarck; STREET CAT ($24.95), a whimsical contest of feline athletics to select the baddest cat in town; and METROCROSS ($24.95), a very fast obstacle race through a three-dimensional, 24-level setting. All three U.S. Gold Titles will be available for C64/128 and Atari ST. DIVE BOMBER and STREET CAT will also be available for IBM and Amiga; DIVE BOMBER is the only one to be available for Apple II.

Still More from Epyx!

At CES, Epyx announced their new Consumer Electronics Division. Its first series of products is a line of VCR games and audio cassette board games. VCR CALIFORNIA GAMES, VCR GOLF, and PLAY ACTION VCR FOOTBALL ($39.95 each) are the debut products for use with your video cassette recorder. Each includes a video cassette, gameboard, and cards. VCR CALIFORNIA GAMES has players competing in a race from San Francisco to San Diego, earning money when their car breaks down by competing in California-style sporting events. PLAY ACTION VCR FOOTBALL makes you the coach, choosing plays and watching the outcome, which is based on statistical probabilities. VCR GOLF lets up to four players call the shots and watch four separate pictures on a TV screen, showing each player's results simultaneously. HEAD-ON FOOTBALL and HEAD-ON BASEBALL ($19.95 to $24.95 each) are boardgames with play-by-play highlights on audio cassette to make the action more lively.

The Latest from Cosmi

Cosmi has announced three titles scheduled for early 1988 release. NAVCOM 6: THE GULF DEFENSE (MSR $24.95 for C64/128) puts the player in charge of the sophisticated Weapons Control Center aboard a U.S. Navy warship in the Persian Gulf. The goal is to escort oil tankers through the straits of Hormuz, detecting and destroying mines and defending against Iranian air and sea attacks. THE PRESIDENT IS MISSING is due for C64/128 ($24.95) and IBM ($29.95). The program is a mystery adventure accompanied by an audio cassette containing the kidnappers' demands and mystery clues. The player controls the central computer of the Counter-terrorist branch of the C.I.A. and must not only recover the missing president but also unravel the sinister plot behind the crime. The third in Cosmi's lineup of topical games is CORPORATE RAIDER ($24.95 for IBM), a simulation of the world of corporate boardrooms, hostile takeovers, and modern-day financial empire-building.

Sneak Previews from Strategic Simulations

Away from the CES convention floor in Las Vegas, Strategic Simulations, Inc. showed sneak previews of the official computer version of the classic ADVANCED DUNGEONS & DRAGONS fantasy role-playing game, which will not be released until mid-year. SSI also plans a joystick-controlled action game based on AD&D, along with a dungeon masters utility program to be used with traditional, non-computer AD&D games. A pre-release version of QUESTRON II was also previewed by SSI.

Mindscape Shows CITADEL

CITADEL, a new fantasy role-playing game for Macintosh (MSR $49.95) from Mindscape, made its pre-release debut at CES and MacWorld Expo earlier this month. Featuring three-dimensional graphics and digitized sound, CITADEL is set in an imaginary place and time and sets the player on a quest to explore the catacombs within a buried structure. Players who enjoy creating their own characters should have a good time with CITADEL, because it allows selection of the characters' lineage, race, social class and more, causing characters to be "born," and then developed through continued interaction with the story. Mindscape also showed a pair of titles for Amiga: IMPACT (described by a Mindscape spokesman as "an improved 'Arkanoid'") and HARRIER COMBAT SIMULATOR (the new name for the game formerly known on other systems as HIGH ROLLER).

New from Thunder Mountain

Mindscape's budget software division, Thunder Mountain, showed its first-ever games with retail pricing of $14.95. (All previous Thunder Mountain titles have been priced at $9.95.) Shown at the new price point were TAI-PAN (Atari ST, C64/128), based on James Clavell's novel of 19th century China; WINTER CHALLENGE (Amiga, Atari XE/XL & ST, C64/128, IBM), a series of five olympic-style sports events; TAU CETI: THE LOST SPACE COLONY (Atari ST, C64/128, IBM), a space adventure; IMPLOSION (high-speed action/ adventure for C64/128); HEAD OVER HEELS (C64/128, IBM), a 3-D graphic adventure; WIZBALL (action game for Atari ST, C64/128, IBM); and MUTANTS (futuristic game in war-torn world for C64/128). Thunder Mountain also had some new $9.95 titles, several of which were recognizable as re-releases of former titles from other companies. These include MURDER BY THE DOZEN and FELONY (Apple II, C64/128, IBM, Macintosh), ARMY MOVES and DOC THE DESTROYER (C64/128), and THE RAILROAD WORKS (Apple II, C64/128, IBM).

MicroProse Spotlights RED STORM RISING

Like many other software developers at CES, MicroProse showed its products in a hotel suite away from the convention floor in Las Vegas. The star of the MicroProse "mini show" was clearly the upcoming RED STORM RISING, based on Tom Clancy's best-selling book of the same title. The author himself was present, since he collaborated on the game with Micro-prose designer/programmer Sid Meier ("Silent Service," "F-15 Strike Eagle," "Pirates!"). The partnership is a natural one, since Clancy is a computer gamer himself and already had played MicroProse games before working on RED STORM RISING with Meier. Slated initially for release on C64/128 (MSR $39.95), the game of modern nuclear submarine warfare will also be available later for IBM and other systems. According to Sid Meier, the difference between "Silent Service" and RED STORM RISING (both games of submarine warfare) is "like the difference between the P-51 Mustang in World War II and today's F-15." The new game incorporates the high-tech gear of modern warfare, introducing totally new gaming elements. The realism of RED STORM RISING is further enhanced by the input of Larry Bond in bringing the book to the computer screen. Bond is the author of the boardgame, Harpoon, which was a significant part of the inspiration of Clancy's book.

New Releases Coming from MicroProse

The company showed new versions of several existing titles, including PIRATES! for IBM and 128K Apple II ($39.95 each) and a much-enhanced version of GUNSHIP for Atari ST ($49.95) with "state-of-the-art 3-D flight and combat simulation," improved cockpit configuration and a view out of the cockpit window that is 25% wider than the initial Commodore and IBM versions. GUNSHIP, already a solid hit (over 200,000 sold and certified "Gold" by the Software Publishers Association (SPA), is expected to be a good test of the game market for the Atari ST. According to several publishers with whom we've spoken, software sales have been somewhat below expectations in the Atari ST format. And although ST software sales have been stronger in Europe where the ST has achieved more market penetration than in the U.S., a number of software publishers believe that ST sales have decreased somewhat even in Europe since the introduction of the Amiga 500. Other new versions of existing titles coming from MicroProse include PROJECT: STEALTH FIGHTER and AIRBORNE RANGER for IBM and Atari ST, PIRATES! for Apple IIGS, and GUNSHIP for Apple II and Amiga.

MIGHT AND MAGIC Coming to Macintosh

New World Computing, one of Activision's Affiliated Publishers, has announced the release next month of a Mac version of MIGHT AND MAGIC: SECRET OF THE INNER SANCTUM ($59.95). The new version will take full advantage of the Mac interface, allowing the player to explore 50 areas with 13,000 locations and experience the game's elaborate combat system.

TV-Based Games from Box Office

A new company, Box Office, showed four games based on TV shows: ALF, CAPTAIN POWER, HIGH ROLLERS, and THE $100,000 PYRAMID. All are available for IBM, Apple II and C64/128 (MSR $14.95 each).

MACINTOSH Software

SOLITAIRE ROYALE (★★★1/2/★★★1/2) has now shipped for Macintosh from *Spectrum HoloByte*. A collection of eight popular solitaire games, the Macintosh is an especially appropriate computer for the game due to the ease you can play the games with your mouse. The games included are Pyramid, Golf, Corners, 3 Shuffles & A Draw, Reno, Klondike, Canfield, and Calculation. The three children's games included are the classic game of Concentration, Pairs, and The Wish. Anyone who enjoys card playing will get hooked for hours in front of their computer with this program. The graphics are crisp and easy to read, and you can engage in tournament play. (one player; multi-player in tournament play; also available for IBM; coming for Amiga) Recommended ($34.95)

APACHE STRIKE (★★★1/2/★★★★) is a deceptively simple-looking game from *Silicon Beach Software* which we bet you'll have trouble walking away from! Simply pilot your helicopter through the canyon walls of enemy cities and destroy their Strategic Defense Computers (SDC) before they are used to launch a nuclear attack. With your mouse you'll climb, dive, careen around corners, and control your machine guns and missiles. There are enemy copters and tanks to be destroyed as you seek the SDC.

Some Designer Notes
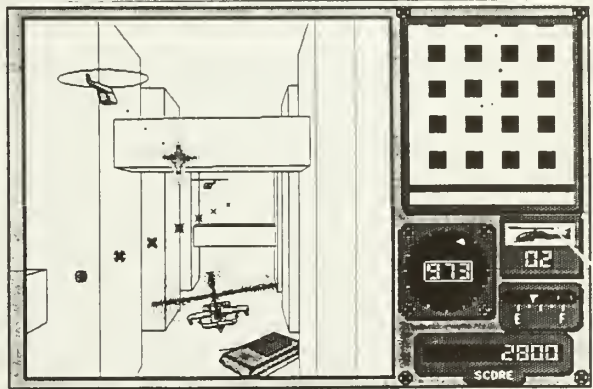
With the review copy we received some interesting notes from designer Bill Appleton (the programmer of *Enchanted Scepters* and *World Builder*). With this game he's been able to produce 3-D animation at ten frames per second with hidden surfaces removed, meaning that surfaces behind others are not rendered on the screen (this is opposed to "wire-frame" imaging popular in many coin-op games such as *Star Wars* where all the lines are shown). It's a fascinating effect that provides a tremendous gaming experience. Meanwhile, *RealSound,* developed by Silicon Beach, is in strong presence here beginning with the opening screen and continuing in the game itself. The sounds of the helicopter blades is as real as it gets short of having an actual chopper in your living room. As we began, we had to learn how to control our mouse movement as the copter swayed side to side, perilously close to the building walls. As we got the hang of it we quickly found that we had a very real sense of flying our copter through narrow city canyons (just wait until you try to turn a corner the first time--a guaranteed slam into the side of a building!). You can begin on Level 1, Level 20, or Level 40. That way, if you have just a few moments before leaving for the office, you can enter at a level which suits your aggressiveness and expertise! We guarantee that you'll be late for work if you're not careful though...it's a tough game to quit! (one player; runs on the 512E, Plus, or SE--be sure to read the instructions regarding memory requirements when booting the game)   Recommended (MSR $49.95)

Byte Size Software: Computer Productivity the Easy Way

While wandering the miles of aisles at CES, we ran into a company called Publishing International whose founder, Brad Fregger, had a radical idea. While most other developers of software for the IBM/MS-DOS environment are trying to create bigger programs with lots and lots of features, Fregger reasoned that many computer owners just want to USE their computer easily and quickly, with a minimum of fuss (and expense). From this comes the concept of Byte Size Software: single-function packages at a reasonable price (most are $19.95) which are very easy to use, require no technical knowledge, and are not copy-protected. The line includes Byte Size Word Processor, Stock Portfolio, Phone & Address Filer, Time & Expense Log, Calendar, Calculator, Floppy Disk Log, Hard Disk Log, Home Inventory, Recipe Finder, Coupon Finder, Gift List and Telecommunications. Nothing fancy: just programs that do one thing and do it well, so that the consumer can simply boot the disk and use the program right away. Fregger measures the success of the concept by the yardstick of phone calls to his company for help in using the programs—two or three a day instead of the 20 or 30 that would be considered "normal" for the number of programs sold. He just may be onto something good!

APPLE II Software

WINGS OF FURY (★★★★/★★★★) is a beauty of a World War II air battle game from _Broderbund!_ You're flying the F6F Hellcat, loaded with bombs, aerial rockets and machine guns as you must accomplish various missions. You'll have to defend your carrier against torpedo bombers, raid enemy islands, deal with enemy planes in dogfights, sink enemy ships, and more. You begin by taking off from your aircraft carrier, then, once airborne, you'll have to deal with the enemy. Your control panel will provide the various information you need such as fuel, amount of weapons left, 3D view which includes an artificial horizon indicator. Flying will require precise use of your joystick as you can maneuver, dive, climb (or stall) with movements in 8 directions. Once your mission is completed, you must return to your carrier and land safely, catching one of the "arrester hooks" to bring you to a halt before careening off the other end of the flattop.

Beautiful Animation

We were enthralled immediately as we began our taxi off the carrier's deck. There were Navy Signal Officers on deck with flags giving us the go-ahead as we gained speed (if you don't get enough speed, you will end up in the drink). Then it was a precise lift-off with our joystick as we headed into the skies above. Once airborne, there were dogfights to engage in, enemy ships, and more...all with terrific gameplay action and great graphics. This is a game of action which any Apple owner should enjoy a great deal, especially with the fine graphic detail. (one player; joystick required; 128K)
Recommended (MSR $34.95)

DONDRA: A NEW BEGINNING (★★★1/2/★★★1/2) is a new graphics and text adventure by Sean Barger for _Spectrum HoloByte_. Designated as the first in the Questmaster Series, the game will let you take a character who has completed the game into future Questmaster modules. For now, however, the task at hand is to save the universe from the evil Colnar, which can only be accomplished by finding the Crystal Prism of Heheutotol. As the last of the Tellasien race, the task falls to you to journey through Dondra and release the undead of Dondra from their bonds. The game is a first-person trip through the many locales of Dondra, depicted in very attractive graphics with many animated sequences. Keyboard entry of text is your mode of interaction with the story. The parser is fairly sophisticated, accepting full sentences and multiple commands. Like most parsers, it falls short at times when it responds to an item just mentioned in the story with something like "you don't see that here." One of the qualities we liked best about the game is its way of adding urgency to the completion of certain tasks. There are times in the game when you must act—and act quickly—or certain disaster will strike. Your progress in the game is measured by experience, which is affected by elapsed time and the number of objects acquired. Your experience score is also negatively affected by the number of times your character is terminated and by the number of times you choose to save the game. This last feature makes the player think twice about those cautious "saves" typically made before entering what appears to be a dangerous situation. Altogether, we found DONDRA a very good adventuring experience with more than the usual feel of the importance of keeping a character alive and making all the right decisions in a real-time sense. The challenge is not just to complete the quest, but ideally to complete it as quickly as possible and with few (if any) saves. This emphasis makes you play DONDRA somewhat differently than you may have done with other role-playing adventures. (Solo play; Keyboard; 3 double-sided 48K disks; Blank disk required for saving.) Reviewed on Apple II; planned for C64/128, IBM, Apple IIGS.   Recommended. (MSR $34.95)

ATARI ST Software

TANGLEWOOD (★★★★/★★★) is an all-graphics adventure from _Microdeal_ that requires absolutely no text entry. According to the story, your weird Uncle Arthur has just ten days to recover the documents which show that he owns the mining rights on the planet of Tanglewood. Of course, Uncle Arthur has turned to you for help because of your talent with computers. It seems that a rival company has stolen the documents and hidden them in the Opposition Center. To reach your eventual goal, you must control Arthur's five mobile units, all in various states of disrepair, to explore the surface and depths of Tanglewood. Along the way, you hope to discover Dog Crystals for their useful properties, and perhaps even the rare Ice Emerald. And you must follow the many (and strange) Tanglian rituals if you hope to be trusted by the locals. As you send the quirky little mobile units on their exploratory paths, you must avoid the Opposition's mobiles, along with many other dangers to be discovered. The game plays a bit like a maze on the surface of the planet, with more to be discovered within the buildings and beneath the surface. There is a vast territory to explore and plenty of puzzles to solve. The game is a bit eccentric and doesn't take itself too seriously, which makes it all the more fun to play. This is the best we've seen from Microdeal in some time. (Solo play; Mouse; Pause; Blank disk required for saving.) Available for Atari ST only. Recommended. (MSR $39.95)

COMMODORE 64/128 Software

STRIKE FLEET (★★★E1/2↓★★★E1/2) is a modern naval task force simulator from _Lucasfilm Game_s (distributed by _Electronic Arts_) that lets the player command an entire fleet of naval warships and their weaponry (including helicopters) in any of ten scenarios. To familiarize yourself with the game and the systems of your ship, begin with the "Stark Realities" scenario. This gives you a chance to practice such basics as setting your course, choosing and deploying weapons, and changing your viewpoint to a different ship (in this case, one of your helicopters). Those who have played Lucasfilm's "PHM Pegasus" will recognize similarities, such as the ability to slow down or speed up the pace of the game (often a very handy feature). Once you're familiar with the basics, you can try out a real mission—or even a series of missions in a full campaign. The missions are as current as today's news, with tasks such as escorting reflagged Kuwaiti tankers through the Persian Gulf or battling an Argentine task group for control of the Falkland Islands. Depending on the scenario, you may command up to 16 ships and four helicopters at a time, changing your viewpoint to the bridge of any ship in your fleet as circumstances and your overall strategy demand. You are in charge of outfitting the fleet for your chosen mission and then seeing the mission through. And you get plenty of choice for your fleet: 52 ships from 10 ship classes and a wide variety of modern weapons. At the end of each mission or campaign, you are awarded a rank based on your performance. (It is also possible to be court-martialed in the case of utter failure.) Fans of naval warfare will find that STRIKE FLEET offers them a wealth of options, timely mission scenarios, and many, many hours of satisfying play. (Solo play; Joystick & keyboard.) C64/128 version reviewed; coming soon for Apple II, IBM/Tandy.
Recommended. (MSR $29.95)

THE TRAIN (★★★1/2/★★★1/2) is an intriguing, first-person action/adventure from _Artech Digital Entertainments_ of Canada for _Accolade._ Set in World War II, the game casts you in the role of a French Resistance leader who attempts to capture a Nazi-controlled war train and take it through enemy lines to your Allied friends at Riviere, Normandy. On board the train is a secret cargo: the entire plundered art collection of France, which is headed for Berlin. The game proceeds in stages, beginning with the taking of the train. Then its off on a dangerous ride, with you as engineer and chief gunner on the train. A fellow Resistance fighter accompanies you and offers hints as you take enemy stations and bridges, race through the countryside, shoot at attacking Nazi fighter planes, avoid treacherous ambushes, communicate with other members of the Resistance to switch tracks, and try to get the train and its precious art cargo in one piece to meet the advancing Allies. THE TRAIN has a wonderful blend of action, intrigue, strategy, and high adventure that's a lot like being in the middle of a World War II movie. (In fact, there was a movie with the same premise as this game.) It's an entertaining game with a very good story. We have just one complaint: the instructions could be a little more explicit on how to get the train started moving after it is taken at the first station. (Solo play; Joystick.) Available for C64/128 only; planned for IBM, Amiga, Macintosh.   Recommended. (MSR $29.95)

CARD SHARKS (★★★★/★★★) by Mike Lorenzen for _Accolade_ takes the standard computerized card games and adds a little personality to them. The program offers Hearts, Blackjack, and three varieties of Poker (Five Card Draw, Seven Card Stud and Texas Hold'Em), an animated dealer, and a choice of animated opponents, each with his or her own personal style and strategy of playing cards. There is obviously nothing new in the card games themselves. What is different about CARD SHARKS is the choice of opponents. There are three members of the local card club and three famous world leaders: Reagan, Gorbachev, and Thatcher. The other players react to their wins and losses, employ their own strategies, and chatter freely. The world leaders are perhaps more amusing because they are familiar to all of us, and Mike Lorenzen has done a good job of capturing each leader's public personality in their comments during the games. The dealer, too, has his amusing moments when he gloats over a house win or frowns over a loss. There are an awful lot of card-playing computer simulations available, but at least this one has a fresh approach. (Solo play; Joystick.) Available for C64/128 only; planned for IBM, Apple II & IIGS. MSR $29.95

New from Accolade

Accolade showed a variety of new products at CES, including CARD SHARKS and THE TRAIN for C64/128, which are both reviewed in this issue. The company also showed the C64/128 game, POWER AT SEA (MSR $29.95), which is a strategy and arcade-style action game based on the World War II Battle of Leyte Gulf. The player's mission is to infiltrate and secure Leyte Gulf, which is under enemy control. The game's battle sequences cover the gamut of ship-to-ship, ship-to-air, air-to-ship and ship-to-land confrontations. Accolade's latest Avantage product, PLASMATRON ($14.95) for C64/128 also made its debut. It is a multi-level, arcade-style action game with a science fiction theme. The object is to neutralize all enemy life on a hostile empire colony in space. Accolade also previewed a cute and colorful arcade-style game, BUBBLE GHOST for C64/128, Atari ST, Apple IIGS, IBM and Amiga. This one has you directing a bubble-blowing ghost through 36 hazard-filled chambers.

Larry Bond and HARPOON

In last month's issue, we told you a little about the upcoming war simulation computer game from Three-Sixty Pacific which is based on the boardgame, HARPOON. At CES earlier this month, we were fortunate enough to get a look at portions of the game (IBM version) with Larry Bond as our guide. Bond was the creator of the boardgame on which the computer game is based, the very same boardgame that inspired Tom Clancy to write THE HUNT FOR RED OCTOBER and led to Bond's eventual collaboration with Clancy on his second book, RED STORM RISING. Bond is also involved with the design of the computer game, and he is obviously very excited about the project. As he told us, "This is my baby—and I've been waiting to get it on computer for eight years." It turns out that an attempt was made at a HARPOON computer wargame some years ago, but the existing systems simply couldn't handle the amount of data required to do justice to the game. It was not until the appearance of the more advanced 16-bit systems that a HARPOON computer game became possible. (The only systems for which HARPOON will be available are IBM, Macintosh, Amiga, Apple IIGS and Atari ST.)

Visually Oriented

Bond walked us through several features of the HARPOON game, emphasizing that it's not necessarily aimed at "hardcore wargamers." The designers' aim is to make HARPOON understandable, enjoyable, and accessible to even the average computer owner with little or no knowledge of traditional wargaming. The game is very visually oriented, with a multitude of pull-down menus for access to the game's many functions and its pictorial database of modern Soviet and NATO ships, planes and missiles. Bond took us through a portion of the database, which includes digitized photos along with descriptive text. We recognized many items as current as today's news—AWACS planes and Exocet missiles, for example. Bond lingered on the unique functions of the player's Staff Assistant in the program, a character who provides information and hints and can even direct portions of the action for the player. We were fascinated by what we saw and look forward to the opportunity to spend some time with the completed program in a few months.

Anniversary at Electronic Arts

Electronic Arts with its thirteen affiliated labels has become a Consumer Electronics Show in itself—and the company celebrated its five-year anniversary at this year's Winter CES. They threw a very nice party for themselves, invited lots of folks (even Jack Tramiel of Atari showed up), and put up a nifty display of program packaging artwork, promotional T-shirts and other EA memorabilia. (Only in the computer software industry can a five-year walk down memory lane qualify as "nostalgia!") And besides all that, they showed us lots of new programs. In the ever-expanding line of "Deluxe" creativity programs, EA announced an IBM/Tandy version of DELUXE PAINT II (MSR $149.95) and the continuation of the "Desktop Video Revolution" for Amiga with DELUXE PRODUCTIONS ($199.95) for combining high resolution graphics with simple animations to create professional-quality presentations and DELUXE PHOTO LAB ($99.95) for creating and manipulating images of photographic quality. The PHOTO LAB uses all of Amiga's graphic modes, including the 4096-color HAM (hold and modify) mode and can handle images up to 20 times larger than the Amiga screen. The enhanced DELUXE PRINT II was also introduced for Amiga ($79.95) and Apple IIGS ($49.95).

Fun and Games

In the fun and games department, EA announced that two new celebrities have joined forces with the company in product development efforts: football coach John Madden and basketball star Michael Jordan. JOHN MADDEN FOOTBALL ($44.95), initially to be available for Apple II this spring, will let you be player or coach. The program will feature a 3-D field, real players, and a host of other features. Other new programs for Apple II include BARD'S TALE III: THIEF OF FATE ($49.95) with automapping, dozens of new spells, and the option to create male or female characters; DEATHLORD ($49.95), an epic adventure with a Japanese theme and the ability to transfer characters from "Ultima," "Wizardry," or "Bard's Tale;" WASTELAND ($49.95), a post-World War III adventure that calls on survival skills; LucasFilm Games' STRIKEFLEET ($29.95); and CHUCK YEAGER'S AVANCED FLIGHT TRAINER ($29.95). On the C64/128 front, EA introduced DAN BUNTEN'S SPORT OF WAR ($34.95), which will be playable as a solo game or by two people with modems (even if your opponent has an Apple II or IBM instead of a C64); STRIKEFLEET ($29.95) from LucasFilm Games (reviewed in this issue); and SKYFOX II: THE CYGNUS CONFLICT ($29.95) space age sequel to SKYFOX. IBM/Tandy owners can look forward to a complex new space adventure with context-sensitive conversations with game characters, FUTUREMAGIC, and to their own versions of SKYFOX II ($39.95), SPORT OF WAR and LucasFilm Games' PHM PEGASUS. And for Amiga, watch for a new jet simulator, INTERCEPTOR ($49.95), which features fluid animation, lots of graphic detail, digitized sound, a choice of two jets to fly (F-18 Hornet or F-16 Falcon), and a variety of weaponry. The graphic adventure, RETURN TO ATLANTIS ($49.95) is very close to release (finally!), and Amiga owners will also have the chance to play WORLD TOUR GOLF ($39.95), FERRARI FORMULA ONE ($49.95), and THE BARD'S TALE II: THE DESTINY KNIGHT ($49.95). EA Affiliated Labels Many of the EA Affiliated Labels companies were showing new products at CES, and some have been covered separately in this issue. Other new products include the arcade-style games AAARGH ($39.95, Amiga) in which the player becomes

an out-of-control monster and ROCKFORD ($39.95, IBM/Tandy), the sequel to the "BoulderDash" games—both from Arcadia. Interstel introduced EMPIRE ($49.95 for IBM/Tandy, Amiga, Atari ST), a game of interplanetary imperialism that combines combat, exploration, and advanced artificial intelligence. The company also showed FIRST EXPEDITION ($49.95, IBM/Tandy), a game in which an explorer sets out to chart the unknown; GONE FISHIN' ($39.95, Atari ST), a tale of a small business owner who would rather ·fish than tend the store but must balance both; and SOLARSIM ($34.95, IBM/Tandy), which is a planetarium for your computer. Software Toolworks introduced SECRETARY BIRD ($49.95, IBM/Tandy), an integrated business software package with simplified DOS interface and TWIST AND SHOUT! ($49.95 for Apple II and IBM/Tandy), a program that will print almost anything sideways. Strategic Studies Group of Australia showed THE AMERICAN CIVIL WAR, VOLUME I ($39.95 for Apple II and C64/128), which covers six decisive battles that spanned the first half of the Civil War. Virgin Games introduced computer versions of two popular boardgames: SCRUPLES ($39.95) and MONOPOLY ($39.95). Both will be available for C64/128, with additional versions for Atari ST (SCRUPLES) and IBM/Tandy (MONOPOLY).

Cinemaware Shows THREE STOOGES, ROCKET RANGER

Although Mindscape will continue to distribute Cinemaware's initial releases ("Defender of the Crown," "S.D.I.," "Sinbad and the Throne of the Falcon"), Cinemaware is now officially on its own with its 1988 and subsequent releases, which were shown publicly for the first time at CES. We coaxed a fellow Computer Entertainer staff member to accompany us to Cinemaware's suite, since we were curious to see the reaction of someone who had not yet been exposed to THE THREE STOOGES or ROCKET RANGER. He laughed uproariously at the Stooges' computerized antics and proclaimed ROCKET RANGER very impressive. He later confided that he had never seen such side-splitting humor in a computer game—nor had he had so much fun at CES. Both titles are scheduled for release this month for Amiga, and the C64/128 version of THE THREE STOOGES is also due this month. C64/128 owners should also watch for Cinemaware's WARPSPEED, a fast-loading cartridge that offers several improvements over previous cartridges of this type, including 40/80 column operation, compatibility with all disk drives including the 1581 (even double-sided 1571), and advanced-user features such as a full-featured mini-assembler—altogether 36 built-in features.

1988: The Year of Naval Warfare

Computer gamers who enjoy naval warfare simulations, particularly those that involve submarines, are in for a real treat in 1988. Tom Clancy's two blockbuster best-selling books have both been turned into computer wargame simulations: THE HUNT FOR RED OCTOBER, developed in Europe, will be released first for C64/128, Atari ST, Amiga and IBM by Datasoft (versions for Apple II, Atari XE/XL and Macintosh to follow later in the year), and RED STORM RISING, created by author Tom Clancy and programmer/designer Sid Meier, is coming from Microprose for C64/128 and IBM (with other versions to follow). And if that's not enough excitement for naval warfare buffs, a computer version of Larry Bond's boardgame, HARPOON, is being developed by Bond with Three-Sixty Pacific, Inc., initially for IBM and Macintosh (Versions for Amiga, Atari ST, and Apple IIGS to follow.) The Harpoon boardgame provided Tom Clancy with the inspiration for his first book, and Larry Bond was co-author of the second book by Clancy. All of this flurry of activity around the two books and boardgame is bound to generate new interest in the books among computer gamers (and reviewers!).

West German Ban on SILENT SERVICE to Be Challenged

The award-winning MicroProse submarine simulation, SILENT SERVICE, was banned from sale to minors by the German Federal Office for Examination of Harmful Publications. The legislation authorizing this agency to oversee materials which might be deemed harmful to youth is being challenged by MicroProse on the grounds that it does not apply to computer software, and that the agency relied only on videotapes showing selected sequences of the simulation rather than actually playing the game.

Sierra Will Support Games in Color for Macintosh II

Beginning with LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS, Sierra's 3-D adventure games on the Macintosh will support color on the Macintosh II. Existing games will be converted early this year, and all future releases will support color, according to the company.

THE VIDEO GAME UPDATE

Nintendo Makes Big Impression at CES

Befitting the leader (70% market share) of the revitalized video game market, Nintendo had one of the largest booths at this year's Consumer Electronics Show. Seventeen of the 23 licensees shared space with Nintendo, and yet the booth still had an open and spacious feeling about it. Spending time in that booth could lead to only one conclusion: something good MUST be happening in video games. And indeed it is. For Christmas 1987, Nintendo was the number-one best-selling toy, both in terms of dollar volume and in unit volume. (Included in Nintendo sales was THE LEGEND OF ZELDA, the first software title since the rebirth of video games to sell one million units.) The videogame industry as a whole (Nintendo and its licensees, Atari, Sega, Intellivision) had a $1.1 billion year in 1987, with Nintendo and its licensees accounting for $750 million. It will be a little difficult for even the most skeptical to ignore video games in 1988.

New from Nintendo

Within its gigantic booth, Nintendo showed its reconfigured hardware packages: the ACTION SET (MSR $119.95) with control deck, control pads, Zapper light gun and game pak with two titles (SUPER MARIO BROS. and DUCK HUNT) and the CONTROL DECK SET ($99.95) with Control Deck, control pads and 164-page OFFICIAL PLAYER'S GUIDE. Also displayed for the first time was the new NES Max ($24.95), a joypad with rotating thumb control and two turbo buttons for doubling the speed of the action buttons. Nintendo also showed four new games for the first half of 1988: ICE HOCKEY with first-person perspective, DRAGON WARRIOR (role-playing game set in a medieval kingdom, the American version of "Dragon Quest," the second most popular game of all time in Japan), R.C. PRO-AM (auto racing game based on radio control style racing on 32 different tracks), and what must surely be the jewel in the crown, ZELDA II-THE ADVENTURE OF LINK (role-playing adventure with battery backup). All the new games are priced at $42.95, except ADVENTURE OF LINK at $49.95. All four looked very good, with LINK of special interest because we have so many ZELDA fans among our readers. Although it is not possible to play deeply into an adventure game in a show setting, we were pleased to see that ADVENTURE OF LINK offers even more graphic detail than ZELDA. We expect that LINK will be the most heavily anticipated Nintendo title since ZELDA itself and MIKE TYSON'S PUNCH-OUT!, so be aware that your favorite game store is likely to sell out quickly and often.

The Licensees

There are now 23 Nintendo licensees, with eight added at the time of the January CES. Not all licensees had games to show or even to announce, but those who did show new titles kept us very busy! The licensees just announced are GameTek, Jaleco USA, Inc., Milton Bradley Co., Mindscape, Inc., Tengen, Inc., TradeWest, Inc., Ultra Software Corp., and Vic Tokai, Inc. Since there are so many, we will cover the licensees and their new products alphabetically by company, including both the new and the existing licensees. First of all, the licensees who did not announce new titles include Activision, Broderbund, Irem, Milton Bradley and Romstar. (That leaves us only 18 to go!)

Acclaim Entertainment

The company has recently released WIZARDS & WARRIORS ($34.95), which is reviewed in this issue. At CES, Acclaim announced that it had obtained the rights to publish the Nintendo video game version of RAMBO: FIRST BLOOD PART II ($34.95). Programming is underway for an expected spring release on a game with many missions, which will combine animated graphics and action with on-screen text helping the player to unravel the plot.

Bandai America

AEROBICS (approx. $29.95) for use with the Family Fun Fitness mat and DRAGON POWER (approx. $34.95) are the newest in the Bandai lineup. DRAGON POWER will be a one-megabit cartridge, an adventure based on an old Japanese legend in which two characters search for seven crystal balls.

Capcom USA

The lineup for this company increases by four titles (plus the recently released MEGA MAN, which is reviewed in this issue). The new games are GUN-SMOKE (added back to the schedule after being dropped last year), BIONIC COMMANDO (cartoon-style action game about special commando unit armed with shotguns and bionic arms), SPEED RUMBLER, and 1943 (World War II air action at the Battle of Midway, with the objective to destroy the battleship Yamato). The new Capcom titles all carry a list price of $34.95.

Data East USA

With all the new titles they have released just recently, Data East has just one more due soon: KARNOV ($34.95). Along with the other licensees, Data East is expected to announce its titles for the second half of 1988 at CES in Chicago this June.

FCI

Two new titles were announced: DR. CHAOS ($34.95) and ULTIMA ($42.95). The first is an action/adventure set in a haunted house in which you must rescue Dr. Chaos, who was trapped by the weird results of a scientific experiment gone haywire. ULTIMA, currently a best-seller on the Nintendo Famicom in Japan, is based on the familiar computer role-playing adventure,

"Ultima III," by Lord British. Both games will allow the player to re-start where the last game left off, thanks to an internal battery.

GameTek

As announced in a previous issue, this company will introduce games based on popular TV game shows: JEOPARDY!, WHEEL OF FORTUNE, HOLLYWOOD SQUARES, and PASSWORD ($44.95 each). From what we saw of these at CES, the games have excellent graphics and should provide lots of family fun.

Jaleco USA

This new licensee will introduce CITY CONNECTION ($29.95), an obstacle-filled car race around the world from New York to Tokyo. The company's second game looks like a real blockbuster: the 3-megabit BASES LOADED, a life-like baseball game with voice.

Konami

This is the company that claimed the number-one spot in sales of all the Nintendo licensees during 1987. They aim to hold on to that position with the release of two arcade hits that feature two-player cooperative action, CONTRA and JACKAL ($34.95 each). Both are loaded with action and looked to be up to Konami's usual high standards.

LJN Toys

Coming this spring are TOWN & COUNTRY SURFING & SKATEBOARDING ($34.95), featuring wacky characters from Town & Country Surf Designs, and MAJOR LEAGUE BASEBALL ($34.95) with playing and coaching options.

Mindscape

The first two releases are BAD STREET BRAWLER ($29.95), a Nintendo version of the title that was known as "Bop'n Rumble" on computers, and a home version of the Atari-Namco arcade adventure, INDIANA JONES AND THE TEMPLE OF DOOM ($34.95), which closely follows the plot of the movie.

SNK Corporation of America

The newest from this company is IKARI WARRIORS II: VICTORY ROAD ($42.95), which is sneak-previewed in this issue. SNK also expects to release TNK 3 this spring, along with a 4-player golf simulation, FIGHTING GOLF.

Sunsoft

XENOPHOBE ($36.95) was previewed at CES, and it's a unique, split-screen science fiction game that puts you up against a whole horde of nasty, alien lifeforms. And Sunsoft brings the Zapper light gun right into today's headlines with FREEDOM FORCE ($34.95), a one-megabit game that lets you save an airport from a whole army of terrorists. This one is definitely not for the squeamish, but it should be very popular with those who enjoy the more violent games.

Taito America

RENEGADE ($34.95) is on the way—honest. Lots of anticipation has built up for this title, and it certainly looked good. Also coming from Taito is Bubble Bobble ($34.95), a cute action/adventure in which a pair of dragons are out to rescue their lady friend.

Tecmo

The company is planning to release TECMO BASEBALL and TECMO FOOTBALL along with STAR FORCE II, plus several others that we've been asked not to divulge at this time.

Tengen

GAUNTLET is coming to the NES, thanks to this company. We saw it, we played a little of it, and we think you're going to love it. (This game has a password feature and two-player cooperative action.) Tengen also plans R.B.I. BASEBALL, based on the Atari-Namco coin-op. Both games, $39.95 each.

TradeWest

This company will bring the extremely popular martial arts arcade hit, DOUBLE DRAGON ($44.95), to the NES. The company also plans NES versions of the coin-op games SUPER DODGE BALL and TOUCHDOWN.

Ultra Software Corporation

This wholly-owned but independent subsidiary of Konami is now a licensee in its own right. Its first two titles will be METAL GEAR, a spy adventure with plenty of action and strategy, and SKATE OR DIE, the fabulous computer skateboarding game that has been licensed to Ultra by Electronic Arts.

Vic Tokai

This company's titles are not likely to appear before mid-year, and there may be some name changes. There are two adventures, AIGINA'S PROPHECY and CHESTERFIELD, plus a version of the Nichibutsu coin-op, TERRA CRESTA, and the action/adventure GOLGO 13, which features shooting, martial arts action, and adventure.

Phew!!

And that just about wraps it up for planned releases by Nintendo and its licensees for the first half of 1988.

Game Tip to Return Next Month

As you may have noticed, both last month and this month we did not run the usual game tip. Rest assured, the "Japanese Game Fanatics' Tip of the Month" will return next month.

IKARI WARRIORS II: VICTORY ROAD (★★★★/★★★★) is, of course, the sequel to the extremely popular IKARI WARRIORS (both games by _SNK Corp. of America_). We expect that VICTORY ROAD will be every bit as big a hit as its predecessor, because it features equally good graphics and gameplay as the first game. Paul and Vince, the two commandos who saved the Colonel in the first game, are rejoined in the beginning of VICTORY ROAD as they head home in the special plane given to them by the General. Something very strange happens in flight over the ocean, catching the plane in a time warp and dropping the two men back to Earth thousands of years into the future. The evil Zang Zip has enslaved the people of Earth, and Paul and Vince must fight again in the cause of freedom. The settings are far removed from the jungles of the first game, and the enemies are hordes of strange aliens, but the principal is the same. With every weapon they have or can find, they must fight their way through to the end in order to save their planet. Machine pistols burst, grenades explode, and the overhead perspective of the action is a three-dimensional treat. The action is fast and very challenging, whether you play alone as Paul or cooperatively with a friend controlling Vince. For all the many fans of IKARI WARRIORS who yearn for more, VICTORY ROAD is just what they've been waiting for. (Solo or cooperative 2-player modes.) Reviewed on Nintendo Entertainment System.
Recommended. (MSR $42.95)

GUN.SMOKE (★★1/2/★★) was originally dropped from _Capcom's_ schedule and has now re-appeared for shipment later in February. This action game takes us back to a Wild West mining town during the gold rush era. Your character, Billie Bob, is out to gun down all the bad guys as he walks, guns blazing, through Main Street, as well as an indian village, riverbank, and other areas around the gold mining town. As he goes and kills the bad guys, he picks up the loot some of them have stolen for bonus points. He can also hit the barrels with his guns for additional bonus points and more bullets.

Too One-Dimensional

After blazing our way through a few of the levels, we found that there just wasn't enough happening to keep our interest peaked. We do feel, however, that young boys (probably ages 8 to about 12) would enjoy the action as they could pretend to be that guy in the White Hat defending the Wild West against the guys in the Black Hats. It's definitely not a game for adults! (one player; also available for Commodore 64; continue feature)
Not Recommended (MSR $34.95)

NINTENDO Software

MEGA-MAN (★★1/2/★★★) is the latest action game from _Capcom_ for Nintendo in which you, as Mega-Man, are pitted against the powerful leaders and fighting forces of Monsteropolis, a multi-layered land of robot-like Humanoids created by misguided experiments on humans by Dr. Wright. There are seven heavily-guarded societies which your Mega-Man must go up against in order to win. Dr. Wily, Dr. Wright's assistant who turned disloyal and re-programmed Dr. Wright's Humanoids in order to control the world, is the seventh empire leader which must be destroyed. Before reaching Dr. Wily, you must get through the other six humanoids and their empire. There's Cutman, designed to function as a lumberjack, powerful enough to cut through giant forest timbers. There's Iceman, impervious to the sub-zero temperatures. Gutsman, a powerful enemy, can lift huge boulders. Bombman clears the lands for Dr. Wright's construction projects with his powerful explosives. Fireman melts things with his flame-throwing torch while Elecman is loaded with electrical power. You'll have to climb, jump, and traverse through the various empires, avoiding traps, weapons, and the like, as you attempt to destroy the enemies in each of the empires.

Non-Stop Action

This game will please the action lovers out there as you must work through all sorts of perils, as you climb, jump, and fight your way through the various levels. The graphics are good; however, there is a good bit of flickering in the Mega-Man character as he races through his paces. There are times where he becomes extremely light on the screen as other characters and objects are moving around him. That is our only reservation on the character as each of the worlds features different and interesting perils, scenery, and objects to deal with. It will take you awhile to reach the seventh level so you'll be able to enjoy it for several hours of fast action. (one player; two-player alternating; continue feature)   (MSR $34.95)

SEGA Software

GREAT BASKETBALL (★★★1/2/★★★1/2) is the latest sports game for _Sega_ owners and it's another good one. You'll field a full compliment of players on the court as you go against either the computer or a friend. The game begins with the traditional jump shot. Time your jump right and try to tip it to a teammate. The action begins and it's fast and furious. On offense you can move the ball either by dribbling (be careful not to travel) or by passing. You can pass to a teammate who has an arrow above his head. If he doesn't appear to be in the right position, just keep the ball yourself and move in towards the basket. Watch out for the opposing team as they will attempt to steal the ball. If you pass when there's no arrow over one of your player's heads, the ball will be up for grabs as it falls to the boards. On defense, try to block a shot, but don't run into the ball carrier or you'll find yourself called for pushing. If you commit the foul when the opponent is in the act of shooting, he'll be awarded two free throws. Of course, you can also have that opportunity if you're fouled while shooting. You'll move to the Foul Shot Screen where you'll see an arrow moving back and forth above the basket. Use that to gauge the direction of your shot. There's also a bar which controls the touch of the shot.

Eight Teams

There's eight teams in the tournament with your goal being to beat the other seven and win the Gold Medal. As you move through the tournament, your team sharpens its skills; however, so does the computer's teams. Each team has varying characteristics, beginning with 20 "Vitality Points" which includes speed, jumping ability, shooting and passing expertise. When you win a game you receive one Vitality Point for each point of the margin of victory. These points become critical as you move up in the ranks and you can distribute those points among the four characteristics as you see fit, so it becomes more than just a basketball confrontation. You'll have to exercise judgement as you maneuver your team's victories. In the two-player mode you pick two teams of the eight and go head-to-head, instead of tournament play. One difference in this game from the real thing is the timing. The game is divided into two halves of three minutes each (with the cheerleaders coming out at half time for a cheer). If the game is tied at the end of the six minutes, there's a 90-second overtime played. You'll keep playing overtimes until the tie is broken.

Great Action

This is another solid entry into the sports category for Sega owners. While it doesn't have the graphic clarity of Konami's _Double Dribble_ (for Nintendo), it is a solid game nonetheless. We found the game to have good gameplaying depth, with an announcer yelling out fouls and jump balls. All in all, a fine basketball game for anyone sporting a Sega. (one player; two player simultaneous)   Recommended (MSR Approx. $38.00)

FANTASY ZONE II (★★★★/★★★★) for _Sega_ owners, takes us back to Opa-Opa's homeland ten years after his original visit (in _Fantasy Zone_) when he was called in to save the Zone from its enemies. Peace is at stake once again as a group of Blackhearts have joined forces to take over again. Opa-Opa, in a much more difficult battle of wits and strength, must enter several warp gates before being able to reach and destroy the Blackhearts. This time there are eight different rounds (each one with three to five scenes each) which are connected by the gates. After you destroy an enemy base, the gate will appear and you can pass from scene to scene within the round. Along the way, you'll need to pick up important items in order to fight the enemy, becoming more powerful as you progress. You'll want to collect currency and gold coins which will be useful later when you shop by entering the Shop Cloud. There you can purchase things such as shots, bombs, and speed. There are also Hidden Shops in three of the rounds where you can buy "other unique equipment."

It Whirls, Spins, and Dazzles

We were taken with the original _Fantasy Zone_, as obviously were many, many Sega owners. After all, that's why we have a sequel (and, in fact, another one is in the works – Fantasy Zone–The Maze – planned for later this year). This sequel takes the original premise, keeps the dazzle, and expands upon the storyline. There is so much going on graphically that it is fun to just watch the mini-demos which you can enjoy if you don't start up your game right away (there's even a _"Star Wars"_ type prologue which rolls down the screen giving you all the background on this new adventure). The colors and whimsical-looking characters are just stunning. The gameplay is very tough and will take you sometime before you work your way through the various rounds. This game is a real beauty and there's just that more to play than the original since this is a two-mega cartridge. (one player; two-mega cartridge)
Recommended (MSR approx. $45.00)

ZILLION (★★★★/★★★1/2) from _Sega_ combines action with a heavy dose of strategy for a winning combination. You are J.J., member of the White Knights planetary peacekeeping force, and you are needed to keep the Norsa Empire from taking over your planet. Armed with your powerful Zillion Laser, you must infiltrate the Norsa stronghold, collect the five floppy disks containing the Norsa plan, and then destroy the main computer. Along the way, you must find and rescue your fellow White Knights, Champ and Apple, so that they can help in the quest. Norsa headquarters is a giant labyrinth of rooms, corridors, and elevators guarded by Norsa Warriors. Each room has its own computer and a code to be discovered so that you can operate it. Memory plays a significant part in your success, as you must remember the symbols that will activate each computer, giving you access to another room or some special aids. We really enjoyed the solid blend of strategy and action in ZILLION, making us exercise our minds as well as our hand-eye coordination. This game features beautifully detailed graphics, good music, and enough play value to keep most gamers happy for many, many hours over repeated sessions. (Solo play; Continue feature)   Recommended. (MSR approx. $38)

Initial Games for XE Game System Ship

We recently received a shipment of seven newly available games for the Atari XE Game System so, rather than spread reviews out over the next couple of months, we've decided we should look at all of them this month as we have been the first to say that "software makes the system." By the way, any of you who own an Atari XE or XL computer, you'll be glad to know that these cartridge-based games will also work in your computer. (In answer to a question we've already gotten, these cartridges will *NOT* work in your 2600, 7800, or 5200!)

BALLBLAZER (★★★★/★★★★) has always been a favorite of ours and it was a treat to have a chance to play it again. For those who don't remember this popular game which was introduced on the Atari 5200, it's a high-speed game in the year 3097 in which you and your opponent are strapped into hovercraft-like vehicles, skimming over a playfield as you attempt to score the most points during a timed competition. Designed by *Lucasfilm Games* for *Atari*, you play on a split-screen with each screen showing the view from inside each of the two Rotofoils. Initially, you'll be captured by the music, "Song of the Grid," an infectious song which adds to the gaming pleasure enormously. The Plasmorb (a ball-like object which is what you want to get between your opponent's goal posts by pulling it into your Pull field and blasting it through the goal–easier said than done), is blasted onto the screen, the pulsating music continues, and it's off at speeds which seem dizzying at times.

Still a Beauty

While many games do not hold up against the new and dazzling technology, this is a definite exception as it is still as absorbing as the first day we saw it in the Spring of 1985 (then for the 5200). There's rarely been a game (other than on the music-loving Amiga) which can hold a candle to the sounds of this one which has been programmed to greatly enhance the pulse and frenzy of the game. We still find it a hard one to pull away from. There are three playing modes available: regulation game, practice mode, and spectator mode (you'll have fun watching the two droids going at each other at lightening speed). (one player; two-player simultaneous)
Recommended (MSR $19.95)

RESCUE ON FRACTALUS (★★★★/★★★★) is the second game designed by *Lucasfilm Games* for *Atari* (again, originally for the Atari 5200). This one also holds up well as an all-time perennial favorite as you must fly your ship to the hostile planet Fractalus in order to rescue downed pilots. As the game begins, you're in the cockpit of the ship as you catapult out into space. Then, you'll see twinkling stars in black space until your view is obscured by a yellow cloud layer around Fractalus. The cockpit instruments come to life as the planet's craggy surface comes into view. Flying now becomes hazardous as you must watch the terrain carefully. Of course, there's the enemy to worry about also. The Jaggies may fly their saucers directly at you or shoot what appears to be eerie streaks of green light (high energy beams) from their mountaintop positions. While you must defend yourself, remember you're on a mission of mercy as you attempt to find the pilots' emergency beacons on your Long Range Scanner. Once close enough, you must land your fighter, turn off your engines and shields. If you're in the right spot and close enough, you may be able to see the pilot running towards your ship. Then you'll hear a metallic "knock, knock" as the pilot raps against the hull of your ship. Open the airlock which will close automatically once the pilot is inside. The second set of knocks is the pilot's "AOK" signal that it's safe for you to take off. Each level has a quota of pilots which you must rescue. As you reach Level 16 and above, you'll encounter the Fractalus 9-minute day and night cycle, forcing you to fly by instruments at night.

A Strong Title

When released in limited quantities for the Atari 5200, it sold out immediately, with 5200 owners still looking for the game. As many times as we played it in its' 5200 guise, we still receive a scare or two as there are several surprises in this game! It still stands out as original, with ever-changing, 3-D terrain graphics, realistic flight simulation, great music and sound effects. It's a very complete game guaranteeing many hours of enjoyment. (one player)
Recommended (MSR $19.95)

BLUE MAX (★★1/2/★★1/2) was originally designed by *Synapse Software* (now folded into Broderbund) in disk, cartridge, and cassette form for the *Atari* computer in 1983. This game, while good, does not hold up as well against the games of today as the Lucasfilm games. The premise finds you piloting a World War I biplane/bomber as Max Chatsworth of the Royal Air Force. Done in a three-quarter perspective, you begin by rolling down a runway. Once airborne, you'll skim low over green countryside and blue river as you fly a strafing run in an attempt to take out some anti-aircraft installations. All the while, you'll encounter enemy aircraft coming at you, as well as fire from tanks and ships below you. If you catch some bullets yourself, you'll have to reach a friendly runway to land and repair (as well as refuel). Then it's back into action with your final targets being three specially marked areas along the river.

Two Many Fine Games Since

While we felt this was a truly fine game in 1983, it doesn't hold up to that same high standard over 4 years later as, understandably, there have been many terrific games of the same genre which have been introduced in the interim. While we feel it's been released for the XE Game System because it was an award-winner of its time, it does feel a bit dated to us. The action is good, and the graphics decent, but in this age of truly competitive high-quality games, it doesn't reach the same heights. (one player)
MSR $19.95

HARDBALL (★★★1/2/★★★1/2) is the award-winning baseball game designed by *Accolade* and now distributed through *Atari* for the XE Game System. Extremely popular in every computer format which it was released for, the game is a pitting of batter and hitter into a duel which features big graphics and very good game playing. Your view is takes you behind the pitcher. Within the Manager's Decision screen, you can choose options such as player substitutions, exchanging of positions, in office, shifting outfield, normal or double play depth, etc. Then it's on to the view of the field (an overhead shot of the entire diamond is shown in the lower corner, showing men on base, etc). As pitcher, you make your choice among eight pitching styles and the location of the pitch. As batter, you choose the location of your swing as well as whether you want to bunt, hit away, or try stealing (if you have a man on base). Once your batter hits the ball, the screen changes to show a perspective of the field. The fielder who is in line to catch/field the ball flashes and (if you're playing defense), you'll have to move your joystick to manuever your flashing man to get the ball. Then, also with the joystick, you'll direct the ball to the correct base in an attempt to throw the runner out.

One of the Best Baseball Games

This has always been one of our favorite action baseball games available for any system, and it's still fresh and fun to play. The graphics are quite good, with the large players so typical of Accolade design. The nuances such as the catcher's mitt adjusting for the ball as he tries to get the man out at home plate make this a truly satisfying game of baseball. The same minor problem exists with this version as all the others we've tested in that the throws coming in from the outfield seem just a bit sluggish. This has been true of every version so, obviously, it's in the original design. It's not enough to keep you from enjoying the game immensely, however, and we know you'll really enjoy the two-player option as you square off against a friend. (one player; two-player simultaneous)
Recommended (MSR $19.95)

DAVID'S MIDNIGHT MAGIC (★★★/★★★) is an oldie but a goodie, designed by *Broderbund* and now distributed by *Atari* for their game system. Nothing more than a pinball game, but addictive nonetheless. You'll control the four flippers with your joystick (not too much manuevering, however, or you'll cause a "TILT!" If you get good enough, you can play with up to three balls at the same time! Now that's pinball madness. Up to four players can play this game which has been around for years but still becomes addictive! (one to four players)
Recommended (MSR $19.95)

STAR RAIDERS II (★★★/★★★) is for all of you Star Raider fans in this sequel where you must pilot the Liberty Star and destroy the entire Zylon Master Force. You've got to annihilate the Zylon Attack bases or else their slaves will build fully armed replacement squadrons. Similar to the original *Star Raiders*, this game features two screens – a Galactic map and forward view from your cockpit window. Instead of using the video touch pad which was included with the original game for various systems, you'll engage some of your options via the keyboard on your XE Game System.

Very Similar to Original

It's been quite a while since we've played the original Star Raiders, but this is very similar to that classic. Much of the action is the same, with the enemy, of course, being new. The graphics are colorful, with the planet's bright blues and greens below you. For those who love an action space game, this fits the ticket. (one player)
(MSR $19.95)

BARNYARD BLASTER (★★★/★★1/2) is the new game in the batch from Atari which is played with the light gun. There are three different screens, with a bonus screen if you score high enough in a round. The first screen finds you back behind the barn where there's a fence with several bottles and cans lined up. This is good target practice as the targets remain steady. Occasionally, you'll see a gopher pop up in the field behind the fence for a quick second (he can appear in any of the screens) which will get you a lot of points if you're quick enough to shoot him while his head is above ground. The second screen is the cornfield where, in addition to the watermelon and pumpkins you can shoot at, there are rabbits and crows moving through the scene. The third screen is the barn in which all sorts of small animals scamper about, making your accuracy more important. The bonus screen finds you outside the barn with Grandpa throwing ten bottles into the air for you to shoot down before it disappears.

Still Jitters

While the graphics are crisp and colorful, and the gameplay fun (we always enjoy the gun games, regardless of the system), we still encountered the

"jumpiness" in the screen every time we took a shot (something we initially encountered in Bug Blaster). We received a concerned letter from Atari indicating that we must have some sort of problem with our system but we're

still baffled. We've now tried the game on a Sony 25", Mitsubishi 45", Toshiba 19" (all models two years or newer), and a brand new Panasonic color monitor. While the problem is much more pronounced on the Panasonic, we had definite jumpiness on all the systems. The least jumpiness occurred on the Sony and was, therefore, not too bothersome. However, most people do not have the luxury of moving their game system around to several televisions to get the best stableness! Regardless of that, we would recommend this game only for children as there is not enough variety (the same three screens, with the bonus screen between each, repeat over and over) to hold your attention for long spans. It's a very easy game for an adult to master. Children, on the other hand, will enjoy seeing all the farm animals, Grandpa, etc., which should hold their attention for a much longer time. (one player)
(MSR $19.95)

If You Have A Yen For Games

Anyone who has read the newspaper (or watched network news) has been hearing about the problems of the U.S. dollar overseas. In the past year alone, the dollar has lost about 25% value against the Japanese Yen (we visited Japan in October, 1986 with the Yen at 170 per dollar; now it hovers around 125! Two years ago, the Yen was worth over 250!!) Now you ask, what does that have to do with my gaming?? Unfortunately, everything as all the hardware, software, and peripherals for all Nintendo product as well as Sega is manufactured in Japan and then shipped to the United States.
Price Increases Were Inevitable
We've been waiting, holding our breath, for a price increase that we saw as inevitable as the companies can only absorb so much dollar decline. We started to get an feel for what was bound to happen over the past month or two as *Adventures of Link* (Nintendo's big title planned for March release) encountered a price increase from a suggested retail of $44.95 to $49.95. The same thing began happening with a few other Nintendo third party titles such as SNK's *Ikari Warriors II*.
Sega Raises Prices Across the Board
While the games for Nintendo seemingly are going up only on titles newly announced (and, therefore not out yet), Sega has just announced a major price increase which was effective January 1, 1988. Unfortunately, they did not pre-warn anyone so stores were left with no product after Christmas facing re-stocking at the higher prices immediately. While Sega does not publish Suggested Retail pricing, they have given us approximate pricing and, based on dealer pricing, we can give you a guide. If you see a Sega game (old title or new) in your local gaming store at '87 pricing, grab it! Either the store still has some old inventory at the old prices, or their buyer didn't adjust the pricing on the shelf. If it's the latter, you can be sure they will do so the minute they discover their mistake as the increases are so substantial in many cases, that stores simply will not be able to absorb the additional cost.
The Sega Light Phaser/Power Base Set will now retail in the area of $129.00 (old pricing was around $119.00). The 3D Glasses, now renamed Segascope 3D Glasses have jumped from about $55.00 to approximately $67.00. Control Sticks moved from $15.00 to $19.50 while Light Phasers, formerly $34.00, are now $36.00. The Sports Pad encountered a big jump from $60.00 to about $80.00. In software, the Sega Cards moved from $30.00 to $32.00 while the One-Mega Cartridges are now $38.00, up from $35.00. Two-Mega Cartridges are now $45.00 (formerly $40.00) and the game paks for the Segascope 3D Glasses have moved into a pricing category of their own (they used to be the same pricing as the two-Mega Cartridges) at a whopping $52.00 approximate retail. *Monopoly* and *Penguin Land* (both featuring batteries), as well as the 4-Mega Cartridge, *After Burner* (which had not been priced previously), clock in at about a $60.00 retail.
Boy, do we hope the dollar stabilizes against the Yen!!! (If not, you can be sure we'll see some dramatic changes in Nintendo pricing as well.)

through the conservation of hit points. Both are currently available in Japan and are in the process of translation. (All text was Japanese in the games we saw.) They are MIRACLE WARRIORS (possibly to be known as WARRIORS' QUEST), a two-megabit game with battery backup, and PHANTASY STAR, a four-megabit game with battery. PHANTASY STAR is especially notable for the fact that its central character is female—Star is a young girl out to avenge the death of her brother. What we saw of both games made us definitely want to see more—and have the chance to play them for ourselves!
More New Games from Sega
Even without the new 3-D games, Sega had a very impressive lineup of new titles, including their first-ever four-megabit cartridge, AFTER BURNER. This one is an incredibly fast-paced aerial dogfighting game that should be a very big hit. Many of you have asked about MONOPOLY, the game for up to ten players with a battery in the cartridge. We saw this one in finished form, and it looks outstanding. Views switch from an overhead of the entire game board to a side-on view of the game pieces as they travel around the board. Landing on a square reveals who owns it, how many houses or hotels have been built, and whether there are any mortgages. This should be another winner for Sega and Tonka, the company which now markets and distributes Sega products in the U.S.. Another game with battery backup is PENGUIN LAND, a maze adventure in which you guide a penguin to return the valuable penguin egg to the penguin spaceship. You can also design your own mazes with this one. (Editor's note: the first shipment of a small quantity of this maze had just been air-shipped to the U.S. as we went to press.) AZTEC ADVENTURE sends you on a quest to find the hidden Aztec Paradise. In CUBE ZONE, you must defend your moon against an evil alien space fleet. GLOBAL DEFENSE lets you defend your country against incoming missiles via a space defense satellite network. RESCUE MISSION features jungle-based guerilla warfare as you attempt to rescue your unit from the enemy. PARLOUR GAMES includes billiards, darts, and bingo for many hours of family fun. ALIEN SYNDROME puts you in charge of rescuing your spaceship crew from an alien fortress before it blows sky high. Titles which have been mentioned previously, WOODY POP and BMX TRIAL, have been cancelled.
Several Sequels Shown
Sega was also showing sequels to several popular games. The third in a series, FANTASY ZONE: THE MAZE, sends Opa Opa into a dangerous maze to defeat the evil Menons. ALEX KIDD: THE LOST STARS sends Alex on a mission to recover the Miracle Stars and get back the stolen constellation. WONDER BOY: MONSTER LAND sends the familiar character on a quest to discover the secret of the evil dragon. And ZILLION II: TRI FORMATION brings back J.J. to penetrate the evils of a new Norsa labyrinth.
Altogether, a very impressive new lineup from Sega.

NINTENDO Software

WIZARDS & WARRIORS (★★★★/★★★1/2) is the latest from *Acclaim*, and it's definitely a winner. It is based on the sort of classic theme that gamers love so well: Kuros, the Knight Warrior (that's you) must rescue a princess from the evil wizard, Malkil. Wielding the Brightsword, you fearlessly enter the woods of Elrond, not dreaming of the tests that await you in woods and lava caves, tunnels and ice caves, and finally within Castle IronSpire itself, the lair of the Supreme Wizard. The game is full of treasures, weapons, monsters of all kinds, and lots of magic. There are secret doors to hidden places, and special weapons and objects that only work in certain places or on specific creatures or objects. The knight warrior runs, jumps, and wields his Brightsword (or other weapon he may find) through a wide variety of screens. We got pretty thoroughly hooked on this game and played for quite a while, but we have only begun to explore its possibilities. (Fortunately, the game has a "continue" feature, because you do get killed a lot. Continuation in this game is from the exact spot where you were killed, not from the beginning of the level.) Those who love an adventure will really enjoy WIZARDS & WARRIORS. (Solo play; Continue feature.) For Nintendo System only.
Recommended. (MSR $34.95)

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol1, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.50 each). Send $2.00 for each back issue you want. Buy six or more, and they're just $1.50 each. Make certain you have a complete set! You can also purchase the *SPECIAL EDITION*, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is $2.00.

AVAILABILITY UPDATE

ATARI XE/XL
DECEMBER '87
x-Gauntlet (MIN)
x-Phantasie II (SSI)
Video Title Shop (DS)
JANUARY '88
Bismarck: N Sea Chase (DS)
Sons of Liberty (SSI)
FIRST QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultimx 1 (ORI)
SECOND QUARTER
Hunt for Red October (DS)

ATARI ST
DECEMBER '87
x-Dark Castle (TS)
x-Star Trek: Rebel Universe (SS)
x-Test Drive (ACO)
JANUARY '88
Leatherneck (MD)
Slaygon (MD)
x-Speed Buggy (DE)
x-Tanglewood (MD)
FEBRUARY
Fright Night (MD)
Goldrunner II (MD)
Gunship (MIC)
Hunt for Red October (DS)
Int'l Soccer (MD)
Omega Run (MD)
Univ Military Sim (FIR)
MARCH
Dive Bomber (USO)
Metrocross (USG)
Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USO)
APRIL
Rocket Ranger (CIN)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Frank's n'Emeat Adv (POL)
Global Commander (DS)
Gridiron (BS)
Impossible Mission II (EPY)
Karateka (BRO)
King of Chicago (CIN)
Leisure Suit Larry (SIE)
Lock On (DE)
Music Construction Set (EA)
Plutos (MIN)
Police Quest (SIE)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Palcon (CIN)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
10th Frame Bowbing (ACC)
Thexder (SIE)
3D Helecopter Simulator (SIE)
SECOND QUARTER
Death Sword (EPY)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128
DECEMBER '87
x-Airborne Ranger (MIC)
x-Apollo 18 (ACO)
x-Border Zone (INF)
x-Darkhorn (AH)
x-Demon Stalkers (EA)
x-Dragon's Lair I & II (EA)
x-Might & Magic (NWC)
x-Outrageous Pages (EA)
x-PaperClip III (EA)
x-Project Stealth Fighter (MIC)
x-Shirley Muldowney/Top Fuel Chall (COS)
x-Skyfox II (EA)
x-Tobruk: Clash of Armour (DS)
x-Wizardry/Proving Grounds (SIR)
x-Wooden Ships/Iron Men (AH)
JANUARY '88
Black Jack Academy (MI)
x-Card Sharks (ACO)
Dark Castle (TS)
x-Hat Trick (CAP)
x-Kid Niki (DE)
x-Magnetron (BRO)
x-Mini Golf (CAP)
Panzer Strike! (SSI)
x-Plasmatron (ACO)
x-Power at Sea (ACO)
Sherlock: Riddle/Crown Jewels (INF)
x-Speed Buggy (DE)
Star Rank Boxing II (OAM)
x-Strike Fleet (EA)
Three Stooges (CIN)
x-Train: Escape to Normxndy (ACO)
FEBRUARY
Faery Tale Adventure (MI)
Fire Power (MI)
Navcom 6: Gulf Defense (COS)
President Is Missing (COS)
MARCH
Gamma Porce-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
Hunt for Red October (DS)
L.A. Crackdown (EPY)
Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
PaperClip Publisher (EA)

Rampage (ACT)
Street Cat (USO)
The Games-Winter Edition (EPY)
Zorkquest: Egreth Castle (INF)
APRIL
Arcade Game Construction Kit (BRO)
Dan Bunten's Sports of War (EA)
Dive Bomber (USG)
Red Storm Rising (MIC)
Rocket Ranger (CIN)
MAY
Where/Europe Is Carmen Sandiego (BRO)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
BattleDroidz (DS)
Bubble Ghost (ACO)
Circus Charlie (KON)
Destroyer Escort (MIC)
Druid I (FIR)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Lock On (DE)
Old Scores (DS)
Rockford (ARC)
Rubicon Alliance (DS)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Ebonstar (MI)
Galactic Invasion (MI)
Street Sports Soccer (EPY)
Impossible Mission II (EPY)
Land of Legends (MI)
Planetarium (MI)
Sporting News Baseball (EPY)

AMIGA
DECEMBER '87
x-Alt Reality: City (DS)
x-Beyond Zork (INF)
x-Graphics Studio (ACO)
x-King of Chicago (CIN)
x-Q-Ball (MIN)
x-Shadowgate (MON)
x-Superstar Indoor Sports (MIN)
x-Thexder (SIE)
JANUARY '88
DeluxeWrite (EA)
x-Galactic Invasion (MIN)
Land of Legends (MI)
x-Moebius (ORI)
Rocket Ranger (CIN)
Three Stooges (CIN)
FEBRUARY
Aargh (ARC)
Ebonstar (MI)
Hunt for Red October (DS)
Metropolis (ARC)
Planetarium (MI)
Return to Atlantis (EA)
Road Warriors (ARC)
MARCH
Bard's Tale II (EA)
Ferrari Formula One (EA)
Music Studio 2.0 (ACT)
Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
World Tour Golf (EA)
APRIL
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
MAY
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (GAM)
Donald Duck's Playgrd (SIE)
GATO (SPE)
GFL Champsh Football (GAM)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
Leisure Suit Larry (SIE)
Orbiter (SPE)
Police Quest (SIE)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
SECOND QUARTER
BattleDroidz (DS)
Bubble Ghost (ACO)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
Gunship (MIC)
THIRD QUARTER
Harpoon (TS)

APPLE IIe/IIc
DECEMBER '87
x-Border Zone (INF)
x-Chuck Yeager Flt Sim (EA)
x-Darkhorn (AH)
x-Leisure Suit Larry-128K (SIE)
x-Talisman (POL)
x-Wings of Pury (BRO)
x-Wizardry/Return Werdna (SIR)
JANUARY '88
Force 7 (DS)
x-Ikari Warriors (DE)
x Kid Niki (DE)
King's Quest III-128K (SIE)
Pirates (MIC)
Sherlock: Riddle/Crown Jewels (INF)
Tobruk: Clash of Armour (DS)
x-2400 A.D. (ORI)
FEBRUARY
Strike Fleet (LF)
MARCH
Bard's Tale III (EA)
Dive Bomber (USG)
Gammx Porce-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
Rampage (ACT)
Star Rank Boxing II (GAM)
Wasteland (EA)
Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Last Ninja, The (ACT)
FIRST QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Global Commander (DS)
Golden Path (FIR)
Into Eagle's Nest (MIN)
Knight Orc (FIR)
Old Scores (DS)
Panzer Strike! (SSI)
Pharaoh's Revenge (EA)
Rubicon Alliance (DS)
Sons of Liberty (SSI)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Superstar Soccer (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Ultima I (ORI)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Dream Zone (BAU)
Hunt for Red October (DS)
Impossible Mission II (EPY)
John Madden Football (EA)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
The Games-Winter Edition (EPY)
FOURTH QUARTER
Gunship (MIC)

APPLE IIGS
DECEMBER '87
x-Beyond Zork (INF)
x-Pantavision (BRO)
x-Graphics Studio (ACO)
x-Roadwar 2000 (SSI)
JANUARY '88
Black Jack Academy (MI)
Defender of Crown (CIN)
Tomahawk (DS)
FEBRUARY
Fire Power (MI)
MARCH
DeluxePrint II (EA)
Last Ninja, The (ACT)
Music Studio 2.0 (ACT)
Paintworks Gold (ACT)
Sherlock: Riddle/Crown Jewels (INF)
Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
MAY
Rocket Ranger (CIN)
Three Stooges (CIN)
FIRST QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EA)
Drawing Table (BRO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (CIN)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Mean 18 (ACO)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
World Tour Golf (EA)
SECOND QUARTER
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)

MACINTOSH
DECEMBER '87
x-Apache Strike (SIL)
x-Border Zone (INF)
x-Defender of Crown (CIN)
x-Falcon (SPE)
x-Jewels of Darkness (FIR)
x-Silicon Dreams (FIR)
x-Solitaire Royale (SPE)
x Trust & Betrayal (MIN)
FEBRUARY '88
Might and Magic (NWC)
MARCH
Ancient Art of War at Sea (BRO)
Fire Power (MI)
Sherlock: Riddle/Crown Jewels (INF)
Where in World/Carmen Sandiego (BRO)
JUNE
Harpoon (TS)
FIRST QUARTER
Android Arena (SIL)
AutoDuel (ORI)
Award Maker Plus (BAU)
Beyond Dark Castle (SIL)
Citadel (MIN)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
North Atlantic '86 (SSI)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Ultima IV (ORI)
SECOND QUARTER
Hunt for Red October (DS)

IBM PC/Tandy 1000
DECEMBER '87
x-Alt Reality: City (DS)
x-Guild of Thieves (FIR)
x-Might & Magic (NWC)
x-Mixed Up Mother Goose (SIE)
x-Police Quest (SIE)
x-Rockford (ARC)
x-Shard of Spring (SSI)
x-S.D.I. (CIN)
x-Superstar Indoor Sports (MIN)
x-Test Drive (ACO)
JANUARY '88
x-Hat Trick (CAP)
x-Ikari Warriors (DE)
Pirate (MIC)
x-Search & Destroy (BRO)
Sherlock: Riddle/Crown Jewels (INF)
Sons of Liberty (SSI)
x-Star Rank Boxing (GAM)
x-Superbike Challenge (BRO)
x Trojan (CAP)
FEBRUARY
Corporate Raider (COS)
Faery Tale Adventure (MI)
Fire Power (MI)
Hunt for Red October (DS)
President Is Missing (COS)
MARCH
Bismarck: N Sea Chase (DS)
Dive Bomber (USG)
Gamma Porce-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
L.A. Crackdown (EPY)
Lane Mastodon Vs Blubbermen (INF)
Last Ninja, The (ACT)
Rampage (ACT)
Skyfox II (EA)
Street Cat (USG)
Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
DeluxePaint II (EA)
Harpoon (TS)
Rocket Ranger (CIN)
MAY
Futuremagic (EA)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Pighter (MIC)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Commando (DE)
Earl Weaver Baseball (EA)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
HardBall (ACO)
Into Eagle's Nest (MIN)
King of Chicago (CIN)
Lock on (DE)
Lords of Conquest (EA)
Metropolis (ARC)
Operation Market Gdn (SSI)
Phantasie (SSI)
Print Magic (MIN)
Rad Warrior (EPY)
Rubicon Alliance (DS)

Sinbad & Throne/Falcon (CIN)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Univ Military Sim (FIR)
Victory Road (DE)
SECOND QUARTER
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Ebonstar (MI)
Galactic Invasion (MI)
Impossible Mission II (EPY)
Land of Legends (MI)
PHM Pegasus (LF)
Planetarium (MI)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
The Games-Winter Edition (EPY)

INTELLIVISION
DECEMBER '87
Commando (INT)
Learning Fun Album 2 (INT)
Pole Position (INT)
Slam Dunk Super Pro Basketball (INT)

ATARI 2600
FOURTH QUARTER '87
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Skateboardin' (ABS)
Super Stunt Cycle (AT)
[ ] = working title only
FIRST QUARTER '88
Commando (ACT)

ATARI 7800
DECEMBER '87
x-Desert Falcon (AT)
FOURTH QUARTER '87
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

ATARI XE GAME SYSTEM
DECEMBER '87
x-Ballblazer (AT)
x-Barnyard Blaster (AT)
x Blue Max (AT)
x-David's Midnight Magic (AT)
x-Hardball (AT)
x-Rescue on Fractalus (AT)
x-Star Raiders II (AT)
JANUARY '88
x-Battlezone (AT)

NINTENDO
DECEMBER '87
x-Gotcha (LJN)
x-Jaws—The Revenge (LJN)
x-Karate Kid (LJN)
x-Mega Man (CAP)
JANUARY '88
Karnov (DE)
Renegade (TAI)
x-Wizaris & Warriors (ACM)
FEBRUARY
Contra (KON)
Dragon Warrior (NIN)
Freedom Force (SUN)
Ice Hockey (NIN)
NES Max Joypad (NIN)
Pro Am Racing (NIN)
Victory Road (SNK)
MARCH
Adventure of Link (NIN)
Aerobics (BAN)
Double Dragon (TW)
Dragon Power (BAN)
Fighting Simple (SNK)
Gunsmoke (CAP)
Jeopardy (GT)
1943 (CAP)
Ultima (FCI)
Wheel of Fortune (GT)
Xenophobe (SUN)
APRIL
Bad Street Brawler (MIN)
Bases Loaded (JAL)
City Connection (JAL)
Dr. Chaos (FCI)
Gauntlet (TEN)
Indiana Jones-Temple/Doom (MIN)
Jackal (KON)
Maj League Baseball (LJN)
Rambo (ACM)
R.B.I. Baseball (TEN)
Surfing/Skateboarding (LJN)
Tecmo Baseball (TEC)
TNK 3 (SNK)
MAY
Bionic Commando (CAP)
Bubble Bobble (TAI)
Metal Gear (ULT)
Return of Donkey Kong (NIN)
Super Mario Bros 2 (NIN)
JUNE
Dragon Ninja (TEC)
Hollywood Squares (GT)
Password (SUN)
Platoon (SUN)
Price Is Right (GT)

Ultima IV Ships for Atari ST

Origin Systems has just shipped Ultima IV: Quest of the Avatar for the Atari

ST computer. Distributed by Broderbund Software, it retails for $59.95.

Superbike Promotion

Broderbund has announced the Superbike Challenge Promotion in conjunction

with the release of *Superbike Challenge* (review in this issue) with the Grand Prize a 650cc Suzuki motorcycle. Two second prizes will be awarded: libraries of Broderbund software with a retail value of $500 each. The sweepstakes can be entered via an entry blank packaged with the game or by writing to Broderbund.

New In The Arcades

Taito brings commando action in the form of *Operation Wolf,* in which you'll

find authentic gun action which actually recoils when fired, as well as extra fire-power with a button on the front of the gun which launches mortar rockets. The characters are over-sized for realistic scale as you invade five different camps to rescue hostages and then fly to freedom from the enemy airport.

From the Pages of SSI's Newsletter...

The latest issue of INSIDE SSI, their product newsletter, gives us an update on

the work they're doing on the Advanced Dungeon & Dragon computer product line. Their plan is to release products for the Commodore 64/128, Apple II, and IBM systems first, with product following for the Amiga and Atari ST.

They're working on three main AD&D lines: a series of role-playing games where the computer acts as Dungeon Master, an action/joystick-style game, and a series of Dungeon Master's Assistant programs which will generate encounters, treasure, etc. TSR is designing the scenario for the first product which will be a role-playing adventure set in TSR's *Forgotten Realms* game world. Players will be allowed to transfer parties from game to game and enter characters from conventional games. Planned availability should be Summer, '88.

Budget Software for Amiga

Constellation Software, a joint effort of American and European software developers, showed a line of $19.95 titles for Amiga. The games were all developed in Europe, where the Amiga is enjoying considerable popularity, especially since the introduction of the Amiga 500. Initial releases from Constellation are GNOME RANGER, LARRIE AND THE ARDIES, EMERALD MINE, KARATE KING, SPACE BATTLE, CITY DEFENCE, FORTRESS UNDERGROUND and PERSECUTORS. Our initial reaction to a very brief exposure to a few of these games is that they are not up to the quality level of the typical $39.95 to $49.95 Amiga games that players are accustomed to in this country, but they may fill a need for the consumer looking for a lower-priced game.

WOODEN SHIPS & IRON MEN

Avalon Hill recently released a new strategic game centered around the sailing ships of the Revolutionary and Napoleonic eras. WOODEN SHIPS & IRON MEN (MSR $35) for C64/128 emphasizes ship-to-ship conflict, with movement and conflict resolved simultaneously. The program includes 18 nationalities and 13 ship types, plus a Dockyard program for creating your own historical ships. Thirty historical actions are included.

New Version of GEOS Coming for Apple II

GEOS (Graphic Environment Operating System), the friendly and easy-to-use operating system from Berkeley Softworks which is so well known to Commodore owners, will be available soon for 128K, 80-column Apple II computers. It will provide Apple II users with an icon, menu and windowing user interface with a variety of applications, including desktop publishing capabilities. Specific features include deskTop (graphic interface which supports ProDOS files, hierarchical file structure and up to four disk drives, including RAMdisk), geoPaint (graphics editing program), geoWrite 2.0 ("What You See Is What You Get"—WYSIWYG—full function word processor), geoSpell (28,000-plus-word dictionary), Text Grabber (converts other word processing documents, such as "Apple Works," to GEOS environment with formatting commands intact), geoMerge (mailmerge program), Desk Accessories (calculator, alarm clock, notepad, etc.), and geoLaser (supports Apple LaserWriter and many other printers).

And More GEOS Applications for Commodore

Berkeley Softworks also announced the new GEOS128 for owners of the Commodore 128, along with application accessories GEOWRITE WORKSHOP128, GEOCALC128, and GEOFILE128. (All C128 GEOS programs, MSR $69.95 each.) New applications for the original C64 GEOS are GEPUBLISH ($69.95), GEOPROGRAMMER ($69.95), GEOSPELL ($29.95), and DESKPACK ($49.95).

1988 Computer Entertainer Schedule

We get lots of phone calls every month asking "has the news-

letter been sent out yet???" – so we thought we'd publish our 1988 schedule so you know when to expect your issue each month (we suggest you keep this schedule handy for future reference). The dates below are the dates the issues will be mailed...if you are a first class subscriber (in the U.S.), figure anywhere from 2-7 days for delivery. If you are a third class subscriber, figure anywhere from 3-5 weeks for delivery

January 21 (this issue)	Februrary 20
March 19	April 16
May 14	June 17
July 15	August 13
September 17	October 15
November 18	December 17

ADVENTURE OF LINK Delayed Again

One of the most eagerly awaited games of 1988 is ZELDA II-THE ADVENTURE OF LINK. The level of anticipation for this game is so great that we've heard some pretty wild stories: a number of "sightings" of the game in various stores (not true) and various store clerks telling customers that they've "just sold out and expect more in a week or two" (also not true). The real story is that all you adventurers will have to wait a little longer, since the game has been re-scheduled for the May to June time period. According to sources at Nintendo and their licensees, there is an "accelerating PC chip shortage" in Japan which is affecting release dates on new games as well as the re-stocking of existing titles which were cleaned out of many stores by the hungry hordes of consumers who bought Nintendo systems at Christmas. Before we went to press on this issue, we were given delayed release dates on a number of new titles for the Nintendo system, and we expect that there will be many more over the next several months. Be sure to check the Availability Update for any changes, which will be published as we learn of them.

Interactive Game-Playing Network to Debut

Interactive Game Network, Inc. has recently announced a patent-protected technology that will allow TV viewers in the U.S. and Canada to compete against each other in live game shows and sports programs. Development is being funded by a coalition of major broadcast and entertainment companies, including National Broadcasting Company, United Cable Television Corp., Le Groupe Videotron, United Artists Communications, Inc., General Electronics, Ltd., and the Paul Kagan Ventures Fund.

Unlimited Participation

CEO and president of Interactive Game Network, David Lockton, was the founder of Dataspeed, Inc., a pioneer of digital data broadcasting which was acquired by Lotus Development Corporation in 1985. Lockton says that his company's new system "will ultimately allow an unlimited number of the 100 million Americans tuned in to TV and cable game shows and sports events to actually participate and compete 'live' from their living rooms. Working non-exclusively with leading companies developing TV programming, personal computer games, video games and interactive toys, we will offer a home entertainment system using a wireless hand-held device which offers an entirely new way for people to creatively spend their leisure time at home."

The People Involved

Others involved with the project are the company chairman, John D. Lockton, Jr. (formerly president of Warner-Amex Cable and executive vice-president of Pacific Bell) and an impressive list of board members. These include Thomas S. Rogers, NBC vice president of planning and business development; Mark L. Schneider, vice president of corporate development at United Cable; Peter Sprague, chairman of National Semiconductor; Jim Levy, founder of Activision; John E. Fox, chairman of Regency Electronics; and Mike Korodi, developer of Warner Cable's CUBE. Technical advisers to Interactive Game Network include Professor Nicholas Negroponte, head of MIT's Media Laboratory; Apple Fellow and Xerox PARC founder Alan Kay; and Jerry Rubin, founder of Mead Data Central and currently group vice-president of Times-Mirror Corporation.

New Game System?

We have heard from several sources that there is a new game system in Japan, and that it might be introduced to the U.S. market in the future. Made by NEC, which already sells products in the U.S. such as computers and monitors, the game system is described in highly complimentary terms by those who have seen it. One of its most impressive features is said to be its ability to animate extremely large figures (full-screen height). Predictably, the system is not compatible with either Nintendo or Sega.

Adventure Plus Education in DISCOVERY from MicroIllusions

MicroIllusions recently released DISCOVERY for Amiga, a program for youngsters that combines the fun of adventure gaming with the challenge of educational software. The player's goal is to collect fuel crystals and restore a crashed ship to usefulness. Joystick skill is a must, but there is also the challenge of answering questions on spelling or math at several grade levels. A science expansion disk is also available, and other expansion disks are planned. **More Adventure from MicroIllusions** At CES, MicroIllusions showed a variety of new products in the Activision suite, since the company is now one of Activision's Affiliated Publishers. New adventures included LAND OF LEGENDS (MSR $49.95), slated to be the first in a series of fully animated adventures with dungeons, monsters, and three kinds of magic spells, and EBONSTAR ($39.95), a seek-and-destroy space adventure for up to four players. The company also showed GALACTIC INVASION ($24.95), a space dogfight that pits galaxy against galaxy in a game for solo play or for tow players head-to-head or via modem. PLANETARIUM ($69.95) features over 9000 stars in a powerful, accurate, and graphically spectacular home planetarium. All four titles will be released initially for Amiga, with versions for C64/128, Apple IIGS, and IBM/Tandy to follow this spring.

MicroIllusions Conversions

Amiga owners have been enjoying MicroIllusions games, but owners of IBM, Apple IIGS and C64/128 computers will also get a chance at FAERY TALE ADVENTURE ($49.95), a fantasy role-playing game with 19,000 different graphic screens. FIRE POWER, an arcade-style tank battle game, will be available for C64/128 and Apple IIGS ($24.95) and IBM ($27.95). The card-playing tutorial for up to five players, BLACK JACK ACADEMY ($39.95) comes to C64/128 and Apple IIGS. The adult-themed ROMANTIC ENCOUNTERS AT "THE DOME" ($39.95) a fantasy about a high-tech singles' club, will be available for C64/128 and Apple II.

MicroIllusions for Musicians and Artists

The company also showed MUSIC-X ($299.95), a professional music sequencer for Amiga with advanced features such as keyboard mapping, real-time recording of systems exclusive data, and full graphic-oriented and event-oriented editing of sequences. For the artistically inclined, MicroIllusions showed CELL ANIMATOR ($149.95) for Amiga, the first module of an integrated video animation system which will be called PHOTON VIDEO. CELL ANIMATOR lets users store drawings on disk so that each frame can be called up repeatedly and manipulated within a sequence after being "shot" only once. PHOTON PAINT ($99.95) is a full-featured Hold and Modify (HAM) paint program for Amiga. Utilizing the HAM protocol, the program allows all of the 4096 colors accessible on the Amiga to be used on the screen at one time. The program also includes other unique features, including the ability to move the menu containing the brush gadgets and color palette anywhere on the screen—or even remove it entirely during painting operations.

Top Designer Joins Accolade

Well-known Steve Cartwright has just joined Accolade as Senior Designer in which he will be responsible for developing new concepts in game design and organizing teams of designers, coordinating all aspects of the creation and development of new games. Steve's work is well-known from his early days creating for the 2600 (Barnstorming, Seaquest and Frost Bite) and then on to computers with games such as Hacker I and Hacker II, Aliens, and Gee Bee Air Rally.

COMMODORE 64/128 Software

SPEED BUGGY (★★★/★★★) is an arcade-style racing simulation from *Data East* which allows you to race on any one of five tracks included, each with more difficult terrain and sharper curves than the last. You gain bonus points and time by running over flags, jumping over obstacles and driving on two wheels. You'll need to avoid the fallen trees, boulders, walls, etc. which racing against the clock. Your buggy has two gears – high and low – as you make your way through the course.

Good Graphic Detail

The game has very good sound effects as well as crisp, colorful graphics. Once you get used to the handling (mainly how to get your buggy up on two wheels to slip through tight spots), you'll find it extremely easy to handle. You will need fast reflexes; however, as the obstacles come fast and without warning. It's a nice variation on a racing theme which should provide for several hours of enjoyment (one player; joystick required; Atari ST version coming)
Recommended (MSR $29.95)

MISL SOCCER (★★★/★★★) is the latest in sports games from *Mindscape,* this one officially licensed from the Major Indoor Soccer

League (MISL). This game allows you to play, coach, or be the general manager. As the player, you'll take on control of either the goalkeeper or midfielder. As midfielder, you'll need to know the eight joystick positions which represent the members of your team so you can pass accurately. You can also shoot the ball. There's an indicator bar that will come up on screen which will cycle up and down. The bar indicates towards which side of the goal your shot will travel. Use that bar to help aim your shot. You can also, with a little practice, head the ball (leap into the air and strike the ball with your head) or pull off a bicycle kick. As the goalkeeper, you must guard the net within the goalkeeper's box. Catch the ball and throw it back out. As the coach, you'll do all the things necessary to make your team strong such as setting the lineup, substitute players and call the plays. Under offensive plays you have three choices...pass, shoot, or mix. Within the defensive mode, you'll choose among Defend 1, Defend 2, Cover 1 and Cover 2. All the strategies are covered in the booklet which come with the program. Finally, as General Manager you'll want to improve your club with trades and recruitments as you try to turn an expansion club into a league power.

Good Movement On Field

The game flows with a very good movement on field as up to twelve players at a time are on the field and moving (you, of course, are only controlling one). The gameplay is fast and challenging with many options available for the type of play you choose. The graphics are good with figures which are a little larger and more detail-orientated than some games of this type. Overall, it's a good all-around soccer game providing not only good gameplay, but the statistical options of coaching and managing a team as well. (one player; two player simultaneous; joystick required)
Recommended (MSR $34.95)

PLASMATRON (★★★1/2/★★★) is the latest from the *Avantage* budget line of *Accolade*. A *Defender*-type space game, the premise is simple but fun. You pilot a Plasmatron fighter to explores a deserted colony which was one part of a hostile empire. As you fly through this

THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
3 STARS = GOOD   1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

alien colony, you come across every type of enemy attack ship. As you move through the landscape, there are more and more waves of enemy attacks, each more ferocious than the last. There's everything from meteor attacks from above to fires in the alien cities spewing out deadly smoke. Fast reflexes and constant shooting are the only things which will save you.

Beautiful Graphics

The graphics in this horizontally scrolling game are quite gorgeous as they are bright and varying from screen to screen. There is all sorts of interesting detail to the various alien cities, mountainscapes, etc., which, if you're not careful, will take your eye away from the ever present waves of enemy attacks. Certainly the premise is not new but the background is very rich and for the price, it's a great little space game for your library! (one player; joystick required)
Recommended (MSR $14.95)

ZIG ZAG (★★★/★★★1/2) is one of the games brought to us through *Spectrum HoloByte's* International Series (see story in this issue). This game, from the United Kingdom is a maddening trip through narrow passageways of the Matrix of Zog somewhere in the 12th dimension. In this game which will probably drive you daffy, you are the supreme star pilot who must survive to locate the Eight Crystals of Zog. You begin innocently enough down a corridor (you can stay on the ground or, with your joystick, raise your fighter up) and suddenly there's a blank wall. Boing...you bounce off it and return to where you started. Then you notice little triangles in the center of the floors (called prisms) which have to be hit just right in order to turn your fighter down another corridor. We promise you that you'll bounce around several times before you master the precise way to hit these little devils (we also had the experience that, after moving around several turns, we suddenly hit a wall...turned back around and our ship backed right through all the corridors hitting the triangles on the way out). There are ramps, traps, and disappearing barriers, as well as the inevitable aliens which are out to stop you. As you work your way through the maze, there are three special zones: Save Zone, Death Zone, and Shop Zone. If you enter the Save Zone, you will be shown the opening screen in which a special save code will be shown. You can jot these codes down and use them later to return to the part of the maze that corresponds to that code. The Death Zone is just that – don't enter it! The Shop Zone contains many items which can make the difference in your success or failure. You can purchase such items as U-turns, allowing you to turn around without striking a wall or prism; Zapps which destroy all the aliens on the screen at the time; maps of the parts of the maze you've already visited; x-ray vision for seeing through walls; infrared vision for seeing in the dark; as well as extra lives, missiles, etc.

Maddeningly Addictive

This is another one of those "just ten more minutes" type of games that finds you sitting in front of the computer for hours. While billed as an arcade game, it requires careful thought and skill (as opposed to just "aim and shoot") as you attempt to maneuver around the various corridors, bouncing off prisms in just the way to head down a new corridor. We found ourselves, more than once, bouncing back and forth helplessly as we attempted to get the ship in the right place to bounce off the prism. The packaging tells us there are 1400 screens which could take a lifetime to bounce through. Somehow we can picture a maniacal British scientist in a back room somewhere designing this little gem, laughing hysterically! (one player; joystick required)
Recommended (MSR $24.95)

APPLE II Software

IKARI WARRIORS (★★★/★★★1/2) has been a popular arcade game and now finds its way to the Apple II from *Data East*. This commando-style game finds you deep in the jungles of Southeast Asia, attempting reach the village and conquer the enemy leader. You begin in the jungle where your warrior is faced with enemy guerilla fighters. In order to get through the jungle, you must work your way around obstacles, avoid enemy fire and attack the oncoming enemy. You have a gun and hand grenades and you can pick up additional weaponry on the way to the village. You can also use a tank at certain strategic locations to help in your battle.

Packaging Very Misleading

We were going to let slide the pictures on the package which depict the arcade version (definitely NOT the Apple version) because, after all, the fine print indicates this is the arcade version pictured. However,

when we got into the game and discovered that this version is definitely one-player only, we went back to the packaging which clearly states it is an interactive 2-player game. Talk about misleading information! Anyone who knows and loves Ikari Warriors realizes that one of the strong points of the game is the two-player cooperative effort which plays such an important part of the game. While all the versions allow for one-player, all the other versions we've seen (Nintendo and IBM) also have the 2-player cooperative which helped make it the hit in the arcades. While we can't speculate as to whether the Apple couldn't handle the programming for the two-player version, the packaging should have been corrected. There could be a lot of disappointed gamers when they get home with their new Apple game and find they can't play it with a friend! The gameplay in the one-player mode is quite good, so don't get us wrong–just make the packaging accurate! (one player ONLY)
(MSR $34.95)

DEATHLORD (★★★/★★★1/2) is a graphic adventure of epic proportion from *Electronic Arts.* Built in a style somewhat reminiscent of the "Ultima" series, DEATHLORD features an Asian theme, highly complex characters, a world of 16 continents, the passing of time and changing of weather and climate conditions, 128 different kinds of monsters, 84 magic spells, 157 dungeon levels, and a whole armory full of Japanese weaponry and armor. The player can send as many as six adventurers into the countryside to seek the Deathlord and attempt to end his reign of terror over the land of Lorn. For your first, get-acquainted game it's easiest to use the game's ready-made party of adventurers. After you've gotten a bit of a feel for the game, however, you'll want to conjure your own characters or transfer experienced ones from "The Bard's Tale," "Ultima III," or any of the first three "Wizardry" scenarios. (Conjuring a character involves determining race, attributes, moral alignment, class, and sex.) Once your ideal party is set, you have a great many hours of adventuring ahead. Many elements of the game will be familiar to experienced adventurers, but there are a few different twists in DEATHLORD. For example, it's not always necessary to do battle with every monster you meet. Sometimes it's possible to negotiate with them. And we really appreciated the ability to create macros, which allow you to chain a group of commands for faster execution and better gameplay. In fact, this game is remarkably easy to learn and begin playing for such a large program. However, it is definitely NOT an easy game to win, so seasoned adventurers will find more than enough challenge. (Solo play; Keyboard; Blank disks required.) Apple II version reviewed; coming soon for C64/128.   Recommended. (MSR $49.95)

WIZARDRY: THE RETURN OF WERDNA (★★★1/2/★★★★) is the fourth WIZARDRY scenario from *Sir-Tech*. The package cautions that this program is for expert players only and requires previous experience with the first WIZARDRY scenario, PROVING GROUNDS OF THE MAD OVERLORD. Believe them, folks. This is one diabolically difficult game that is three times larger than all three of the previous WIZARDRY scenarios combined. Assuming that the player is indeed an expert, Sir-Tech states that time needed for completion (you should do so well!) is approximately 125 to 150 hours.

Becoming an Evil Character for a Change

If for some reason you have not yet tasted the joys and frustrations of the WIZARDRY series, you are not ready for THE RETURN OF WERDNA. However, the availability of the fourth scenario gives you a good excuse to find out what you've been missing. In the first scenario, your party of adventurers in the employ of Trebor, the Mad Overlord, defeated the evil wizard, Werdna, and nabbed the magical amulet from him. Werdna now lies heavily guarded at the bottom of a ten-level dungeon, and his lust for the amulet stirs him from his torpor at the beginning of the new game. Best of all, you get to be an evil character this time, taking the role of Werdna himself as he seeks the amulet and his revenge on Trebor. And your guards are 500 genuine WIZARDRY adventurers collected by Sir-Tech from player submissions over the years. Rebuild your magical powers, gather monsters to help you against the enemy, and prepare to battle the do-gooders who stole your amulet! The lineage of this game is impeccable, its theme of role-reversal an intriguing twist on the usual adventures, and its execution is the best yet in the WIZARDRY series. It's a game by and for the only the most expert of adventurers. (Solo play; Keyboard; Blank disks required.) Available for Apple II only.
Recommended. (MSR $59.95)

MULTI-SYSTEM Software

TETRIS (★★★★/★★★1/2) is the latest in *Spectrum HoloByte's* International Series and features the first entertainment software every to reach the West from the Soviet Union. With Soko-Ban from Japan (reviewed in December, '87), Zig Zag (reviewed in this issue), and now Tetris, we are convinced that Spectrum is trying to make us go a little daft! But, we're getting a little ahead of ourselves. A game of skill requiring fast thinking and quick reflexes, Tetris was designed by a 30-year-old Soviet, Alexi Paszitnov, a researcher at the USSR Academy of Scientists (now known as Academy Soft). The original programming was done by Vagim Gerasimov, an 18-year-old student of Computer Informatics at Moscow University. Described by Phillip Adams of Sphere Inc. (Spectrum HoloByte is a division of Sphere) as the Rubik's Cube of software (we tend to agree), it's a race against time as you try to rotate and/or flip moving pieces to fit as they descend from the top of the screen to the bottom. You must try to make the pieces fit precisely with te others for form a complete row with no blank spaces. The quicker you position each piece and make it drop, the better your score. The name "Tetris" comes from the four squares making up each of the different shapes that descend from the top of the screen while the player attempts to rotate and manipulate as they fall. As complete rows are formed, they automatically disappear from the screen. When ten rows have been successfully removed, the player advances on to a higher level where the pieces fall even faster! There are ten difficulty levels, five heights to start from*, help screen, as well as other features. A RAM resident version of the game is included in each IBM package which can be loaded into memory and called up for a few minutes of play between working on a spreadsheet. A keystroke will return the player to his work (and the boss will not be the wiser!)

Addictive, Maddening, Stunning

From the last few games we've seen from Spectrum HoloByte we're convinced that they're trying to see if we are coordinated. After some of these games, we're wondering if we are or not! This is one tough, tough game which is so deceptively simple that you'll think "no problem!" Think again! You will go nutty trying to better your last score, and we assure you you'll have more than a little trouble walking away from it. By the way, instead of simply featuring the area where these various shaped cubes descend, the designer has given us stunning backgrounds of Russia to enjoy as we're playing. You'll by awestruck by the beautiful graphics of Red Square, a Russian Space Station, the USSR Ice Hockey Team, among others. This is a truly different type of puzzle game which is guaranteed to drive you crazy – it's awfully good to fine hone your hand and eye coordination! (one player; reviewed on IBM and Commodore 64/128; IBM version includes both 5-1/4" and 3-1/2" disks)
Recommended (MSR $34.95-IBM; $24.95-Commodore)
(*-in IBM version only)

New Hint Book for Adventure Gamers

M.K. Simon, author of KEYS TO SOLVING ADVENTURE GAMES (Prentice Hall paperback), has completed a sequel to the first book. Book II follows the format of the original, providing maps, hints, and some complete solutions for a group of current adventure games. The clearly drawn maps are labeled with numbers which refer the reader to a scrambled list of clues. Because no two clues from adjacent areas of a single game appear near each other in the master list of clues, it's impossible to learn more than you want to find out and therefore spoil the fun of solving most of the adventure for yourself. For beginners and the hopelessly lost, complete, step-by-step solutions are provided for all but seven of the games covered in Book II. Maps and hints are included for "Breakers" and "Essex" (Broderbund/Synapse); "Deja Vu," "Uninvited" and "Shadowgate" (Mindscape); "Enchanted Scepters" (Silicon Beach); and "Space Quest" (Sierra). Maps, hints and complete solutions are provided for "Arazok's Tomb" (Aegis); "Bureaucracy," "Hollywood Hijinx," "Moonmist" (all four variations), "Stationfall" and "The Lurking Horror" (Infocom); "Fellowship of the Ring: Part I & II" (Addison-Wesley); "Goldfinger," "High Stakes" and "Indiana Jones" (Mindscape); "Gunslinger" (Datasoft); and "The Pawn" (Firebird). We recommend both of Simon's excellent books to adventurers looking for a little or even a lot of help with their games.

IBM PC & COMPATIBLES

MINI-PUTT (★★★/★★★) has been converted by *Accolade* for IBMers so they, too, can play a wacky round of miniature golf. There
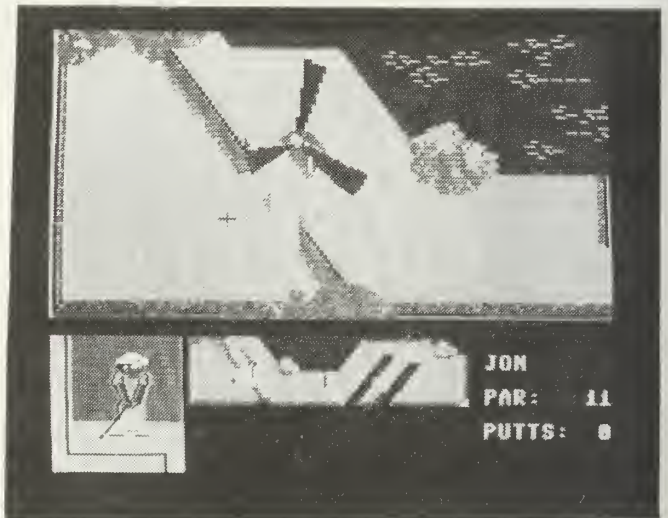
are four courses on the disk, each filled with insane holes which are filled with walls, water, bridges, gates, and just plain crazy layouts which make your ball ricochet all over the place. You can also choose individual holes to practice on. Your weekend duffer is a silly looking fellow with a golfer's tam on his head...all decked out for a day on the mini-links. The views included are an overview of the hole, a view of our golfer, as well as a play screen window of the immediate area. As you'll find in most golfing games, there is a power bar and accuracy bar to help plan your shot.

Just Good Fun

This is one of those games which will test your patience but certainly entertain you for many hours as you whack away at hole after hole, wondering if you'll ever see par. The graphics are colorful with each hole being a little wilder than the last. You should be able to have a lot of fun with this game (one to four players; 256K; CGA/EGA or Hercules MGA required; joystick optional; also available for Commodore 64/128)
Recommended (MSR $29.95)

GAUNTLET (★★1/2/★★★), adapted now for the IBM by *Mindscape*, is a adaptation of the coin-op game from Atari Games. The game features dungeons and treasures, nasty creatures, and plenty of action. You choose which of four heroes you wish to play, each with their own strengths and qualities. In an interesting cooperative ventures, in the two-player version, you each choose a different hero and then work together facing the dangers in the dungeon. Even if your friends comes over in the middle of your adventure, he can still take on a hero (already chosen by the computer) and work with you. Your goal is to explore all the dungeons, destroy as many of the creatures as possible, while collecting all the treasure you can.

It's Exciting

It's a fast-moving game which has held much of the arcade feel in the home adaptation. We still don't like the graphics too much, however, as the characters are not clearly defined. However, the gameplay overshadows our concerns there and we especially like the two-player

cooperative mode, something we'd like to see more of. When (!) you master all of the dungeons, you can purchase Mindscape's add-on disk with 500 new mazes entitled GAUNTLET: THE DEEPER DUNGEONS. (one player; two-player cooperative; 256K; color or enhanced graphics adaptor required; joystick optional; also available for Commodore 64/128, Atari XE/XL; coming for Atari ST)
Recommended (MSR $39.95)

TOMAHAWK (★★★/★★1/2) is *Datasoft's* latest helicopter simulator, now translated for the IBM. You're at the controls of an AH-64A Apache helicopter in which you can engage air-to-air or air-to-ground attacks. There are thirteen on-board computers helping you combat enemies and all sorts of weather conditions. You can take on a training mission before you try combat and there are four levels of play. In this 3D real-world display, you'll fly over buildings, trees, mountains, enemy tanks, guns, etc. (all vector-graphics). The map, accessible whenever you need to refer to it, is a grid divided into 16 rows of 8 sectors. Each sector contains 8 enemy targets, guns and/or tanks, giving a total of 1024 targets across the map. You can choose your missions day or night, various weather turbulence with crosswinds, etc.
Enjoyable
While we still do not feel this is the best of the genre (as we originally reviewed it for Commodore 64 in December, 1987 issue), it is a good combat simulator. The vector graphics are more pleasing on the IBM than the Commodore due to the graphic capabilities of the two machines (the Commodore handles full graphics better than the IBM, therefore, that's what we tend to look for). This is one of those games that we would suggest you take a look at in the store before purchase, if that's possible (one player; joystick optional; 256k; both 5-1/4" and 3-1/2" disks enclosed; also available for Commodore 64/128, Atari XE/XL, Apple II)
(MSR $29.95)

INTO THE EAGLE'S NEST (★★★★/★★★1/2) has been a big hit for the various computer systems it's already available for and now *Mindscape* has taken this program by *Pandora* and converted it for the IBM market. Set in World War II in the secret Nazi fortress known as the Eagle's Nest, the game finds the player infiltrating the heavily guarded Nazi stronghold to rescue three captured allied saboteurs, save art treasures, and blow up the Eagles Nest. As you attempt to infiltrate the Nest, your view is from above as you see the floorplan scrolling in four directions below you. Of course, there are Nazi guards everywhere and you'll have to shoot most of them to accomplish your objectives. Obviously, they will attempt to hit you as well. You begin the game with 99 rounds of ammunition, but you can find more stashed in the fortress. You'll have to find keys to get through the steel doors, shoot your way through wooden doors, as well as finding first aid kits, food, etc. There are eight increasingly difficult missions – each mission requiring that your search all the rooms to find your captured friends.
Non-Stop Action
We're glad to see that IBMers will have the opportunity to play this really fine game as the action is non-stop while there's some good adventuring as well. There's plenty of surprises and suspense around every corner and the graphics are just terrific. The detailing makes it a pleasure to play. (one player; 256K; color or enhanced graphics adaptor required; also available for Amiga, Apple II, Atari ST, Commodore 64/128)
Recommended (MSR $34.95)

ELITE (★★★1/2/★★★1/2) was *Firebird's* first entry into the U.S. market back in the middle of 1986 for Apple and Commodore. This conversion works extremely well on the IBM machine because of the subject matter as well as the vector-type graphics. A combination
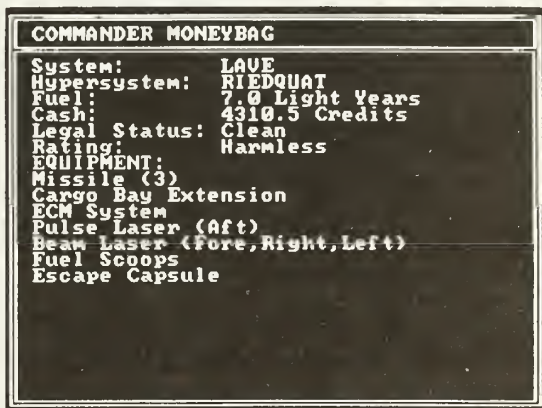
space action/strategy/trading computer game, the action takes place in deep space. Not unlike some more recent releases such as *Space M+A+X*, you must navigate among the stars as well as trade between countless planets. Your multiple goals include trade with interplanetary locals for profit, building the equipment and armaments of your ship, and increasing your combat rating to at least "dangerous," perhaps all the way to "elite." Your status with the law can change too if you decide to take the "quick and dirty" route to increased wealth by trading in illegal goods or preying on innocent ships. Your ships is equipped with a wide range of instruments which help you to achieve your goals (that is, once you learn how to utilize them). In addition to the normal gauges such as altimeter, radar, compass, etc., there's also galactic charts and the Worldata link. The former lets you know where you are and where you're trying to go and the latter supplies planetary information on worlds you might be considering for possible trade deals. Part of the strategy is knowing the type of political and economic climate on a potential trade for the best success. The planetary status reports supplied by Worldata link also contain bits of key information about the planet or its inhabitants–some of it quite humorous as the English can be! Included in the package are a very complete Space Trader's Flight Training Manual, a Ship Identification Chart as well as a novella which sets the scenario for the game.
Great Gaming
We enjoyed this game when it first was released in 1986 and the new version feels just as fresh now, fitting right into the games of the genre available more recently. With the huge number of destination planets,

large quantities of friendly and enemy craft to encounter in space, plenty of opportunity for combat, as well as all sorts of ways to amass wealth and fame, ELITE offers a terrific blend of action and strategy – with just a bit of humor tossed in. This is a perfect game for IBMers! (one player; joystick and/or keyboard; also available for Commodore 64/128 and Apple II)
Recommended (MSR $39.95)

A Report from Ami Expo

Many new entertainment packages for the Amiga were debuted or shown at the Ami Expo, which was held in Los Angeles, Calif. January 16-18, 1988. Apparently the huge success of the Amiga 500 and the abrupt softening of the Atari ST software market have encouraged many developers to switch to the Amiga, or at least to broaden their line to include the Amiga. For example, MichTron (along with its entertainment division, Microdeal) has been an exclusively Atari developer but showed a new Amiga version of its ST classic, TIME BANDITS.

Some of Best Games from MicroIllusions

MicroIllusions showed some of the best game software. Their LAND OF LEGENDS (MSR $49.95) is dungeons-and-dragons style gaming at its best. It has the dungeon look of "The Bard's Tale" and the tilted overhead viewpoint of "Ultima III's" battles scenes, yet it accepts word commands like an adventure game and can be controlled by a mouse. Players can import characters from "Bard's Tale" or "Ultima III." EBON STAR ($39.95) is a space shoot-'em-up with a twist. A satellite warps the grid into a synthetic black hole as it moves randomly about the playfield. One to four players shoot rubber-like bullets at their opponents in order to knock them into the gravitational hole. In addition, MicroIllusions showed a sophisticated paint package called PHOTO PAINT ($99.95) and CELL ANIMATOR ($149.95) for doing animation in desktop video productions.

Full-Color Comic Strips

One of the more interesting graphics packages was Gold Disk's COMICSETTER ($99.95), a desktop publishing program for creating full-color comic strips. Naturally, one would need a color ink-jet printer to take full advantage of the program.

Some Good Games, Some Not So Good

While the arcade game ARKANOID ($49.95) from Discovery Software is a virtual clone of the coin-op except for the ability to start on any of the first twenty levels, many other companies showed mediocre translations of Commodore 64 games. Top Down Development showed two forgettable games: a "Pac-Man" clone called FOOTMAN ($29.95) and a vertically scrolling space shoot-'em-up called Vyper ($29.95). ANCO debuted GRID START, a "Pole Position" look-alike, and KARTING GRAND PRIX, an overhead racing game. Micro-Partners showed C64 translations like MISSION ELEVATOR, EWESTERN GAMES, and an "Arkanoid" clone called CRYSTAL HAMMER. In a somewhat more serious vein, Aegis demonstrated their new PORTS OF CALL ($49.95), an economic simulation in which you play the owner of a tramp cargo ship. The object is to roam the world's harbors, take on freight, and transport it to make a profit. Even a small company like ASDG was attempting to enter the lucrative game market with an "Asteroids" variation calaled CUBEMASTER ($34.95 - Spring '88). Each of the colored asteroids does different things to the player's jetpack-controlled man. For example, a collision with a red block depletes the shield while a collision with the yellow block confuses. There is a red ball villain that periodically comes out to attack your man.

Running C64 Software on Amiga

Last but not least was ReadySoft's solution to running all of your old C64 software once you trade up to the Amiga. The 64 Emulator ($39.95) is a hardware device that plugs into the serial port and connects to your 1541 disk drive. The trouble is that it's a little on the slow side. While business programs run satisfactorily, arcade games tend to run at half speed or less. Keep your C64 unless it breaks.

Blending Video with Computer Graphics

This report would not be complete if one failed to note the proliferatiion of products to merge video imagery with computer graphics. At the bottom were the video titlers like VIDEO TITLER (Aegis) and TV TEXT (Brown-Wagh). A-Squared was marketing LIVE!, which allows one to frame grab color images (6 frames/second) right off your video camera. Then there was the incredible MANDELA (Very Vivid, Inc., $335), a software product which can be combined with LIVE! and a color camera to allow a person to become part of the animated graphics show. It combines the imagery in colorful ways and allows the live imagery to control the graphics and sounds. The live actor can touch a ball, have it bounce around the screen, or tap a magical drum on the screen and hear its sound. The demonstrations were proof that the Amiga is entering the video revolution and will be a presence in some live stage shows.

—Jeffrey Stanton

Nothing To Do with Computers

Regular readers of Computer Entertainer have seen software reviews by Jeffrey Stanton from time to time. A man of many interests and wide-ranging talents, Jeff is not only a respected reviewer, but also photographer, engineer, and sometime historian of Venice, California. Even though it has absolutely nothing to do with computers, we wanted to let you know about Jeff's latest book, VENICE OF AMERICA: "CONEY ISLAND OF THE PACIFIC." It's a fascinating look at this eccentric beach town that once had gondolas on its canals and a whole succession of amusement parks and attractions on its piers. The large-format book is full of historic photos, all beautifully reproduced. It tells the stories of the old Venice that will never be seen again, and it tells of the new Venice that tourists flock to see and experience. The book is a must for anyone interested in amusement parks and the history of seaside resort towns. Although it may be difficult to find in your local bookstore, it can be ordered directly from the author for $17.95, postage included ($19.00 for California residents, including tax). Write to Jeffrey Stanton, 3710 Pacific Ave. #16, Venice, CA 90291.

New in the Arcades

Atari has just introduced a new space action game called *Blasteroids*, a follow-up to their 1979 classic, *Asteroids*. In this new game, players blast their way through four different galaxies filled with asteroids and other challenging obstacles. After each galaxy has been cleared, the player meets Mukor, the green slime monster who taunts, "Mukor controls this galaxy." The player can choose from four different starting difficulties. With the press of a button, the player can change his ship into three different sizes, each with its own advantages and disadvantages for different game play situations. In the "hidden source of energy" feature, crystals concealed within red asteroids provide the player with the energy needed to continue the outer space adventure. The game features Atari's new Housequake sound system, with the deep rumbling sound effects felt through the vibration of the cabinet.

Vigilante from Data East focuses on street fighting. As Vigilante the player fights the thugs and deadbeats with his nanchucks and experiences an actual street fight as he tries to save his love, Madonna.

Firebird Acquires Eight Titles from Bantam Software

Eight familiar titles from the software publishing division of Bantam Books now belong to Firebird and will be re-released as part of Firebird's budget range of recreational software (MSR $9.99 each). The programs are THE FOURTH PROTOCOL (Commodore 64/128 only); THE CAVE OF TIME and ESCAPE (C64/128 and Apple II); I, DAMIANO (Apple II and IBM); and four titles for Apple II, C64/128 and IBM: FANTASTIC ANIMALS, CREATIVE CONTRAPTIONS, ROAD RALLY, and SHERLOCK HOLMES. (Firebird's products are distributed by Activision.)

Use ADVANCED ART STUDIO to Win Trip to Paris

In further news from Firebird, the company recently announced a contest for users of the ADVANCED ART STUDIO, a graphics and drawing program for C64/128 and Atari ST. The contest is co-sponsored by AHOY! magazine for Commodore users and ATARI EXPLORER for ST users. First-prize winners in each division will receive a trip to the Louvre Museum in Paris, France (including airfare and hotel accommodations). Fifteen runners-up in each format will have their works published in the appropriate sponsoring publication. The deadline for entries is June 1, 1988.

Two New Affiliated Labels Sign with Electronic Arts

Quantum Computer Services, Inc. and Paragon Software are the newest members of the Electronic Arts affiliated labels program, expanding the number of publishers associated with EA to fourteen. Quantum's RABBIT JACK'S CASINO GAMES, which includes the QUANTUMLINK STARTER KIT (MSR $14.95), lets Commodore 64/128 owners play on-line simulations of Las Vegas-style games and explore the fun of communicating with other Commodore owners. Paragon's initial products to be distributed by Electronic Arts include ALIEN FIRES-2199 A.D. (MSR $39.95), a futuristic role-playing adventure game for Amiga, TWILIGHTS RANSOM, and MASTER NINJA: SHADOW WARRIOR OF DEATH ($34.95), a martial arts graphic adventure for IBM PC and compatibles. Electronic Arts will also distribute Paragon's OUT OF THE BLUE DEVELOPMENT SYSTEM for IBM PC and compatibles.

RETURN TO ATLANTIS for Amiga—Finally!

Yes, it really has been three years in the making, but Electronic Arts has finally released RETURN TO ATLANTIS (MSR $49.95), described by the company as an "Undersea Adventure on a Grand Scale." The role-playing game casts the player as an agent for The Foundation. The agent must complete fourteen missions, each a game in itself, in order eventually to discover the secret of Atlantis.

Infocom Announces Solid Gold Series

Likening them to paperback versions of your favorite traditional novel, Infocom has announced unabridged but repackaged versions of two of its best-sellers: ZORK I and THE HITCHHIKER'S GUIDE TO THE GALAXY (MSR $14.95 each). To help those who may be new to interactive fiction, the games will include on-screen hints. Available for Apple II, IBM PC and compatibles, Macintosh and Commodore 64/128, the Solid Gold titles will join Activision's Solid Gold series. (Infocom products are distribuited by Activision.)

Novels Based on Infocom Games

And speaking of paperbacks, a series of novels based on six of the best-selling Infocom titles will soon be published by Avon books. Conceived and produced by Byron Preiss Visual Publications, the stories are not novelizations of the games but original adventures in familiar Infocom settings. The first two releases are expeeted in May of this year: WISHBRINGER, written by Arthur Byran Cover, and PLANETFALL by Craig Shaw Gardner.

Two Disks in Infocom Games for IBM

Infocom has announced a small price increase for IBM versions of all new releases. Suggested retail of IBM versions of Infocom games will now be $42.95 because the packages will include both 5.25-inch and 3.5-inch disks. The first Infocom title packaged with two disks is SHERLOCK: THE RIDDLE OF THE CROWN JEWELS, which is reviewed in this issue.

New from Absolute Entertainment

Absolute Entertainment, a new company which has previously introduced new games for the Atari 2600 (TITLE MATCH PRO WRESTLING and SKATEBOARDIN' (A RADICAL ADVENTURE ON WHEELS), has just announced its first two computer titles. CROSSBONES (MSR $39.95) is an eight-level action-adventure set in the middle ages which features high-resolution graphics and realistic sound effeets for Commodore 64/128, IBM PC and compatibles, and Apple II. X-15 ALPHA MISSION ($29.95) for C64/128 is an arcade-style flight simulation program featuring NASA's X-15 in a mission to destroy a terrorist-controlled space station. Absolute Entertainment's programs are distributed by Activision.

'88 Plans From Sierra

Ten new products as well as conversions of some existing product has just been announced by Sierra. Among the new products announced are Manhunter and Gold Rush, two 3D animated adventures.

Gold Rush, which promises to be historically accurate and loaded with real-life adventure, is the story of one man who pioneers his way from New York to the gold fields of California in his quest to trike it rich. Two completely different games make up this epic adventure, as the player chooses from one of two routes that can take him to the California gold eountry. You can travel by ship to Panama, where you must land and journey on foot (nope, the Canal hasn't been built yet). Forge the rugged jungles of Central America as you head for the Pacific Ocean where you will travel by ship once again as you make your way up the coastline to San Francisco. Or, you can travel across the heartland of American by wagon train and face everything from the mountain ranges to hostile American natives. Initially available for MS-DOS machines, versions for the IIGS, Macintosh, and Amiga will follow.

Manhunter, a foreboding science fiction epic, is the latest creation from the authors of The Ancient Art of War. A dark vision of our planet's future, Manhunter evolves around the life of a detective in New York City two years after alien invasion and consequent world takeover. The hero of the the story is contracted by the newly founded alien dictatorship as a bounty hunter, his goal being to track down and destroy a ring of human saboteurs and militants out to end the alien rule. The game includes split-screen animation and advanced windowing effects. This also will be initially available for MS-DOS machines with Apple IIGS, Macintosh, and Amiga versions to follow.

Telecommunications Entertainment to Continue

Sierra has been very successful with its 3-D Helicopter Simulator which allows you to play with a friend across the room or across the country via modem hook-up. Therefore, it's inevitable that the next in the series would be introduced...Sierra's 3-D Tank Simulator. It allows you to wage full-scale warefare with your friend or, used in conjunction with 3-D Helicopter Simulator, you can engage in air-to-ground combat. Meanwhile, for all you Helicopter Simulator owners, there's a *Mission Disk #1* being finished which will include three dangerous challenges. There's a timed race course, obstacle course protected by enemy missile launchers, and a mission that requires the pilot to successfully land in enemy territory.

More New Titles

Silpheed is a 3-dimensional space extravaganze which Sierra promises will redefine arcade excitement with a multitude of increasingly difficult scenarios and energetic musical soundtrack. This is the scond hit title in Sierra's licensing agreement with Game Arts of Japan (the first being Thexder). It's planned for MS-DOS machines and the Apple IIGS.

King's Quest has grown into one of the most popular adventure series around so it's appropriate that *The Perils of Rosella, King's Quest IV* will be introduced. With over 10 man years of development in its creation, it will be released for the MS-DOS machines, with versions for the Apple IIGS, Macintosh, and Amiga to follow.

More Follow-Ups

More sequels are planned as the third chapter in the *Space Quest* trilogy is in the works, as well as a *Police Quest* adventure that is much broader in scope than its predecessor, as well as more silly escapades for your friend and ours, *Leisure Suit Larry*.

MULTI-SYSTEM Software

KID NIKI (★★/★★1/2 for C64/128, ★★★/★★1/2 for Apple II) from **Data East** is a martial arts action-adventure based on the arcade game of the same name. The player takes the role of the spike-haired, pint-sized Ninja warrior, Kid Niki, in a quest to rescue his girlfriend, Princess Margo, from the Stone Wizard. Kid Niki's weapon is a fearsome spinning sword that helps him cut his way through myriads of enemies in the seven levels of the game. He runs and jumps his way through the horizontally scrolling adventure screens, finally meeting up with a "boss" enemy at the end of each level.

Conventional Action-Adventure

This is a very conventional action-adventure with nothing special to elevate it above the average for this type of game. It follows one of the typical formulas—rescue the main character's girlfriend from a bad guy while making your way through lots of enemy fighters sent by the chief bad guy to thwart your progress. The Apple version fares somewhat better than the Commodore from the graphic standpoint, with clearly defined characters and music and sound effects that are about as good as possible for the system. The Commodore version, however, suffers from under-utilization of the system's capabilities. Graphics are fair, at best, and the music is very disappointing. There are definitely better arcade-style games available, especially for C64/128. (Solo play; Pause for Apple only; Joystick or keyboard; Continuation feature.) C64/128 (MSR $29.95) and 128K Apple II ($34.95) versions reviewed. Also available for Nintendo Entertainment System (MSR $44.95).
Not recommended.

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME ONE, BULL RUN TO CHANCELLORSVILLE (★★★/★★★★) should prove irresistible to those who love strategic wargaming. Designed by the talented team of Roger Keating and Ian Trout of **Strategic Studies Group of Australia** (distributed by **Electronic Arts** in the U.S.), the game covers the battles of First and Second Bull Run, Shiloh, Antietam, Fredericksburg, and Chancellorsville. As with all SSG games, a clear and easy-to-follow tutorial gets you into the game quickly and painlessly. Playable by one against the computer or by two friends, the game makes you an Army Commander of Corps, Divisions and Brigades. Artificial intelligence allows for the use of subordinates, or you can personally command all units. The program also includes SSG's Warplan, a construction kit that allows you to restructure historic battles or create your own original battles, and Warpaint, a complete graphics editor for customizing icon and terrain symbols in both shape and color. The American Civil War is a source of endless fascination for wargamers, who will not be disappointed with Keating and Trout's characteristically excellent portrayal of the period. (Solo or 2-player competitive; Keyboard.) C64/128 and Apple II versions reviewed.
Recommended. (MSR $39.95)

SHERLOCK: THE RIDDLE OF THE CROWN JEWELS (NA/★★★1/2) by Bob Bates of **Challenge, Inc. for Infocom** is a celebration of the famous sleuth's 100th anniversary as a character in mystery fiction. Now he has become the star of a piece of interactive fiction, and the player has the privilege of taking the role of Dr. Watson. The story opens with Holmes in a blue funk. His housekeeper, Mrs. Hudson, has summoned you in hopes that you can bring him out of it. There has been a visitor from the government, bearing the bad news that the crown jewels have been stolen just 48 hours before the scheduled beginning of the Queen's Golden Jubilee. What better to arouse Holmes from his mood than a mystery to solve? And so the game is afoot, with Watson in charge of the investigation while Holmes contributes his inestimable aid. The two of you travel all around London, seeking to unravel the clues provided by—who else—Professor Moriarty! It's all wonderful fun in the best Infocom tradition, with the added bonus of well-loved characters, lots of historical information about Victorian England, and even on-screen hints. SHERLOCK is a must for anyone who ever wished they could help the immortal Holmes solve a mystery! (Solo play; Keyboard; Blank disk required.) Available now for IBM, C64/128 and Apple II; versions with sound to be available soon for Apple IIGS, Macintosh, Atari ST and Amiga.
Recommended. (MSR $42.95 IBM; $34.95 C64/128; $39.95 others)

AMIGA Software

FIRE POWER (★★/★★/1/2) from **Microlllusions** recreates the classic game of tank warfare on a scrolling, split-screen battlefield. The object is to capture the opponent's flag, which is hidden in one of his buildings. Naturally, finding it is somewhat hazardous as the enemy playfield is replete with mines, gun emplacements along fortified walls, and enemy helicopters that constantly harass and fire missiles at your tank. A radar screen helps in finding the flag, since it and the enemy mines appear as green dots. Of secondary importance is the rescue of your comrades held prisoner in several nondescript buildings, which must be blown up to set the prisoners free. Points are scored by transporting them safely aboard your tank to the Red Cross Center.

Playing Modes

While one person can play against the computer, the game is much more playable with two people—either in the same room or playing by modem. The two-player game pits one tank directly against the other in a split-screen display, whereas the single-player game has no computer-controlled enemy tank. Two-player competition via modem is novel, works in real-time with no slow-down in gameplay, and may be the best reason to buy the product if you don't have someone to play against in your household. Unconventional Steering Method The tank's joystick steering system take some getting used to since it is different from that of any other previous tank game. FIRE POWER automatically steers the tank in the direction one points the joystick. Frankly, this makes precise aiming difficult, since the tank tends to turn in an arc rather than pivoting about its treads. If you do get stuck, you can reverse by pulling back on the stick. On the other hand, tanks in all other known tank games since the type debuted back in 1978 on the Atari 2600 have been steered by left/right joystick movement and "up" to move forward. The FIRE POWER system lacks the complex ability to rotate the tank turret in any direction other than forward, and one does need to be careful in reversing while firing lest one inadvertently lay a proximity mine beneath the tank and not be able to clear the area rapidly.

Graphics and Game Play

The graphics in FIRE POWER are fine for a game with an overhead-scrolling terrain playfield. The tank can drive beneath the trees, but this doesn't seem to camouflage the tank from the hovering helicopters. The sound is realistic: digitized helicopter and explosion sound effects. Game play, especially in the one-player mode, leaves something to be desired. The helicopters are extremely dumb and easy to shoot down. Similarly, enemy gun emplacements can only fire at 45-degree angles and won't fire in their own defense. This leaves them vulnerable and allows one's tank to sneak in. Playing against another person is much more of a tactical game. FIRE POWER is a nice attempt to update the classic arcade-style game. However, it is flawed by a weak solo game mode that should have had computer-controlled enemy tanks to battle. It is also marred by a control system that makes close, accurate combat difficult. (Solo or 2-player competitive; Modem Play; Joystick.) Reviewed on Amiga and coming soon for other systems.
MSR $24.95   —Jeffrey Stanton

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

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THE VIDEO GAME UPDATE

A Day in the Life of a Game Cartridge—Revisited

Five years ago, when the frustration level of our readers was being tested by delays in release dates of ColecoVision, Intellivision, and Atari games, we ran a semi-serious article about all the things that can go wrong before a new game cartridge finally appears in stores. With today's new generation of video games also subject to delays in release dates, we thought it was time to run that article again—but with a few changes to bring it up to date. And by the way, these release-delaying factors are not exclusive to videogame cartridges, because they also affect many disk-based computer games as well.

In the Beginning

An individual designer or design team gets an idea for a great new game. The idea is taken to the bosses in the company, and all agree that it's a dynamite concept that will be a big seller. The designers go to work immediately but soon run into unanticipated problems in implementing the design. (A variation on this scenario is the decision to convert an existing title to a new format. This can be just as subject to unforeseen design problems as a game designed "from scratch.") Meanwhile, the company's marketing department is eager to start pre-selling the game and pushes for a release date. They get their date, slot the new title into the company's published release schedule, and start planning a big campaign with ads to appear a month or two before the release. Meanwhile, the design team is not making the progress expected of them. However, the release date has been publicized and the game fanatics are ALREADY calling every store looking for the game. They figure that if they've heard about it, it MUST be out!

Delays and More Delays

The release date is pushed back a month as it becomes obvious that the game won't be finished in time, due to minor programming problems and changes suggested by various people within the game company. The release is delayed again when the sample packaging fails to win approval from the marketing department. Meanwhile, the game itself is completed and ready for testing. The game's release is bumped a third time as programming glitches are found which must be corrected. Then someone notices that the game's newest release date nearly coincides with that of a potential blockbuster due to be released by a competitor! A strategic decision is made to delay the release yet again. In the meantime, the competitor's game is also delayed, and the marketing department collectively gets a few more gray hairs. And gamers, not knowing any of the behind-the-scenes problems, become more impatient. There are rumors that someone has seen the game in a store somewhere. Some store clerks are telling customers that the game is "sold out" and should be back in stock before long. Worse yet, someone in the game company's customer service department hasn't received the latest updates and has been telling callers that the game has just been released!

Bumped Yet Again!

Disaster strikes again when the instruction booklet comes back from the printer with a couple of major errors. Or in the case of a Japanese game being brought to the U.S. market, the instructions have been translated from Japanese to English. Unfortunately, the translation was done in Japan by someone with less-than-perfect knowledge of English, and portions of the booklet are awkwardly phrased and don't make a lot of sense. As the instruction booklet is hastily corrected, the final delay occurs as the game itself is ready to go into production. Manufacturing is delayed by a strike at the duplication company—or a shortage of chips in Japan—or a bad batch of diskettes—or any of several other potential problems. At this point, the combined frustration level is monumental. Everyone from the game company's management to distributors, retailers, and game consumers wants this game on dealer's shelves. It finally appears, albeit six months later than the originally announced release date, and in quantities too small to satisfy pent-up demand. Many gamers have to wait for a second or third shipment, meanwhile driving retailers and the game company's customer service department crazy because every store has sold out of their initial allotment. But the marketing department is happy. They have a hit!

A Fictional Account

This is a fictional account, and it is rare for any one game to experience all of these delays. However, each of these delay-causing events is a realistic possibility, along with a number of others we haven't even mentioned. So, the next time you're told that a release date has been pushed back, try not to take out your frustration on your local game dealer or the game company's customer service department. They aren't holding out on you. They want you to have that game just as much as you want to play it!

New Intellivision Games for 1988

INTV Corporation recently announced its lineup of new games for 1988, with more new titles than ever before slated to be introduced in a single year. New to the series of "Super Pro" sports games (MSR approx. $20 each) are SUPER PRO SKIING (1-6 players on built-in courses or design your own), SUPER PRO DECATHLON (10 events for 1 to 4 players), SUPER PRO WRESTLING (one-on-one or tag team), SUPER PRO MONSTER TRUCK RALLY (design your own big-wheel truck for mud, monster hills, or rolling over piles of cars), SUPER PRO VOLLEYBALL (doubles play for 1 or 2 players), SUPER PRO EUROPEAN BIKE RALLY (sprints and distance events on a 10-speed), SUPER PRO POOL/BILLIARDS (Eight Ball, Rotation, Straight Pool, Billiards and Bumper Pool for 1 to 4 players), SUPER PRO AUTO RACING (overhead racing for 1 or 2 with built-in or design-your-own tracks), and SUPER PRO HORSE RACING. Other new Intellivision titles for 1988 include KARATEKA (the classic movie-like karate game licensed from Broderbund), FLIGHT SIMULATOR (fly a single-prop trainer or engage in a World War II dogfight against enemy biplanes), and MS. PAC MAN (based on the classic arcade game). See Availability Update for projected release dates.

Classic Atari 2600 Games Revived by Activision

Activision has recently re-released some classic Atari 2600 games of their own, plus some titles originally done by Imagic. The newly-added titles are THE ACTIVISION DECATHLON, ROBOT TANK, ATLANTIS, DEMON ATTACK, and MOONSWEEPER. These games are distributed primarily to nationwide toy store chains, such as Toys'R'Us and Kaybee Toys.

Activision to Introduce New Games for Nintendo

After its initial release of SUPER PITFALL for the Nintendo Entertainment System (NES) at the end of 1987, Activision plans to introduce two new NES titles, which were shown at this month's 85th American International Toy Fair in New York City. The first new title is PREDATOR, an adaptation of the hit 20th Century Fox film starring Arnold Schwarzenegger. As the leader of an elite military rescue team deep in the jungles of South America, you are stalked by an alien hunter from another planet. PREDATOR is said to feature arcade-style animation, exciting battle action, and a final confrontation with the alien manhunter that's filled with action and suspense. ZOMBIE HUNTER is a fantasy arcade adventure in which players explore an ancient world of mystery and danger. As the Zombie Hunter, you must battle bizarre inhabitants of this world, such as elf soldiers, axe-maidens, prehistoric birds, and the dreaded zombies themselves as you gather treasures and make your way to the castle of the Beast. The game is said to feature 3-D graphics, special effects, and arcade-quality sounds and animation.

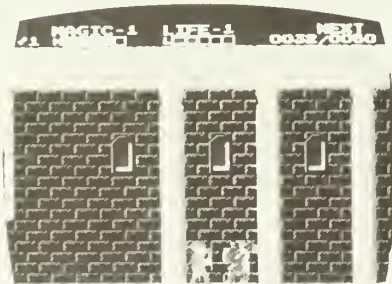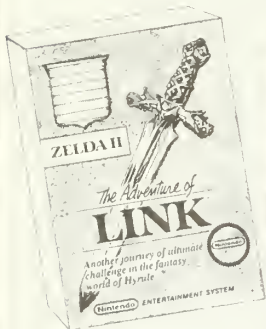## TradeWest: Video Games from Texas

One of the newest Nintendo licensees is TradeWest, a company based in Texas that intends to bring only the very best of their arcade titles to the NES. Their first title is DOUBLE DRAGON (MSR $44.95), now expected to be in the stores this June. This extremely popular coin-op game features the finesse of martial arts fighting with the sometimes "down and dirty" techniques of gang-style street-fighting. The home version will have three play modes: solo against the computer, two players taking turns against the computer, or two players in one-on-one competition. The one-on-one mode is exclusive to the NES version,

since it is not part of the arcade game. And by late summer, TradeWest expects to have its second NES game, JOHN ELWAY'S QUARTERBACK, ready for home play. This game is based on the coin-op, QUARTERBACK, which is currently the highest-grossing game in the arcades. The endorsement by Elway, popular quarterback of the Denver Broncos, is expected to gain the NES version of the game plenty of notice among football fans. TradeWest is also working with Electronic Arts to produce disk versions of both DOUBLE DRAGON and JOHN ELWAY'S QUARTERBACK for Commodore 64/128 and possibly other computer systems.

A Preview Look

It's always been tough getting artwork for game screens when we

review the product, so we were especially amazed when Nintendo sent along line art (often not done at all) on anticipated games and accessories that won't be available, in some cases, until May or June. We were so excited to get this artwork, and we've been getting sooooo many requests from our readers on "what does it look like," that we are running these screens early. Please check the Availability Update for anticipated release dates.

By the way, we expect a couple of screen photographs from Sega shortly on AfterBurner, as well as a couple of upcoming 3D games. When they get in, we will run those also.

It's fast skatin', hip checkin', high scoring action. Choose a country for you and your opponent and get ready to face-off at center ice to become top goal scorer in Nintendo's Ice Hockey.

The new NES Max, a small lap controller featuring Turbo buttons.

Use your sword to ward-off enemies you'll encounter as you explore the endless terrain of the Kingdom in Zelda II – The Adventure of Link. A never ending Gold Pak Adventure.
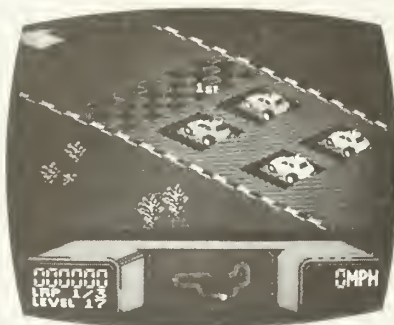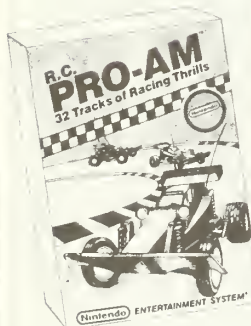
It's you against four other all-star racers in this R.C. competition. Choose from 32 courses and face hair-pin turns and oil slicks that are sure to test your driving skills to be the winner in R.C. Pro-Am.
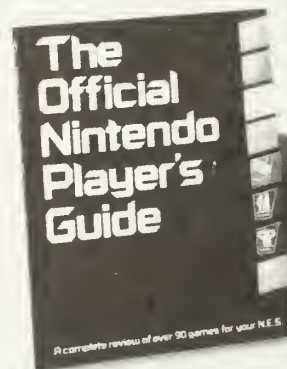
The new configuration for the NES Control Deck, featuring the Official Nintendo Player's Guide which has reviews of over 90 games for your NES.

NINTENDO Software

RENEGADE (★★1/2/★★) is an eagerly awaited title from Taito with a street-fighting theme. You are the Renegade, a sort of good guy/ vigilante type who's out to clean up the riff-raff in the city. Playable at any of three difficulty levels, the game has four stages of play. The first stage sets you against street punks on a subway platform, the second takes you to the wharf for a showdown with outlaw bikers, the third is an alley fight against Kung Fu females, and the fourth lets you go against the hoodlums of the streets. In each stage the action is three against one, and the bad guys will go after you with everything they've got. Your weapons are your fists and your killer kicks—along with a few extra moves such as a shoulder throw and the old knee-to-the-groin gambit. Make no mistake about it, RENEGADE is definitely violent. But violence seems to be very popular with gamers at the moment, and the designers are obliging the gamers' desire for vicarious violence.

Too Repetitive

With practice, we managed to get far enough into the game to get a feel for its pacing and playability. We had expected to like RENE-GADE simply because it was one of those titles that many gamers seemed so eager to have. Now that we've played it for ourselves, however, we just don't understand why there was so much advance interest. It's not that we have a problem with the violence, because we've played and enjoyed other violent games. However, RENE-GADE seems to be just too much of the same thing over and over again. Even with the special powers that can be earned, the different settings, and the variety of fighting moves, we just couldn't get over the feeling that there was too little game stretched over too many stages of play. Playing this game gave us the same feeling we've experienced while watching a TV movie that seemed thin on content and fat with filler— about 15 minutes worth of plot made to fill an hour of time. If you simply must have RENEGADE, that's up to you, but we would recommend trying a friend's copy before you decide to buy this one. (Solo or 2-player alternating; Pause.) Available for NES only. **Not recommended.** (MSR $34.95)

KARNOV (★★★1/2/★★★★) is the latest from Data East, and we think it's their best game yet. KARNOV is an action adventure in which a fireball-shooting circus strongman attempts to recover the Lost Treasure of Babylon for his village. The treasure was stolen by the evil dragon, Ryu, and its up to Karnov to get it back. His trip through nine levels of play is a bizarre journey through monster-infested countryside. He runs, jumps, climbs, swims and flies through a variety of settings. And he meets some of the most wonderfully grotesque creatures we've ever encountered in a video or computer game. As Karnov makes his way through the countryside, many options can be collected to help him in his travels. There are ladders for reaching the unreachable, special boots that make him jump higher, extra weapons, and many other items that are useful or even necessary to his quest. The game is full of surprises, too, so it's not exactly the same every time you play. And you will want to play this one again and again. KARNOV is highly challenging, imaginatively programmed, graphically interesting, and just plain fun to play. And it has dinosaurs among its wonderful cast of monsters. How could you not love a great game that has dinosaurs in it? (Solo play; Pause; Continuation feature.) Available for NES only. **Recommended.** (MSR $39.95)

Many Delays Expected in New Games for NES

Largely due to the current PC chip shortage in Japan, delays are expected in release dates for many NES games. Nintendo announced revisions in their entire schedule for the first half of 1988, delaying ZELDA II-THE ADVENTURE OF LINK, SUPER MARIO BROS. 2, R.C. PRO-AM RACING and ICE HOCKEY. RETURN OF DON-KEY KONG has been moved to the second half of the year, and DRAGON WARRIOR has been removed from the first-half lineup. We do not know if or when DRAGON WARRIOR will be released. We expect that Nintendo's licensees will also be affected, and we have already learned that TradeWest's DOUBLE DRAGON and Sunsoft's FREEDOM FORCE have been rescheduled. As always, when we receive revised schedules from the manufacturers, the information appears in the Availability Update.

SNEAK PREVIEW

FIGHTING GOLF (★★★1/2/★★★1/2) is a "surprise" title shown at the Winter C.E.S. by _SNK_ and planned for release in the next several weeks. The title may throw you off a bit (it did for us) as it is simply a golf game for one to four players. It's a pretty straight-forward game of golf where you can choose to practice or play on a U.S. or Japanese course. Once you've chosen which one of four players you wish to represent, it's on to the links where you'll have all sorts of views to help you in your game. You can flip through a view from the tee, overhead of the entire hole, or the green. Once you're ready to tee-off, you must choose the club you wish to use and position the cursor for the direction of your shot. You'll see your player from right behind them as well as a split-screen overhead shot of the entire hole. Once the ball is hit, the view will change to show where the ball is heading and where it lands. There'll be a small inset picture of your golfer as you move on. Once you reach the green, you'll deal with the slope and speed of the green. Throughout your afternoon on the links, you'll have to watch for sandtraps, water traps, bunkers, and more. There's a leader board in which high scores are posted.

Very Complete

This is a very complete golf game and, in fact, offers more than the original Golf made by Nintendo. The timing on your swing is pretty tricky so you'll have to practice to get it right. The graphics and multiple screens are quite nice allowing you to really get into the game. All in all, it's great fun for golfing fans (one to four players) **Recommended** (Estimated MSR $42.95)

SEGA Software

PENGUIN LAND (★★★/★★★) is the first cartridge from Sega to have a built-in lithium battery. The game is a maze adventure which appears to have a childish theme: Overbite, the penguin commander, must rescue Penguin Eggs and return them to the penguin space ship. Despite its cutesy theme, however, the game is far from child's play. There are 50 levels of subterranean mazes, the first 30 accessible by player choice at the beginning of the game. The mazes consist of rock blocks and breakable ice blocks, and they're populated by bears and condor-like birds that are dangerous to the eggs. Each maze covers several screens which scroll gradually downward, and figuring your way through them without getting Overbite killed or the egg scrambled is quite a series of puzzles. When the game is paused, you have the ability to scroll through the maze of your current level. This helps you to plan your moves without stopping for extended periods during the actual game. (Stopping while playing is dangerous, because it brings on the condor-like bird, which drops bricks on your egg.) The battery in the cartridge is not used for saving your progress in the game, but instead for saving mazes which you design. PENGUIN LAND contains a game editor in which you can build your own mazes to add new levels to the game. The battery's capacity is fifteen custom mazes, and the mazes can be saved at any stage of completion.

Good Choice for Older Players

PENGUIN LAND will appeal most to those gamers who love to solve puzzles. Although eye-hand coordination is certainly a factor in your success, the ability to visualize solutions and find your way through tough spots is much more important. As a result, we think that PENGUIN LAND is a good choice for older players who appreciate a mental challenge more than a physical one—despite the somewhat childish theme of the game. We found PENGUIN LAND enjoyable to play, although we would prefer to see a little more variety in the enemies placed within the mazes. It is a good puzzle game, though not a great one. However, the ability to build your own mazes adds value to the basic game and extends it appeal. (Solo play; Pause.) MSR approx. $50-55.

Japanese Game Fanatics' Tip of the Month

This month's tip adds a continuation feature to Acclaim's popular helicopter action game for the Nintendo system, TIGER HELI. Immediately after you lose your last helicopter, and before the title screen reappears, simply push the A and B buttons at the same time, holding them both down for about 10-15 seconds. The game will then re-start where you lost your last helicopter.

NINTENDO Software

JAWS (★★1/2/★★) is a recent entry from _LJN Toys_ into the Nintendo arena which trades more off the name than game quality or depth. You begin in a schooner on a map, navigating around islands. You want to avoid fighting Jaws if possible; however, if he touches the boat (his fin will appear out of nowhere), you'll be forced to go up against him. Usually, though, you'll be going up against smaller sea creatures. When the boat "hits" something, the view will change to a side view and you'll go underwater as a diver. There you'll shoot at the stingray-type creatures, trying to collect shells which will increase your energy level. Once you've played the side view screens a number of times, the screen will change into a bonus screen where you can collect the conch shells by bombing the jellyfish with your airplane overhead. There are two harbors in the map scene where you can go and pick up a transmitter (so you can track Jaws with sound) or additional energy – both available depending on the number of conch shells you have. Once your score reaches a certain level, the mini-sub will appear on the map scene which you can use until it is attacked by Jaws or one of the other sea creatures. The final scene is one in which you confront Jaws with you boat – drive the front of your boat into him and you win.

Repetitive

Back and forth your diver goes, shooting the creatures, catching shells. There just isn't enough to this one to hold your interest. We found ourselves quickly tiring of the game. There needs to be more variation in what is encountered in the ocean depths. The graphics are not bad, but pretty simple in rendition. The game gets a lot of requests, mainly from the title. This is a case where the licensed name is stronger than the game it represents. (one player)
Not Recommended (MSR $39.95)

GOTCHA (★★★/★★★) is the latest game for the Zapper light gun which pits you against enemy commandos in three stages – the forest, Bronx, and a winter scene. The game, from _LJN Toys,_ finds you pitting your shooting skills against an enemy who fires back at you. In the first scene, the enemy hides behind trees and runs through the forest in army fatigues, taking a ready stance to fire at you if you don't fire first. In the background, some commandos work through the trees carrying ammo. Shoot them and get more ammunition for your gun. In the second stage, you're up against hardcore city thugs who fire at you through windows and run down the street to take aim. Finally, in the winter scene, you'll be up against the enemy who'll come up from behind the fort or log cabin to attack you.

Always A Demand for a Gun Game

We know our Nintendo owners love games they can use with their zappers and this one offers some good shooting. There are three levels of skill so you can move slowly or quickly through the challenge. Unlike other gun games available, you can lose by being shot by the enemy. The other games are over when you run out of ammo or miss too many of the shots. This gives you that additional challenge, knowing you must gun down the enemy before giving him time to set his sights on you. This a good addition to the library of gun games for the Nintendo (one player)
Recommended (MSR $39.95)

THE KARATE KID (★★1/2/★★1/2) is a martial arts action adventure from LJN Toys which is based on the second "Karate Kid" movie. The basic game is played in four main stages with three bonus stages. The player controls Daniel-San against Chozen and his followers. (There is also a one-on-one game in which one player is Daniel-San

and the other is Chozen; this game is straightforward combat without the stages and bonus techniques of the basic game.)

Four Stages

The first stage of the game is a karate tournament with four successively more difficult opponents. Daniel-San's weapons are the usual kicks and punches plus four powerful "crane kicks" which will be familiar to anyone who has seen the Karate Kid movies. Winning the tournament leads to the next stage, Daniel-San in Okinawa. This portion is a scrolling action-adventure in which enemies must be defeated karate-style as Daniel-San makes his way to the final screen of the stage, where Chozen is waiting for him. Along the way, extra Crane Kicks and Drum Punches can be gathered by touching symbols that appear briefly. Occasional dark doorways lead to one of three bonus stages, where additional Crane Kicks and Drum Punches can be earned. Bonus stages involve catching flies with chopsticks, breaking ice blocks, and practicing the Drum Punch technique by dodging a swinging hammer. The third stage, The Typhoon Strikes, adds wind-driven sticks and backward-flying birds to the expected enemy fighters. At the end, Daniel-San must defeat Chozen and rescue a child who is trapped on a tower. The final stage is the Summer Festival, where Daniel-San fights his enemies among the ruins of a castle by the sea, meets up with Chozen again, and must rescue Kumiko.

Better-than-Average Portrayal of Movie Theme

The LJN designers have done a better-than-average job of portraying a movie theme in a game. This could have been just another tournament-style martial arts game, but the addition of the action-adventure sequences makes the game more interesting and playable. However, the graphic portrayal of the martial arts fighting is not as authentic and smoothly animated as we would like to see. Especially in the first stage, the tournament, we found it disconcerting that the two fighters would simply freeze in mid-air when the winning blow was delivered. Also, sound effects are minimal in this game, and the music of the introduction is nowhere near what this system is capable of producing. The movie story is faithfully portrayed, but the game itself could have been stronger with better animation and perhaps a little more variety in the martial arts moves. (Solo, 2-player alternating, or 1-on-1; Pause.) Available for NES only.
MSR $39.95

ATARI XE Game Software

BATTLEZONE (★1/2/★★) is an old warhorse that has been resurrected for the _Atari_ XE Game system. Compared to what's out there now, it shows its age. The premise is simple...you must save the world from power-hungry rebels who have sent out a fleet of robot war machines. All you have is a vintage military tank which must seek out and destroy these enemies. You can maneuver pretty well, with the ability to turn completely around. The controls onboard include a radar which will let you know if an enemy is nearby. Once you get the enemy within your gunsights, fire away.

Doesn't Hold Up Against New Games

This was, of course, one of the venerable hits in the Atari stable. Unfortunately, as gaming as moved forward with graphics and gameplay becoming more and more sophisticated, this game has not "aged" well. It features vector graphics which are sparse at best and there is nothing challenging about the gameplay. Simply move your tank and shoot. The game just isn't good enough to make up for the graphics which are no longer acceptable. (one player; cartridge)
Not Recommended (MSR $19.95)

INTELLIVISION Software

COMMANDO (★★/★★) is one of two new games for Intellivision by *INTV Corp.* Due to the limitations of the system, this one just does not translate. You are a lone commando in enemy territory attempting to rescue prisoners of war. Your only weapons are a machine gun and a limited number of hand grenades. The enemy is attacking from every angle – from behind bushes, barricades, and from trenches. Your goal is to reach the gates of the enemy stronghold, enter, and rescue your comrades.

Just Doesn't Have It

Perhaps we've been looking at the games for Nintendo and Sega for too long, but this game just doesn't have what it takes, even with the realization that the system is limited. We've seen Commando for several systems and found the gameplay and graphics rich. This version is quite a jolt as the graphics are exceedingly spare (we've seen better on Intellivision) and the gameplay monotonous. We just couldn't get into it. (one player; two player alternating)
Not Recommended (MSR $19.95)

SLAM DUNK SUPER PRO BASKETBALL (★★1/2/★★★1/2), also from *INTV Corp.*, is, on the other hand, rich in gameplay and challenges the abilities of the Intellivision. This is a multi-tiered game allowing you to enter into the many aspects of the sport of basketball. First, as owner, you assemble your players from a pool of over 70 choices with the stats based on real pro players. You also have a budget to stay within so you must watch the salaries. As manager, you decide when to put your players into the game and when to pull them. When it's time to play, you can battle against the computer or a friend with the real rules of the game. There's a 24-second clock, time-outs, 3 point half-court shots, fouls, free throws, as well as five different play levels. Passing is done by zones. In other words, each half court is divided into 9 zones which correspond to your keypad.

Very Complete

Anyone who enjoys basketball will find that all the elements are here, from the ability to set up your own team to substitutions, and full team play. The action is fast and furious with lots going on. You'll be able to play a very satisfying game of basketball as you look down on the entire court proceedings (one player; two player simultaneous)
Recommended (MSR $19.95)

Top Gun Shooting Contest

Konani has just announced its *Top Gun Shoot Out Contest* in which you can become a finalist, receiving an all-expense-pad trip to New York City for the Finals aboard the U.S.S. Intrepid in May, 1988! The player with the highest score there will win $5,000; the second place finisher will win $2,500; the third place winner will receive $1,200 and the fourth place player will win $600. To enter, simply run up your highest score and photograph the screen. Send that in with an entry form (either in your game box or at a special display at your videogame store). If you can't find a form, send the photo in with your name, address, and telephone number (don't forget your area code) hand-printed or typed on a 3x5" card to: TOP GUN SHOOT OUT CONTEST, P.O. Box 728, Benton Harbor, MI 49022. Good Luck and if any of our readers reach the finals, let us know!

Price Is Right (GT)
Skate Or Die (ULT)
Speed Rumbler (CAP)
Zombie Hunter (ACT)
JULY
Super Mario Bros 2 (NIN)
Tecmo Football (TEC)
AUGUST
John Elway's Quarterback (TW)
SECOND HALF '88
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
Terminator (SUN)

SEGA
DECEMBER '87
x Fantasy Zone II (SEG)
x Great Basketball (SEG)
JANUARY '88
x Penguin Land (SEG)
MARCH
Aztec Adventure (SEG)
Global Defense (SEG)
APRIL
After Burner (SEG)
Alien Syndrome (SEG)
Maze Hunter 3-D (SEG)
Monopoly (SEG)
Rescue Mission (SEG)
MAY
Fantasy Zone: The Maze (SEG)
Parlour Games (SEG)
Zaxxon 3D (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
SECOND HALF
Blade Eagle 3-D
Cube Zone (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Rampage (DE)
Robo Cop (DE)
Space Harrier 3-D (SEG)
Wonder Boy Monster Land (SEG)
Zillion II: Tnformation (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
AH...Avalon Hill

ARC...Arcadia
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
EA Electronic Arts
EPY..Epyx
FCI...FCI
FIR...Firebird
GAM Gamestar
GDW..Game Designer's Workshop
GT...GameTek
INF...Infocom
INS..Interstel
INT..INTV Corp.
IRM Irem
JAL..Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN..LJN Toys
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN..Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin Systems
PAR ..Paragon
POL...Polarware
PSY...Psygnosis
SEG ..Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPN...Springsoft
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEN...Tengen
TS Three-Sixty Pacific
TW...TradeWest
ULT..Ultra
USG...U.S Gold

UXB...UXB S/W

AVAILABILITY UPDATE

ATARI XE/XL
JANUARY '88
Bismarck: N Sea Chase (DS)
Sons of Liberty (SSI)
FIRST QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORI)
SECOND QUARTER
Hunt for Red October (DS)

ATARI ST
JANUARY '88
Leatherneck (MD)
x-Police Quest (SIE)
Slaygon (MD)
x-Speed Buggy (DE)
x-Tanglewood (MD)
FEBRUARY
Fright Night (MD)
Goldrunner II (MD)
Gunship (MIC)
Hunt for Red October (DS)
Int'l Soccer (MD)
Omega Run (MD)
x-Shadowgate (MIN)
Univ Military Sim (FIR)
MARCH
Dive Bomber (USG)
Metrocross (USG)
Street Cat (USG)
Sherlock: Riddle/Crown Jewels (INF)
APRIL
Rocket Ranger (CIN)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Frank 'n' Ernest Adv (POL)
Global Commander (DS)
Gridiron (BS)
Impossible Mission II (EPY)
Karateka (BRO)
King of Chicago (CIN)
Leisure Suit Larry (SIE)
Lock On (DE)
Music Construction Set (EA)
Plutos (MIN)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Falcon (CIN)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Design (BRO)
10th Frame Bowling (ACC)
Thexder (SIE)
3D Helicopter Simulator (SIE)
SECOND QUARTER
Death Sword (EPY)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128
JANUARY '88
x-Black Jack Academy (MI)
x-Card Sharks (ACO)
Dark Castle (TS)
x-Hat Trick (CAP)
x-Kid Niki (DE)
x-Magnetron (BRO)
x-Mini Golf (CAP)
Panzer Strike! (SSI)
x-Plasmatron (ACO)
x-Power at Sea (ACO)
x-Sherlock: Riddle/Crown Jewels (INF)
x-Speed Buggy (DE)
Star Rank Boxing II (GAM)
x-Stealth Mission (SUB)
x-Strike Fleet (EA)
x-Tetris (SPE)
Three Stooges (CIN)
x-Train: Escape to Normandy (ACO)
FEBRUARY
Crossbones (ABS)
x-Decisive Battles/Civ War (SSG)
Faery Tale Adventure (MI)
Fire Power (MI)
Navcom 6: Gulf Defense (COS)
President Is Missing (COS)
X-15 Alpha Mission (ABS)
MARCH
Gamma Force-Pit/Thous and Screams (INF)
Home Video Producer (EPY)
Hunt for Red October (DS)
L.A. Crackdown (EPY)
Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
PaperClip Publisher (EA)
Rampage (ACT)
Street Cat (USG)
The Games-Winter Edition (EPY)
Zorkquest: Egreth Castle (INF)
APRIL
Arcade Game Construction Kit (BRO)
Dan Bunten's Sport of War (EA)
Dive Bomber (USG)
Red Storm Rising (MIC)
Rocket Ranger (CIN)
MAY
Where/Europe Is Carmen Sandiego (BRO)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
BattleDroidz (DS)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid 1 (FIR)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Lock On (DE)
Old Scores (DS)
Rockford (ARC)
Rubicon Alliance (DS)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Street Football (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Ebonstar (MI)
Galactic Invasion (MI)
Street Sports Soccer (EPY)
Impossible Mission II (EPY)
Land of Legends (MI)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Fighter (CAP)
THIRD QUARTER
Sarge (Cap)
Stocker (CAP)

AMIGA
JANUARY '88
x-Black Jack Academy (MI)
DeluxeWrite (EA)
x-Galactic Invasion (MI)
x-Moebius (ORI)
Rocket Ranger (CIN)
Three Stooges (CIN)
FEBRUARY
Aargh (ARC)
x-Alien Fires-2199 A.D. (PAR)
Hunt for Red October (DS)
Metropolis (ARC)
Planetarium (MI)
x-Return to Atlantis (EA)
Road Warriors (ARC)
Time Bandits (MD)
MARCH
Bard's Tale II (EA)
Ebonstar (MI)
Ferrari Formula One (EA)
Music Studio 2.0 (ACT)
Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
World Tour Golf (EA)
APRIL
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
MAY
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (GAM)
Donald Duck's Playgrd (SIE)
GATO (SPE)
GFL Champshp Football (GAM)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
Leisure Suit Larry (SIE)
Orbiter (SPE)
Police Quest (SIE)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
SECOND QUARTER
BattleDroidz (DS)
Bubble Ghost (ABS)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Global Commander (DS)
Gunship (MIC)
Land of Legends (MI)
Pinball Wizard (ACO)
THIRD QUARTER
Apollo 18 (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE IIe/IIc
JANUARY '88
Force 7 (DS)
x-Ikari Warriors (DE)
x-Kid Niki (DE)
King's Quest III-128K (SIE)
x-Pirates (MIC)
x-Sherlock: Riddle/Crown Jewels (INF)
Tobruk: Clash of Armour (DS)
x-2400 A.D. (ORI)
FEBRUARY
x-Deathlord (EA)
x-Decisive Battles/Civ War (SSG)
x-Strike Fleet (LF)
x-Superstar Indoor Sports (MIN)
x-Superstar Soccer (MIN)
MARCH
Bard's Tale III (EA)
Dive Bomber (USG)
Gamma Force-Pit/Thous and Screams (INF)
Home Video Producer (EPY)
Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
Police Quest-128K (SIE)
Rampage (ACT)
Star Rank Boxing II (GAM)
Wasteland (EA)
Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Crossbones (ABS)
Last Ninja, The (ACT)
FIRST QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Global Commander (DS)
Golden Path (FIR)
Into Eagle's Nest (MIN)
Knight Orc (FIR)
Old Scores (DS)
Panzer Strike! (SSI)
Pharaoh's Revenge (EA)
Rubicon Alliance (DS)
Sons of Liberty (SSI)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Ultima I (ORI)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Dream Zone (BAU)
Hunt for Red October (DS)
Impossible Mission II (EPY)
John Madden Football (EA)
Sky Travel (MI)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Test Drive (ACO)
The Games-Winter Edition (EPY)
THIRD QUARTER
Card Sharks (ACO)
FOURTH QUARTER
Gunship (MIC)

APPLE IIGS
JANUARY '88
x-Black Jack Academy (MI)
Defender of Crown (CIN)
Tomahawk (DS)
FEBRUARY
Fire Power (MI)
MARCH
DeluxePrint II (EA)
Last Ninja, The (ACT)
Music Studio 2.0 (EA)
Paintworks Gold (ACT)
Sherlock: Riddle/Crown Jewels (INF)
Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
MAY
Rocket Ranger (CIN)
Three Stooges (CIN)
FIRST QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Drawing Table (BRO)
Hacker II (EA)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock 'n Roll (EA)
King of Chicago (CIN)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
World Tour Golf (EA)
SECOND QUARTER
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Land of Legends (MI)
Mini Putt (ACO)
Sky Travel (MI)
Pinball Wizard (ACO)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)
THIRD QUARTER
Card Sharks (ACO)
FOURTH QUARTER
Futuremagic (EA)
Pirates (MIC)

MACINTOSH
JANUARY
x-Jewels of Darkness (FIR)
x-Silicon Dreams (FIR)
FEBRUARY
Might and Magic (NWC)
Police Quest (SIE)
MARCH
Ancient Art of War at Sea (BRO)
Fire Power (MI)
Sherlock: Riddle/Crown Jewels (INF)
Where in World/Carmen Sandiego (BRO)
JUNE
Harpoon (TS)
FIRST QUARTER
Android Arena (SIL)
Award Maker Plus (BAU)
Beyond Dark Castle (SIL)
Citadel (MIN)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
North Atlantic '86 (SSI)
Orbiter (SPE)
Roadway 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Ultima IV (ORI)
SECOND QUARTER
4th & Inches (ACO)
Hunt for Red October (DS)
Sky Travel (MI)
THIRD QUARTER
AutoDuel (ORI)
Train, The (ACO)

IBM PC/Tandy 1000
JANUARY '88
x-Black Jack Academy (MI)
x-Guild of Thieves (FIR)
x-Hat Trick (CAP)
x-Ikari Warriors (DE)
x-Pawn, The (FIR)
Pirates (MIC)
x-Search & Destroy (BRO)
x-Sherlock: Riddle/Crown Jewels (INF)
Sons of Liberty (SSI)
x-Star Rank Boxing II (GAM)
x-Superbike Challenge (BRO)
x-Tetris (SPE)
x-Trojan (CAP)
FEBRUARY
Corporate Raider (COS)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
x-First Expedition (INS)
x-Gauntlet (MIN)
Hunt for Red October (DS)
x-Into Eagle's Nest (MIN)
x-Master Ninja (PAR)
x-Mini-Putt (ACO)
President Is Missing (COS)
x-Tomahawk (DS)
MARCH
Alien Fires-2199 A.D. (PAR)
Bismarck: N Sea Chase (DS)
Dive Bomber (USG)
Gamma Force-Pit/Thous and Screams (INF)
Home Video Producer (EPY)
L.A. Crackdown (EPY)
Lane Mastodon Vs Blubbermen (INF)
Last Ninja, The (ACT)
Rampage (ACT)
Skyfox II (EA)
Street Cat (USG)
Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Crossbones (ABS)
DeluxePaint II (EA)
Harpoon (TS)
Rocket Ranger (CIN)
MAY
Futuremagic (EA)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bionic Commando (CAP)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Commando (DE)
Dondra: New Beginning (SPE)
Earl Weaver Baseball (EA)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
HardBall (ACO)
Hat Trick (ACO)
King of Chicago (CIN)
Lords of Conquest (EA)
Metropolis (ARC)
Operation Baseball Gdn (SSI)
Phantasie (SSI)
Print Magic (EPY)
Rad Warrior (EPY)
Rubicon Alliance (DS)
Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Univ Military Sim (FIR)
Victory Road (DE)
SECOND QUARTER
Card Sharks (ACO)
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Ebonstar (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Impossible Mission II (EPY)
Land of Legends (MI)
PHM Pegasus (LF)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
The Games-Winter Edition (EPY)
THIRD QUARTER
Apollo 18 (ACO)
Power at Sea (ACO)
Sarge (CAP)
Stocker (CAP)
Train, The (ACO)

INTELLIVISION
JANUARY
Pole Position (INT)
FEBRUARY
Super Pro Skiing (INT)
MARCH
Super Pro Decathlon (INT)
APRIL
Super Pro Wrestling (INT)
MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Ms. Pac Man (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)

ATARI 2600
FOURTH QUARTER '87
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Super Stunt Cycle (AT)
[] = working title only
JANUARY '88
x-Skateboardin' (ABS)
MARCH
Commando (ACT)

ATARI 7800
DECEMBER '87
x-Desert Falcon (AT)
FOURTH QUARTER '87
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

ATARI XE GAME SYSTEM
JANUARY '88
x-Battlezone (AT)

NINTENDO
JANUARY '88
x-Karnov (TAI)
x-Renegade (TAI)
x-Wizards & Warriors (ACM)
FEBRUARY
Contra (KON)
MARCH
Aerobics (BAN)
Dragon Power (BAN)
Fighting Golf (SNK)
Freedom Force (SUN)
Gunsmoke (CAP)
Ice Hockey (NIN)
Jeopardy (GT)
NES Max Joypad (NIN)
1943 (CAP)
Pro Am Racing (NIN)
Ultima (FCI)
Victory Road (SNK)
Wheel of Fortune (GT)
APRIL
Bad Street Brawler (MIN)
Bases Loaded (JAL)
City Connection (JAL)
Dr. Chaos (FCI)
Gauntlet (TEN)
Indiana Jones-Temple/Doom (MIN)
Jackal (KON)
Maj League Baseball (LJN)
Rambo (ACM)
R.B.I. Baseball (TEN)
Surfing/Skateboarding (LJN)
Tecmo Baseball (TEC)
TNK 3 (SNK)
Xenophobe (SUN)
MAY
Bionic Commando (CAP)
Bubble Bobble (TAI)
Metal Gear (ULT)
JUNE
Adventure of Link (NIN)
Double Dragon (TW)
Dragon Ninja (TEC)
Hollywood Squares (GT)
[illegible] (GT)
Platoon (SUN)
Predator (ACT)

Program	Cost	Sys/Format	Quantity	Total
Battlczonc (Atari XE Gamc-cartridge)	14.80			
Blackjack Academy (I)	31.70			
Blackjack Academy (Am;Co;GS)	28.80			
Commando (Int)	18.40			
Dcathlord (Ap)	36.40			
Decisive Battlcs/American Civil War (Ap/Co)	28.80			
Elite (I)	28.80			
Elite (Ap;Co)	18.70			
Fighting Golf (NES) - price estimated;may change	32.90			
FirePower (Am;GS*)	18.70			
FirePower (I'')	20.30			
Gauntlet (I)	28.80			
Gauntlct (Co;At)	22.30			
Gauntlet (ST)	36.40			
Gotcha (NES)	30.90			
Ikari Warriors (Ap)	26.10			
Ikari Warriors (Co*)	22.30			
Ikari Warriors (NES)	32.90			
Jaws (NES)	30.90			
Karate Kid (NES)	30.90			
Karnov (NES)	30.90			
Kid Niki (Ap)	26.10			
Kid Niki (Co)	22.30			
Kid Niki (NES)	30.90			
Mini Putt (I;Co)	22.30			
Penguin Land (Sega)	43.90			
Plasmatron (Co)	11.20			
Renegade (NES)	30.70			
Rcturn of WSerdna (Ap)	43.60			
Shadowgate (ST;Am;Mac)	36.40			
Sherlock:Riddle of Crown Jewels (Co)	26.10			
Sherlock:Riddle of Crown Jewels (Ap;Am*;ST*;Mac*;GS*)	28.80			
Sherlock:Riddle of Crown Jewels (I)	31.70			
Slam Dunk Super Pro Basketball (Int)	18.40			
Speed Buggy (Co)	22.30			
Speed Buggy (ST*)	32.90			
MISL Superstar Soccer (Co)	26.10			
Tetris (I)	26.10			
Tetris (Co)	18.70			
Tomahawk (I;Co;Ap)	22.30			
Zig Zag (Co)	18.70			

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KEY: *=prcordcr;AM=Amiga;At=Atari XE/XL;Ap=Apple II;
Co=Commodorc 64/128;I=IBM PC/compatiblcs;Mac=Macintosh
ST=Atari ST; NES=Nintendo; SEGA=Sega; Int=Intellvision

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Save time and PHONE your ordcr in at 1-800-228-4336 (outside Calif.) Monday-Friday (closed Saturday, Sunday, Holidays) from 9:30am-5pm (WEST COAST TIME)

COMPUTER SOFTWARE SALE

We've been buying product from stores going out of business. All product brand new. Act quickly...many titles in extremely small quantities. All subject to prior sale. All Sales Final Sale expires March 15, 1988 or whenever supplies are gone, whichever is first.

Commodore 64/128

Alternate Reality: City	9.00
Amnesia	6.00
Apollo 18	14.00
Arctic Antics	12.00
Beamrider	10.00
Bop N Rumble	8.00
Boulder Dash Construction	7.00
Cauldron	14.00
Chuck Yeager	15.00
Coil Cop	5.00
Commando	6.00
Cyrus Chess	4.00
Deja Vu	6.00
Delta Man	4.00
Demon Stalkers	8.00
Destroyer	8.00
Dragons Lair	10.00
Express Raider	5.00
Fast Tracks	10.00
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4th & Inches	10.00
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Golf	6.00
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Halls of Montezuma	6.00
Infiltrator II	9.00
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Jeopardy	5.00
Jet	7.00
Karate Champ	7.00
Kung Fu Master	7.00
Labyrinth	14.00
LodeRunner	6.00
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Computer Entertainer
the newsletter

Milton Bradley Announces Games for NES

First announced as a new Nintendo licensee at the Winter Consumer Electronics Show in January, Milton Bradley has disclosed its first three game titles to be released for the Nintendo Entertainment System in July. (Prices have not been set at this time.) All three are conversions of existing titles, one a hit from the arcades and two based on best-selling computer games. The arcade hit is the Atari/Namco favorite, MARBLE MADNESS. This action-skill game is set in a three-dimensional Escherian world of ramps, tilted planes, and drop-offs into the black void of space. If the conversion is a good one, this game should be a very popular one with NES owners. Rounding out the initial trio of Milton Bradley games for the Nintendo system are a pair of multi-events sports games licensed from Epyx, the computer software company that virtually owns this category of gaming. WORLD GAMES is a tour of sports events associated with specific countries, such as cliff diving at La Quebrada in Acapulco, Mexico, sumo wrestling from Japan, and the caber toss from Scotland. CALIFORNIA GAMES explores the sports and special ambience of the Golden State, from surfing and skating by the Pacific to BMX racing on the desert.

SHANGHAI Licensed to Sega

After the success of GHOSTBUSTERS, Sega has licensed another computer entertainment hit from Activision, SHANGHAI. The game is an electronic rendition of the oriental pastime of Mah-Jongg, a game which was once banned in Philadelphia because of its long-ago association with thieves, cutthroats and brigands. The game is simplicity itself: 144 intricately decorated tiles are stacked in a five-level, dragon-shaped pyramid, and the object is to remove the tiles until all are gone or no further moves can be made. The computer version of SHANGHAI has hooked many a gamer for hours upon hours of fascinating playtime, and the Sega version is likely to do the same. It should certainly appeal to Sega owners looking for fewer demands on their eye-hand coordination and a little more emphasis on involvement of their minds in a game.

Interactive Video in Development at Hasbro

Watch for a new interactive game/video system from Hasbro Electronics. The system, which is expected to be available for Christmas 1988, is said to incorporate real, movie-like video images with digital overlays. Industry sources claim that Hasbro intends to position its system, which is expected to sell for approximately $200, against the Nintendo Entertainment System. One of the people involved in the project is David Crane, one of the founders of Activision who left that company to join Hasbro several months ago.

Another Computer Conversion for Nintendo

We're sworn to secrecy until the companies involved are ready to make their announcement, but one of 1987's most popular computer titles will be available for the Nintendo Entertainment System this fall or winter. This one sounds especially promising as a Nintendo game, since there's nothing else quite like it available now. As soon as the companies are ready to make the title public, you'll read about it here!

Cinemaware Working on CDI Game

Although we know that many of the major entertainment software companies have CDI (Compact Disc-Interactive) projects in development, most have not been willing to talk "on the record" about specifics. The exception is Cinemaware, whose design team is working with American Interactive Media on a CDI version of ROCKET RANGER, a title that is also due for release in several computer formats this year. Don't look for the CDI version of ROCKET RANGER to appear anytime soon, however, since most estimates place the commercial release of CDI at twelve to eighteen months in the future.

Q*BERT (★★★/★★★) is a perennial favorite and now makes its way to Data East's "Moving Target Series," a low-cost line of arcade-style games. Q*Bert is a character just about everyone is familiar with as he springs up and down the various steps of a pyramid-type structure. As he hops about, the steps change color and he must avoid the various baddies who bounce after him attempting to keep him from completing the pyramid.

Still a Favorite

This is one of those games which holds up, year after year, as something that you pull out when you want to test your dexterity in a game of light-hearted fun. Certainly, many of you already have this title in your collection. If you don't, the price is definitely right and you'll enjoy it for years to come (solo play; joystick required; Commodore 64/128)

Recommended (MSR $9.95)

TNK III (★★★/★★★) is the second in the _Data East "Moving Target"_ series. In this game, you're in command of TNK III, an experimental super-tank. You've got advanced weaponry in this one-man army, but you'll need every bit of it as you battle tanks, bombers, and guerilla combat troops. You'll land on a beach and then set out through the enemy terrain which scrolls both vertically and horizontally. You'll have to use your best judgement in deciding the quickest and most efficient route as you attempt to break through the dictator's defenses in order to free the country from his hold. When you lose a tank, a screen shows you an overhead map which indicates where you are in relation to where you still have to travel.

Good Action

This is a fine arcade-action game requiring quick thinking and fast reflexes. You'll find the enemy coming out of the most unpredictable places, making it necessary to be constantly aware. The graphics are quite nice as you look down on the action below you. You'll be negotiating around bunkers, over bridges, and more as you continue you fight against the enemy. (one player; joystick optional; available for Commodore 64/128; coming for Nintendo from SNK who licensed it to Data East for this version)

Recommended (MSR $9.95)

STEALTH MISSION (★★★/★★★) is the newest flight simulator from _SubLogic_ which stresses that this focuses on strategy in response
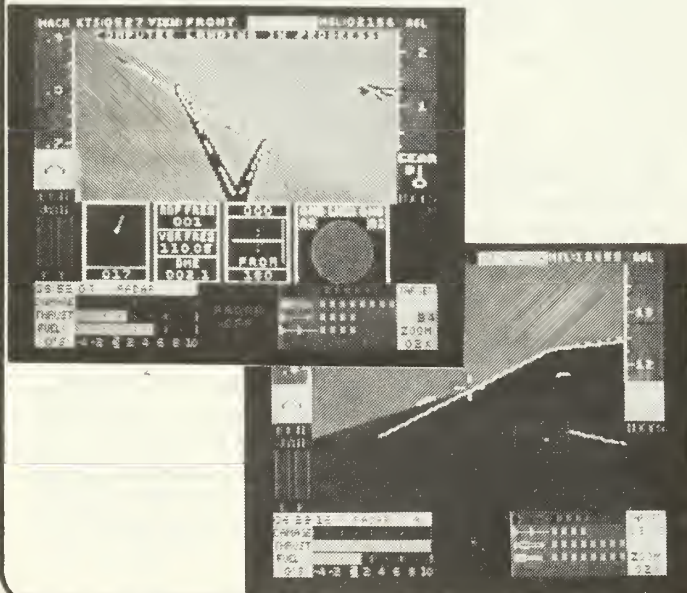
to consumer complaints on games which "mismatch" strategy and action in simulations. Boasting easy flight control, ease of navigation, and automatic landing and refueling systems, you can spend your time really flying, in combat, with three different jets: an F-19 Stealth fighter, the experimental forward-swept wing X-29, and the Navy F-14 Tomcat. There are eight different missions included with ten difficulty levels. You can fly during the day, dusk, or night flight. Before choosing which mission you wish to enter, you can load a SubLogic Scenery Disk (not necessary). Then, once you've chosen the mission, you'll need to choose which aircraft, as well as the armaments you want to put aboard. You'll have to choose carefully as you must watch the weight, as well as outfitting the jet with the best selection of weapons for the mission chosen. As you wait to roll down the runway, you'll note the full cockpit instrumentation giving you all the onboard information needed for your flight. In fact, you'll find all the usual SubLogic accuracy and depth of controls, various navigaitional aids, etc. Through keyboard controls, you have multiple external views from your cockpit window. Missions include a conflict in the mountains; enemy forces which have taken over ancient ruins as a headquarters; a battle at sea where you are stationed on an island; and the marathon bomber in which you must fly long distances for fuel and arms (unless you can steal them from the enemy).

Easier Than Most SubLogic Simulators

It was immediately evident that we didn't need flight school to get off the ground (don't get us wrong...you still have to have some skill) which we enjoyed as we could quickly get into the real reason for the mission. The combat action is very good and the ability to use a realtime pause feature gives you the time you need to adjust strategies during the game. The fact that the program does not have to constantly access the disk for information allows for fast, continuous play. The graphics are very typically SubLogic in 3D animation. If you enjoy the difficulty of the Flight Simulator series, you will not find the challenge here; however, it's good strategy and limited simulation skills which make this a good program (one player; available for Commodore 64/128)

Recommended (MSR $49.95)

WINTER CHALLENGE (★★1/2/★★1/2) is the latest _Mindscape Thunder Mountain_ release which features five winter events: ski jump, downhill, bobsled, giant slalom, and biathlon. You can choose to compete in just one event or any combination, including all five. After you've completed in an event, you can either move on to the next event or retry the one just completed. The game opens with a brief "opening ceremony" and then moves out to the snow. In the ski jump, your initial view is from behind the jumper. Once he takes off, the screen is a side view as you manipulate him for the longest jump possible and a stylish landing (the first few jumps looked like "Eddie

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

the Eagle" for us!). Other events, such as the bobsled, will require the use of the joystick as you work the joystick back and forth for either skiing or moving down the bobsled run.

Good Challenge

While not as challenging and graphically stunning as Epyx's *Winter Games,* this game is a good challenge and the price is right! The response from the joystick is good, but not terrific, but again, it's a great way to own a winter gaming disk at a price which fits everyone's pocketbook! (one player; joystick required; reviewed on Commodore 64; coming for Atari ST)
Recommended (MSR $14.95)

POWER AT SEA (★★★1/2/★★★1/2) puts you in command of a U.S. Convoy in October, 1944 as you go against the Japanese in the Pacific. This *Accolade* game is a combination strategy and action game in four game sequences, as you attempt to infiltrate and secure Leyte Gulf in the Philippines which is under enemy control. Your fleet consists of a battleship, cargo/troop ship, and aircraft carrier with fighter bombers. The game begins on the bridge as you access four different areas to determine strategy and direct the fleet: navigation/map screen; communications; fleet status; and weapons. The four battle sequences include ship-to-ship, air-to-ship; and ship-to-land. While on the bridge (picture 1), you can access the four different operations by either
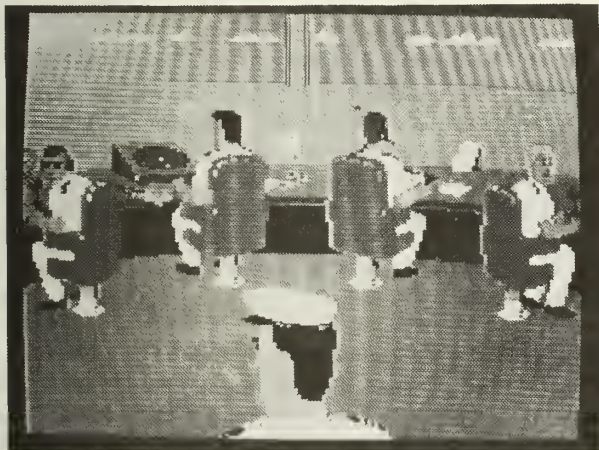
Picture 1

hitting a function key or directing your captain's head toward which of the four officers who are controlling the operations. Within the navigation map you plot the course the fleet will take. Once you place the markers, you bring up the speed indicator and set sail, "all ahead full." Make certain you monitor your communications man as all the incoming messages from Command Headquarters come in here, as well as spotting of enemy aircraft, ships, etc. If you're away from the bridge checking one of the other screens, the enemy alert will come through as high pitched beeps. If it's time to man weapons, you must quickly go to your weapons operator and issue your battle orders.

Speed and Strategy

This is a simulation which has plenty of graphics and action to keep you wrapped up in the action. We liked the bridge feature where our captain moves from officer to officer "entering" the different aspects of command. Your strategy can dictate whether you'll win or lose. Of course, your fighting abilities are critical also. This is more than just action and shooting as you must carefully plot your course and act on the situations as they come up, including damage control. All in all, it's a good game combining the necessity to think through your plans and then act on them. (one player; joystick required; reviewed on Commodore 64)
Recommended (MSR $29.95)

PANZER STRIKE (NA/★★★★) is the latest war simulation from *Strategic Simulations Inc (SSI)*. An advanced level construction set of World War II German, British, and Russian combat, it allows you to create your own maps, troops, and missions. A single scenario requires 30 minutes to 2 hours with a campaign taking from 5 to 30 hours. There are several actual historical scenarios included from the Eastern Front, Western Front, and the North African campaign. The tactical game boasts virtually every ground weapon used in those theaters, including mine fields, pill-boxes, and dragon's teeth. Each game consists of an orders phase and combat phase and is menu-driven for additional ease. The documentation includes a tutorial which helps you through a tutorial scenario included on the disk to help familiarize yourself with the program. Also, there is extensive documentation included with a manual which breaks down all the various weaponry, troop information, etc. As is typical with all SSI games, the programs are multi-leveled in their objectives and play and are definitively made for the lover of strategy games. This campaign was designed by Gary Grigsby who has brought us Kampfgruppe, Battlegroup, Warship, and Battlecruiser. If you're an advanced player of strategy games, you'll find yourself happily strategizing for many, many hours over this one. The "construction set" aspect of the game adds additional value to it. (one player; reviewed on Commodore 64; also available for Apple Il in 64K)
Recommended (MSR $49.95)

ABC Winter Sports Game

If you're going into withdrawal after the Calgary games and you need more, you can play ABC Winter Olympics VCR game from Mindscape. Included are downhill skiing, bobsledding, hockey, speed skating, etc (nine events in all). in which you vie for the gold, silver, and bronze medals. Included in the $49.95 package is a VHS tape which allows for "live-action" scoring, for a different game each time; playing board, cards, medals, and everything needed for your home olympics game.

Soccer Also Available

Also available from Mindscape ($39.95) is MISL Soccer Shootout. This is another interactive VHS video game in which the outcome changes from game to game, featuring actual MISL soccer footages. If you can't find these interactive games in your favorite toy or video store, you can buy them direct from Mindscape (include $5.00 each for shipping and handling). The address is PO Box 1167, Northbrook, IL 60065.

MULTI-SYSTEM Software

BLACKJACK ACADEMY (★★1/2/★★★) is an interesting program from *MicroIllusions* which teaches you the game of blackjack, as well as providing hours of blackjack fun for everyone from novices to pros. Up to five people can gather around the table as you play by Las Vegas, Reno, or Atlantic City rules, as well as being able to make your own table rules. Menu-driven for ease, the program has one-line help screens for all the various options that you as a a blackjack player will encounter. You'll learn about splitting and doubling-down as well as insurance, when to hit and when not to, card counting, and money management. You can also choose to speed the play from very slow to very fast once you've got the hang of it and simply want to go a few rounds with the dealer. With the various rule options, as those who play blackjack know the rules vary slightly from one gambling city to another, you can really get comfortable before sitting down at an actual table and plunking down your hard-earned money. If you already know the game, you can simply play the game and completely avoid all the on-line help screens which pop up at the stroke of a key. (one to five players; reviewed on C64 and IBM; also available for Amiga, Apple II; IBM version comes with 5-1/4" and 3-1/2" disk at $42.95) (MSR $39.95)

AMIGA Software

JET (★★★★/★★★★) has just been converted by *SubLogic* for the Amiga computer and it takes advantage of the Amiga's graphics and sounds to

make it a truly enhanced product. The premise remains the same as you can fly either an F-16 Fighting Falcon or the carrier-based F-18 Hornet, both equipped with full-screen Heads-Up Display. There's multiple 3D window displays which allow you to view from the cockpit, spot plane, tower, full screen, map, and missile's-eye view. You can practice your flying techniques in the free flying mode and then test your combat skills as you move into a variety of strike scenarios or move into a dogfight against Soviet MiG-21 and MiG-23 fighters. In the combat mode, you'll have a full arsenal of various missiles and bombs to load your fighter with. There are nine levels of difficulty and seven scenarios, not counting the multi-player dogfight. This multi-player feature is new to the Amiga version whereby you and a friend can fly and dogfight together via modem in two different locations! Dogfighting with a friend across town is tremendous fun. Of course, you can load other SubLogic scenery disks for a change of pace.
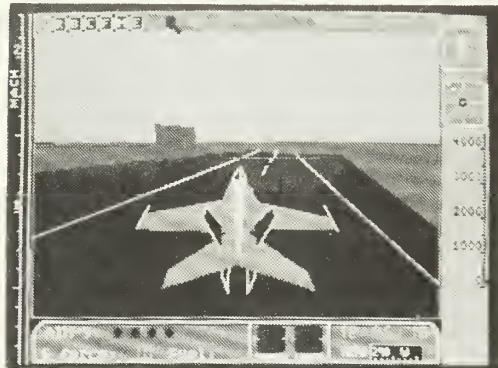
Conversion a Beauty

All of a sudden, the jet has definition, the landscapes are filled in with colors, and the views are just terrific. The flying experience of any

SubLogic flight simulator is always a challenge and this one is no exception. The graphics just add so much to the enjoyment! You can use the mouse and joystick if you wish and they've corrected the older Commodore 64 manual here by listing exactly what functions you can control with the joystick and how to do it. This is a great addition to any Amiga library (one player; two player simultaneous with two computers and modem; joystick optional; also available for Commodore 64; IBM; Atari ST)
Recommended (MSR $49.95)

IBM PC & COMPATIBLES

MASTER NINJA (★★★1/2/★★★1/2) is a graphics animation adventure from *Paragon Software*, distributed by *Electronic Arts*. In the game, the player assumes the role of a ninja warrior sent on a quest to recover a precious magical sword stolen by an evil Japanese warlord. In the game, you must travel through over 25 chambers of the warlord's castle battling his evil ninja warriors, samurai guards, ninja priests, curses, and deadly tigers. Throughout your quest, you must draw on your martial arts skills as well as your use of historic nina weapons to kill your opponents, recapture the sword, and assassinate the warlord. You begin your adventure outside the castle in a courtyard. You immediately must go up against a Koga Ninja scout, beginning with full strength. You, or the opposing ninja will die when all the strength is gone. As you conquer the enemy, move your character to the far right on the screen and he will move forward to the next obstacle. Throughout the game, there are various pause screens which temporarily suspend play allowing you to view the next obstacle through your ninja's eyes. In some situations, you should then become aggressive, while other situations require conservative play. When you reach the Meditation Room, partial strength can be regained through medication.

Beautiful

The game features very large, animated characters which move fluidly through the over 20 martial arts movements. It's a combination of chops, blocks, kicks, punches, and rolls, as well as the ninja weapons such as knives, throwing stars, blow dart guns, and a bow and arrow which give the game plenty of realistic martial arts action. When doing battle, your characters fill the screen and the background graphics are excellent. Overall, it's a fine game which plays extremely well. (one player; available for IBM PC and compatibles)
Recommended (MSR $34.95)

FIRST EXPEDITION (★★1/2/★★★) is a real-time first-person graphics adventure set on the futuristic ocean world of Yorland. Distributed by *Electronic Arts* and developed by *Interstel*, you take the role of a young explorer, Braun, who must brave the perils of a sea long ago abandoned by your people in search of three Sun Spheres that will ultimately save your planet from destruction. Braun's craft is stocked with food, fuel, ammunition, and scanning rockets which you must stock before leaving the base island; the game becomes a test of skill in navigation, survival and discovery. There are several islands, all with different situations – some friendly and some not as you must sell and trade in order to fund your expedition. While at sea, there are other problems to be dealt with such as fog and storms, seaweed, whirlpools, as well as the possibility that you could be taken by a hostile craft. At night you'll have to navigate by the stars. You have a computerized first mate who will be invaluable as he gives you advice.

When you reach the islands, you will find that buildings contain artifacts or treasure boxes, some of which are guarded by stalking Biobotic robots. If, in your quest to save Yorland, you find yourself unable to go on due to lack of food or fuel, you can call for a Rescue. Within this adventure inside an adventure, you then become the rescuer whose objective it is to save Braun. If you finally recover the three Sun Spheres and save Yorland, you can then choose to select random rescue missions so you can continue to play further adventures within the game. In this adventure you do not work with vocabulary; instead, you'll use the keyboard of the computer to give various commands via function keys or one letter (i.e. you lift your anchor by hitting the "A" key)

Interesting Adventure

This is an interesting story which is relatively easy for those who have trouble with adventures. The fact that you don't have to guess at vocabulary helps a great deal. It's a fascinating journey to strange islands as you try and solve the locations of the Spheres. The package includes everything needed for your adventure including an interesting booklet, "The Years of Terror" which sets the storyline for you. In addition, there's a laminated map, compass, and complete set of instructions. IBMer's should enjoy this journey into the sci-fi world of Yorland. (one player; package includes 5-1/4" floppy and 3-1/2" disks) Recommended (MSR $49.95)

Paintworks Gold for IIGS

Activision has just introduced Paintworks Gold, a paint and animation program for the Apple IIGS which adds over 80 new features not available in Paintworks Plus. Among the features included are two pages for creating art allowing image copying from one picture to another; color masking allows you to protect colors or objects from being painted or altered; slippy colors allow users to capture and move colors or objects with the lasso tool without disturbing the surrounding area; 3D perspectives are easily created by pointing to any side of an object and dragging it closer or further away. There's also a selected vanishing point to make all 3D automatic. Gradient color blending allows you to create smooth transitions with four gradient patterns; color cycling has been added to give users the choice of two animation techniques, true frame by frame animation or simulated animation by cycling user defined color sets; variable-zoom FatBits; multiple transparent colors; realistic shadow and contour creation, just to name a few. The retail is $99.95.

Upgrade Available

If you are a registered owner of Paintworks Plus you can upgrade to Paintworks Gold for $20.00 through May 31, 1988 and $40.00 thereafter. If you own any other IIGS paint program, you can get Paintworks Gold for $40.00. Anyone who wishes to upgrade should send a check (add $3.50 for shipping and Calif. residents add 6.5% tax) and page one from their existing paint program manual to: "Paintworks Upgrade", Activision, PO Box T, Gilroy, CA 95021-2249.

EXCHANGE PROGRAM

Electronic Arts has introduced a unique exchange program for anyone who has moved from an 8-bit computer to a 16-bit computer and has the old software laying around. To qualify for the program, you must upgrade from an Atari 400/800, Apple II, Commodore 64/128 to a 16-bit computer (Atari ST, Apple IIGS, Amiga, IBM/Tandy). You must send your old EA manual cover from the original version to Electronic Artis with a check or money order for half the price of the 16-bit version. To get further information, call Electronic Arts at 800-245-4525 (in Calif. 800-562-1112) Monday through Friday between 8am and 5pm Pacific Time.

The News from Origin Systems

ULTIMA V: WARRIORS OF DESTINY is finally a reality. The Apple II version (MSR $59.95) shipped recently and is distributed by Broderbund. The latest Ultima promises twice as much animated detail as its immediate predecessor and an underground world as large as Britannia itself. The adventurer's task is to free Britannia from the oppression of its new and tyrannical ruler, Blackthorn, who took command when Lord British became lost on an expedition to the newly discovered underworld. The fifth Ultima features more detailed interaction and conversation with characters in the quest, many new battle options, plenty of magic, and animated special effects. IBM and Commodore 64/128 versions of ULTIMA V are in development and expected to be available sometime this summer.

New Clue Book from Origin

Also just released by Origin is a cluebook with maps and solutions for 50 of the most popular adventure and fantasy role-playing games. QUEST FOR CLUES ($24.99) was edited by Shay Addams and includes solutions for such games as BARD'S TALE I and II, ULTIMA IV, KING'S QUEST III, MIGHT AND MAGIC, PHANTASIE I, II and III, BUREAUCRACY, UNIVERSE II, THE PAWN, and many others. The book is distributed by Broderbund.

New in the Arcades

Sega's *Thunder Blade* is the second in an ongoing series of high action simulator products. It features a fully armed jet-helicopter gunship engaging hostile fire from aerial and surface targets. There's a throttle lever allowing the helicopter to accelerate or "hover" while working through obstacles. It will be in arcades as both a stand-up unit and a unit in which you sit down at the controls, simulating the pilot's seat in a real helicopter.

Vs. Top Gun is the newest from Konami, a top-secret mission in which you're in command of an F-14 jet fighter. You'll be aiming at enemy jets, submarines, aircraft carriers, etc. as the radar monitor signals the positions of the enemy planes as well as telling you if you're running low on fuel, etc. After successfully completing missions, you must return to the aircraft carrier and guide you jet in for a perfect landing.

Also from Konami is *Super Contra*, a two-player interactive game with a scenario beginning one year after the original Contra battle with the Red Falcon Organization. The culprits are back, more deadly than ever. The player must blast through five stages including a battlefield whee there are heavily guarded fortresses, underground cannons, and a giant helicopter which dispatches enemy soldiers. There's also an enemy base, a jungle, the Alien's Lair, and the Penultimate Battle where hidden aliens attack from both sides so the player must move carefully to avoid being chewed up by giant mouth which appears randomly on the gorup.

Buy 2, Pick 1 Free

Electronic Arts kicks off a promotion running between April 1st and June 30th where you purchase two software titles from a qualified list published by Electronic Arts and that qualifies you to select a third title for free. Check your local store for details or call EA at 1-800-245-4525 (in California call 1-800-562-1112). They will also be runing ads in several computer magazines with all the details.

WHERE IN EUROPE IS CARMEN SANDIEGO? (★★★1/2/ ★★★★) is the latest in the very popular Carmen Sandiego series of sleuthing games from **_Broderbund_**. Carmen and her gang of slightly comical thugs (Patty Melt, Oly O'Leahy, and others) are up to their old tricks, stealing national treasures as they crisscross the 34 countries of Europe. The player starts as a rookie gumshoe for the Acme Detective Agency, gradually moving up in rank as crimes are solved and perpetrators punished. There is a time deadline for solving each crime, with clues gathered from witness interviews, calls to tipsters, and examinations of various sites. Clues often involve bits of geographical or cultural information hinting at the culprit's latest location. Help is available to the player in the form of the included Rand McNally "Concise Atlas of Europe" and the program's built-in "Factfinder's Database." (The database can help narrow the possibilities when information such as flag colors, currency, and language are fed in.) Another new feature in this third Carmen Sandiego game is the "Crimestopper's Notebook" within the program, which lets the player keep track of clues about the culprit, such as hair and eye color and favorite hobbies. When enough information is recorded in the notebook, the player can get a warrant for the culprit's arrest. Without the warrant, the criminal cannot be apprehended when the player catches up with him or her. As in previous Carmen Sandiego games, each successive case is a little more difficult to solve, and there's a tremendous amount of geographical and cultural knowledge to be gained while having a whole lot of fun.

Entertaining for All Ages

We have enjoyed Carmen Sandiego as she and her band of thieves travelled the world, then the U.S.A., and now the continent of Europe. Broderbund's design team adds a few more creative touches with each new series of crimes to solve, with the result that each new game offers something new blended with the familiar overall design. WHERE IN EUROPE offers all the fun, challenge, and educational bonuses of its predecessors, adding the handy Crimestopper's Notebook and the Factfinder's Database. The whimsical touches and attractive graphics add to the enjoyment, with more animation and sound effects in the third game than ever before. Once again, Broderbund has provided a game that's entertaining for all ages to play and has the added benefit of imparting useful knowledge. Whether you buy the program for its gaming or educational value, don't miss the latest escapades of Carmen Sandiego and her crazy gang! (Solo play; Keyboard or joystick.) 128K Apple II version reviewed. Also available for IBM/ Tandy 1000 and compatibles (Hercules & EGA supported) and planned for Commodore 64/128.
Recommended. (MSR $44.95)

Graphics Studio for Amiga and GS

Accolade has just released its paint program and graphics editor, The Graphics Studio. The program features a double screen size drawing area plus a full screen clipboard, text capability compatible with all IIGS or Amiga font options and a color cycling tool for producing animated pictures. Other features include flipping and rotating, X and Y coordinates, pattern editing and storage, mirror symmetry effects, etc. Standard drawing tools such as lines, boxes, ellipses, rays, polygons, etc. are, of course, included. Retail pricing is $49.95 for the Amiga version and $59.95 for the IIGS version.

LANE MASTODON VS. THE BLUBBERMEN (★★★/★★★1/2) from **_Infocom_** and Tom Snyder Productions is a whole new approach to the concept of entertainment software for computers, the first in a series of programs dubbed "Infocomics" by their creators. This is definitely not a game, since it includes no puzzles, arcade sequences or other game-like elements. It is simply a story, with a single ending and no user control over the final outcome, much like a book or a movie. Unlike a book or movie, however, Infocomics allow the user to jump into the story in many different places to switch points of view, suddenly seeing the development of the story through a different character's eyes. This is the key point and probably the most powerful hook in the program's overall concept.

Even for Computer Illiterates

Even a completely computer illiterate person can enjoy an Infocomics story, because there is nothing more complicated here than simply booting the disk and occasionally pressing a key or two to proceed through the story, move backward or forward, change points of view, or set a "bookmark" for future continuation of the story. All instructions are contained in the introduction on the disk itself, so there is no need for a manual. It's even possible to boot the disk and do absolutely nothing but read and enjoy the whimsical humor of this 1930s space-opera spoof. But it would be a shame to miss the enjoyment of flipping back and forth through the story, taking paths that let you see the exposition of the story through the eyes of various characters.

Wonderfully Funny

The story itself is wonderfully funny—not surprising when you learn that it was written by one of Infocom's most humorous writers, Steve Meretzky ("Leather Goddesses of Phobos," among others). It follows the adventures of the bumbling accountant-turned-superhero, Lane Mastodon, as he saves Earth from the threatened invasion of the Blubbermen of Jupiter. With far more luck than skill, Lane miraculously survives one harrowing experience after another as he leads the Revolutionary Thin Men against the porcine plotters. The basic story is told from Lane's point of view, but it's great fun to step into the shoes of his young companions, Ivory and Lambert, or those of the Thin Men, the Blubbermen, or a number of others. The graphics are drawn in comic-book style as lightly fleshed-out line drawings. There's plenty of animation and sound to bring the situations to life, and cinematic techniques such as fades and pans add further graphic interest. It's a novel approach to computer entertainment software and one that appears to have plenty of potential, particularly at its very low price. Infocomics present a new direction for storytelling, one of man's oldest pastimes. It's not difficult to see the Infocomics concept as a peek into the future when storytelling is likely to take take further new directions with the advent of new technologies such as Compact Disc-Interactive (CDI) and Digital Video Interactive (DVI). (Solo play; Keyboard.) Available for Apple II, Commodore 64/128, IBM PC & 100% compatibles.
Recommended. (MSR $12)

Award Maker Plus Ships for ST

Baudville has just shipped the Atari ST version of Award Maker Plus, designed to produce awards and certificates. In addition to designing all sorts of styles included in the program, you can import pictures and custom borders from D.E.G.A.S. Retail is $39.95

THE HUNT FOR RED OCTOBER (★★★/★★★) is a submarine combat simulation based on Tom Clancy's best-selling book of the same title. Licensed from _Grand Slam Entertainments Ltd._ of Great Britain by _Datasoft_ and distributed by _Electronic Arts,_ the program lets the player become Captain Marko Ramius in command of the Soviet nuclear ballistic missile submarine (or "boomer"), the Red October. For anyone who has read the book, the scenario will be instantly familiar since it follows the plotline of the novel very closely. Ramius has been charged with testing the new Red October sub with its revolutionary, ultra-quiet drive system. Along with a few trusted officers on the boat, Ramius has decided to defect to the U.S. and take the Red October with him. His object is to keep from being found by the rest of the Soviet fleet, keep his real goal secret from his unsuspecting crew members, and stage a fake leak in the boat's nuclear power plant to justify a rescue by American ships in U.S. territorial waters. This is no small set of tasks to be accomplished, and they are all in the player's hands.

Goals Accomplished in Stages

The complex series of goals is accomplished in stages, with the first step to navigate the undersea dangers of the Reykjanes Ridge where Russian, U.S., and NATO forces lie in wait. Once free of this area, the Red October must head for the U.S. Eastern Seaboard as quickly as possible to minimize chances of detection by the now fully alerted Soviet fleet. Encounters with ships of any nation must be avoided at all cost once the Red October reaches open seas. The player as Ramius is in full command of all systems on the sub, although he can delegate tasks to his officers. Once the player has learned the mechanics of the boat's systems, the thrill of the game is in the cat-and-mouse aspect of the chase. Here, the game does a good job of portraying the suspense of the original story and will please those who enjoyed the book. In the IBM version we reviewed, it is worth noting that some features are missing in the 256K version: sub hydrophonics system, on-screen ship recognition chart (a paper chart is provided), and help screens. These features are enabled if you play the game on a 512K system. (Solo play; Keyboard or joystick; minimum 256K, CGA required; Blank disk required for game-saving.) IBM PC/compatibles version reviewed; also available for Amiga, Atari ST. Planned for Commodore 64/128, Apple II, Macintosh, Atari XE/XL.
Recommended. (MSR $49.95)

TWILIGHT'S RANSOM ⅃★★E⅃★E) is an illustrated text adventure by _Paragon Software_, distributed by _Electronic Art_s. Set in the fictional Liberty City, the adventure casts the player in the role of Ron Mulligan, a young graphic artist in love with Maria Chavez, a Salvadoran immigrant working as a waitress and attending night classes at the local college. Ron heads for Maria's apartment on a Saturday night, only to find her place ransacked and the young woman missing. While he is in her apartment, the phone rings: kidnappers demanding that you deliver the "goods" they seek, or they will kill her. At your own apartment, you find a note from Maria along with bank statements showing deposits and withdrawals in very large amounts on a foreign bank. Ron has no idea what Maria is involved in, but it certainly doesn't look good. He takes to the streets of Liberty City, seeking clues to find and rescue his Maria. This requires lots of map-making and note-taking on the part of the player—and plenty of caution in avoiding the more dangerous side of Liberty City at night.

Good Concept Badly Executed

TWILIGHT'S RANSOM is an adventure with a good concept at the heart of its story, but the program is not well executed. The parser is reasonably sophisticated and emulates Infocom interactive fiction in a number of ways. For a text adventure to succeed, however, it must do more than simply ape the style of Infocom's interactive fiction. It must be well written, and this one is not. The writing struck us as the sincere effort of an imaginative individual who has not yet learned the craft of of writing. The program would have benefited greatly from a good job of editing for style, grammar, and spelling. We encountered so many glaring errors, even within the first few screens of the text, that we found it impossible to become really involved with the story. Without that involvement, it is impossible to really enjoy an adventure fully. (Solo play; Keyboard; CGA required for graphics display; Blank disk required for game-saving.) Available for 256K IBM PC/compatibles only.
Not recommended. (MSR $34.95)

COMMODORE 64/128 Software

QUESTRON II (★★★★/★★★★) is the long-awaited sequel to one of the best in _SSI's_ stable of fantasy role-playing games. The game assumes (but does not require) that you have defeated the evil magician, Mantor, and saved the land of Questron from the Evil Book of Magic. However, since that terrible book was not destroyed on your last quest, that is the job that faces you now. But it turns out that the Book is so evil that it cannot be destroyed. The only way, according to the Great Wizard Mesron, is to travel back to a time when the book did not yet exist. Through Mesron's magic, you are sent back through time and space to Landor, where Mantor has ordered six mad sorcerors to create the Evil Book of Magic. It is up to you to find the sorcerors and prevent them from completing Mantor's bidding. You must also find Mesron's Hall of Visions, a special place where Mesron can reach back in time to offer guidance in your quest.

Easy to Learn and Control

To those who have enjoyed the original QUESTRON, there will be much that is familiar about the sequel. The game is set in a vast landscape encompassing two continents dotted with towns, castles, and scary, three-dimensional dungeons. Your adventuring character is a little more detailed and rounded than the typical stick-figure characters in such games. In fact, the graphics in general are exceptionally well drawn and look much better than the typical adventure of this type. There are scores of fanciful monsters, many characters to meet and interact with, and many unique modes of travel (even by llama!). Although the game is complex and large in scope, it is very easy to learn and control. On-screen menus keep choices literally at your fingertips instead of buried in a fat manual. All the better to get you playing right away! Fantasy gamers won't want to miss this one! (Solo play; Joystick or keyboard; Blank disks required.) Commodore 64/128 version reviewed. Also planned for Apple II, IBM PC/compatibles, Atari ST and Amiga.
Recommended. (MSR $39.95)

COMMODORE 64/128 Software

JINXTER (★★★1/2/★★★1/2) is an amusing illustrated text adventure by _Magnetic Scrolls for Rainbird Software_ of Great Britain, distributed in the U.S. by _Activision_. (Magnetic Scrolls is the same group of developers who created "The Pawn" and "The Guild of Thieves.") The game puts you in Aquitania, a normally happy place brimming over with luck and good cheer. Unfortunately, the magical charm bracelet that protects Aquitania by limiting the power of a secret masonic society of Green Witches has lost its seven charms. The Green Witches have been gaining power, luck has been turning bad in Aquitania, and guess who has been nominated to find the charms and link them together? You, of course! The Guardians grant you the little luck left in Aquitania, which protects you against accidents, and they send you off to find the charms. Should be a piece of cake, you're told. Why, you'll probably be back by teatime. You're off on a quirky adventure full of madness and a heavy dose of irreverent British humor, but it's highly unlikely that you'll be back anywhere near teatime. We had a good time with this one, even though some of the madness left us wondering about the state of the designers' sanity. JINXTER is like no adventure you've ever explored, because no one has ever written one quite so wacky. The game is not for everyone, but many will love its offbeat humor. Hint: if you love Monty Python, you're ready for JINXTER. (Solo play; Keyboard; Blank disk required for game-saving.) Commodore 64/128 version reviewed; coming for Apple ll (text only). Other versions coming soon at $39.95: Atari ST, IBM/Tandy (EGA required for graphics), Amiga, Macintosh. Recommended. (MSR $34.95)

ATARI ST Software

SLAYGON (★★★/★★) is a three-dimensional maze exploration game from _Microdeal_. You are in charge of the Slaygon, a highly sophisticated military robot designed for infiltration. You and the robot have been charged with the task of infiltrating the headquarters of Cybordynamics, a high tech firm that is working on a new strain of toxic virus which could annihilate all human life, allowing Cybordynamics and its allies to capture the world without using nuclear weapons. Your goal is to direct the Slaygon among the miles of hallways and rooms in the Cybordynamics complex, find the five override codes, and enter them into the company's computer system console. This will disable the computer, cause the main reactor cooling system to fail, and lead to the destruction of the complex. As you maneuver the Slaygon, there are objects to find and use, robots to avoid, locked doors to get through, and plenty of exploration to be done. All the while, you must watch the Slaygon's energy level, conserving energy as much as possible through minimal use of Slaygon's energy-eating features, such as shields and cloaking device.

Nothing Original Or Compelling
We didn't find anything original or especially compelling about this game. We felt that we spent a little too much time wandering the maze of corridors without running into anything very interesting or even scary. There was no sense of suspense, as there should have been since we were supposed to be infiltrating a secret complex housing a project designed to help Cybordynamics conquer the world. The graphics are nicely detailed, although that is hardly enough to keep a gamer's interest for long. We suggest that you pass on this one. (Solo play; Mouse.) Available for Atari ST only.
Not recommended. (MSR $39.95)

UNINVITED Now Available for Atari ST
Developed first for Macintosh by ICOM Simulations for Mindscape, UNINVITED is now available for Atari ST (MSR $49.95). It's a totally mouse-driven graphic adventure done in the style of a Gothic horror tale, which is set in a haunted house of truly scary proportions. In typical ICOM style, the story draws you in easily, since you interact directly with many objects pictured on the screen. If you like adventure games and horror stories, this game will suit you perfectly.

New Versions of Dark Castle
Three-Sixty is now shipping two new versions of the award-winning DARK CASTLE (originally designed for Macintosh by Silicon Beach Software). The Atari ST version features the advanced sound and graphics available on the 16-bit machines while the Commodore 64 version allows the player to use either the keyboard or joystick. The suggested retail for the ST game is $44.95 while the C64 game is $34.95.

Fantavision In New Versions
Broderbund is releasing an Amiga and IBM PC version of its animation and special-effects generator, Fantavision. With the program, you can create smoothly animated cartoons and "movies." These new versions include a library of digitized sounds and music allowing realistic sound tracks. Suggested retail for both new versions is $59.95.

1988 Plans from Interstel
Several new programs are in the works at Interstel including _Star Fleet II_, a sequel to the strategic war simulation, Star Fleet I. Plans call for Apple II, IIGS, Macintosh, Atari 8-bit; Atari ST; Commodore 64 and Amiga, and IBM versions. Also on the boards across several systems is _Empire_, a game of strategic conquest and empire building and _Gone Fish'N_ is a simulation of the sport of bass fishing!
Working Titles
Programs which are being developed under "working titles" (meaning the titles may change before they are released) include _Screen Editor_ for the IBM which is used to make charts, data forms, tutorials, and demos; _Dragon Force_ (Drastic Response Assault Group Operations Nexus) in which you lead your team on harrowing missions; and _Scavengers_, which places you in the 22nd Century where the world is a land of radioactive waste and mutant beasts.

THE VIDEO GAME UPDATE

NINTENDO Software

TOWN & COUNTRY SURF DESIGNS (★★★/★★1/2) from **_LIN Toys_** features "DA BOYS," the crazy group of skating and surfing characters from the Town & Country Surf Shop in Pearl City, Hawaii. The cartridge includes three games: Street Skate Session, Big Wave Encounter, and a combination of both events in T&C Wood and Water. The first is a skateboarding game featuring the characters Joe Cool and Tiki Man as they hit the streets for a timed skateboarding obstacle course. This game has very good animation in the characters and their boards as they jump and skate their way through a series of maneuvers. Big Wave Encounter lets you play Thrilla Gorilla or Kool Kat as you try to stay on your board and avoid obstacles such as seagulls and kids on rafts while nabbing bananas for bonus points. This is definitely the weaker of the two events because the graphic animation is less realistic and the game itself has less variety. Overall, this is an uneven cartridge with a good skateboarding sequence and a surprisingly static session in the waves. (1 or 2 players; Pause.) Available for Nintendo Entertainment System only.
Not recommended. (MSR approx. $39.95)

NES MAX is a diminutive new controller from _Nintendo_ that improves on the basic Control Pad in several ways. The cross-shaped control pad itself has been replaced with a 360-degree, swiveling

"Cycloid" button that is a lot easier on the thumb. The A and B action buttons have been set at an angle in the controller, making them easier to use without twisting your wrist. And additional turbo action buttons provide instant repeat firing power. The yoke-shaped controller base itself is thoughtfully designed for comfort, with ridges in just the right places to allow for easy gripping. Many players prefer a pad-style controller to a joystick, and they should find the NES MAX even better to use than the original Control Pad. In use, the NES MAX is every bit as responsive as the Control Pad it is designed to replace.
Recommended. (MSR $24.95)

ZINGER Joystick from **_Beeshu, Inc_**. is designed specifically to work with the Nintendo System, providing a more traditional joystick type of control for the system. Its basic design is similar to a number of others, but this is the first design of this type made to be used with the NES. The squarish base is provided with four suction-cup feet for table-top use, although it can also be hand-held. Two "A" action
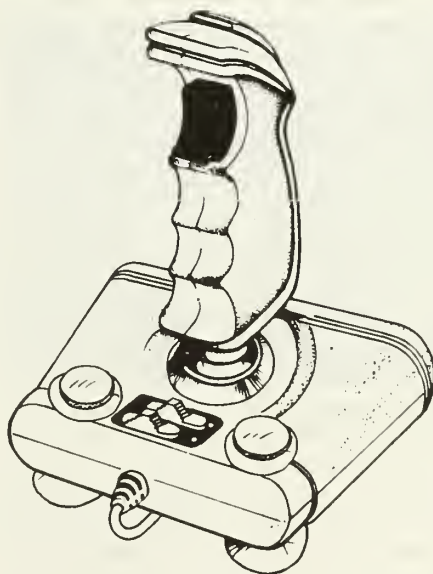
buttons are provided, one on each side of the base for ease of use by right- and left-handed players. Two "B" buttons are positioned on the stick, one each under the thumb and forefinger. The player can use either one, according to personal preference. The stick itself is about five inches tall above the base, with sculptured finger grips on its front surface. Two slide switches on the base activate a separate, single-speed rapid-fire function for each action button. The Start/Pause and Select functions are handled in an unusual manner. Twisting the stick to the right activates the former, while twisting to the left works the latter function. The model we tested was in two shades of gray with red action buttons, although the ZINGER is also available in four different "hot" color combinations.

Performed Well

The ZINGER performed very well in tests with a variety of NES games. Although we usually prefer a joystick with a somewhat shorter throw than the ZINGER has, its extra length didn't slow us down a bit. The arrangement of action buttons worked quite well, and the performance of the rapid-fire function was adequate. We had been concerned that the unusual means of activating the Start and Pause functions might lead to unintentional pausing in mid-play, but it never happened. The twisting action required to pause the game is apparently stiff enough that it doesn't happen during normal gameplay. We judged the ZINGER to be a good joystick that is well suited to those who prefer a true joystick to Nintendo's Control Pad. (1 year warranty)
Recommended. (MSR approx. $18)

AZTEC ADVENTURE (★★★1/2/★★★) from Sega is a multi-level search for the treasure of the Aztec Paradise. The player controls the explorer, Nino, as he travels the strange landscapes of Central America and meets Aztec demons, monsters and spirits. Although he starts out with just a sword, Nino can collect other weapons such as bombs and fireballs. He can also collect other special objects and money, which is used to buy enemies and turn them into allies (for a while, at least).

Somewhat Reminiscent of "Zelda"

AZTEC ADVENTURE is pictured from an overhead perspective that makes the game somewhat reminiscent of Nintendo's "The Legend of Zelda." Other elements in the game-play also reminded us a little of "Zelda." However, we did not find that special charm and variety of play that sets "Zelda" apart from others, even though AZTEC ADVENTURE is a good game in its own right. The Aztec theme is an interesting one and allows for some different enemies from the usual adventure monsters. Altogether, this is an enjoyable action-adventure, though not a great one. (Solo play; Pause.) Available for Sega Master System only.
Recommended. (MSR approx. $35)

GLOBAL DEFENSE (★★★1/2/★★★1/2) has just been released in initially very small quantities by _Sega_. While some of you think of this game as being titled "S.D.I.," that was just a working title and you won't see those initials anywhere on the packaging. This is the new name for the same game that has been under development. In this action game, earth is under attack from secret bases hidden far off in the galaxy. These forces have sent out deadly missiles to annihilate the planet. As the operator of the Global Defense satellite, you must fight a battle in space against tougher and tougher waves of alien armament. There are ten stages: five offensive and five defensive. In the offensive stages (from the earth, moon, asteroid belt, Saturn, and finally the hidden planet) you must shoot everything that appears as they enter from the right side of the screen. What makes it difficult is that you must line up your firing from a moving cursor which you must position in the area of the enemy (in other words, you don't just fire from the satellite madly as you must aim with the cursor). The enemy weapons will be destroyed as long as the cannon beam hits from directly or they touch an explosion cloud. If an enemy escapes your fire, one unit of your Damage Meter will turn red (lose all the units and you lose your satellite). There are also stationary enemy bases which should be destroyed as well. If you destroy all the enemy weapons in the offensive half, you go directly to the next offensive screen. If any enemy objects escaped your fire, you go to a Defensive half where you must hover high over the planet you are defending and attempt to shoot down the enemy before they can strike. For every enemy weapon which hits the territory you're defending, you lose another unit of your damage meter. There are three satellites sent into space to help you. One increases your speed and the speed of your firing cursor; the second reduces the damage on your meter by five units; and the third gives you bigger laser bursts to cover more area.

Frenzied Action

The action is constant and frenzied. You'll undoubtedly have to lose some satellites getting used to the firing cursor which really takes skill to use correctly. It's a natural situation to just shoot directly from the satellite and keep forgetting the location of the cursor. Do that and you

guarantee that your satellite will be blown up within seconds! The graphics are quite beautiful with the outline of the various worlds below and all sorts of enemy armament coming at you in all sizes and shapes. The explosion bursts are colorful as the action continues in its' relentless patterns. If you like space shoot-'em-ups, this should be right up your alley! (one player)
Recommended (MSR approx. $38.00)

Changes in Capcom's NES Lineup

Capcom recently announced that they have dropped SPEED RUMBLER from their list of planned releases for the Nintendo system in 1988. It has been replaced by LEGENDARY WINGS, an action-adventure that sounds promising. It's a futuristic story featuring a giant supercomputer named "Dark," which was built by mankind to rule the planet. Dark was a good ruler for hundreds of years until it malfunctioned and became a ruthless tyrant, building robots and armies to keep man away from its super fortress. Two young winged men, characters borrowed from Greek mythology, are charged with the task of finding Dark's fortress and destroying the computer. The game will be for one player or for two cooperating as a team to destroy Dark.

Game Show Titles Delayed

GameTek has been caught in the wave of delays in new releases for the NES. JEOPARDY! and WHEEL OF FORTUNE have been bumped to June, with the remaining titles (PASSWORD, THE PRICE IS RIGHT and HOLLYWOOD SQUARES) pushed to the second half of 1988. The company also plans to add the popular game show, HIGH ROLLERS, to its lineup of family-oriented titles. And for the younger set, the KidTek line will feature the children's TV game show, DOUBLE DARE, along with NES versions of the classic Milton Bradley board games, CHUTES AND LADDERS, CANDY LAND, and GO TO THE HEAD OF THE CLASS.

SNK Schedules IRON TANK and FIGHTING GOLF for NES

IRON TANK (MSR $44.95), which was originally known as TNK 3 in the arcades, is scheduled for a spring release from SNK Corp. FIGHTING GOLF, the one-to-four player golf game which was sneak previewed in our February issue, is now set for June.

A Note About Game Screens

We use them whenever possible; however, because we often get review copies before they are even available for sale, the companies don't always give us screen artwork. If we can find a good rendition within the documentation, we'll use that as we know how important the screens are to you. We also know, however, you don't want to wait an additional month or two for the review just so we can get a picture! So, if there's no screen shown, we were not able to get it for you.

Some Game Screens from Sega

Last month when we ran some pictures from Nintendo we indicated that we were expecting some game screen pictures from Sega. We've just received a few and want to run them for our Sega owners.

Zaxxon 3D
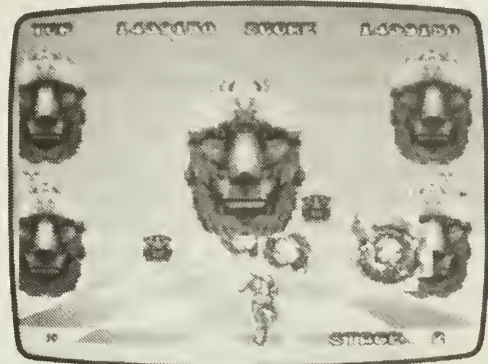
Space Harrier 3D
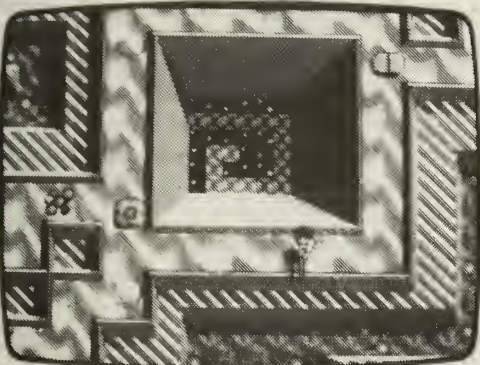
Maze Hunter 3D

AfterBurner

Japanese Game Fanatics' Tip of the Month

This month we have tips for the two NES boxing games, courtesy of subscribers Peter Chin and Vance Allyene of Leigh's Computers in New York City. Their store carries Nintendo games and accessories, and they tell us that nearly all the employees have Nintendo systems at home. In MIKE TYSON'S PUNCH-OUT!!, use the pass-key code "075 541 6113" to bring up an opponent you won't soon forget! And in RING KING, enter a player and train him for a while. Then when you are asked for the code that lets you continue from when you last played, enter the word "ANTAWATUYOI" for a surprise.

We Goofed!

There was a major error in the tiny print of last month's Availability Update, and we were amazed at how many of our eagle-eyed readers found it! Two Data East titles, RAMPAGE and ROBO COP, were mistakenly included as "second half of 1988" releases for the Sega system. Data East is creating games for the Nintendo system only, not for the Sega system. Our apologies to Data East, Sega, and to all of our Sega-owning readers who got their hopes up. No, the erroneous listings were not intentional, but we couldn't have devised a better test of how closely our subscribers read their issues!

Video Game Delays, Shortages Continue

There have been further delays in the release dates of new titles for the Nintendo Entertainment System along with widespread reports of shortages in both hardware and software. The story at Sega is much the same, with consumers nationwide complaining of lack of availability in their local stores. (Please check the Availability Update for changes in release dates that have been announced since last month's issue.)

Nintendo Announces Production Increases

In a recent letter to its dealers, Nintendo announced its plans to meet escalating demand by increasing its production for 1988. The company had originally planned to ship 5 million units of hardware this year, but that figure has been upped to 7 million. Planned software shipments of 15 million cartridges will be increased to 25 million, not including additional cartridges to be produced for Nintendo's licensees. Although the chip shortage continues in Japan, Nintendo's parent company in Japan has secured an additional chip supply, the source of which was not disclosed.

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

CONTRA (★★★1/2/★★★1/2) takes you into the jungle for a battle against an evil force of evil henchmen which arrived from some other planet thirty years ago. From **Konami**, this game pits you and your cunning guerilla warfare abilities against the alien soldiers equipped with extra-terrestrial firepower. You must make your way through eight defense zones, swimming, climbing, etc., as you continually confront the enemy and wipe-out the heavily guarded detection sensors which await you at the end of each zone. These sensors are designed to warn the Red Falcon, the cruelest lifeform in the galaxy, that you are approaching so he can send out stronger reinforcements. There are six super weapons available to you throughout the defense

Jungle
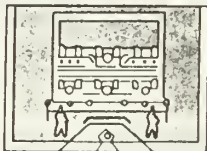
Base 1
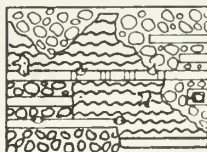
Waterfall
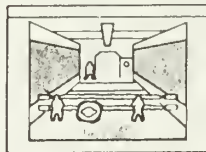
Base 2
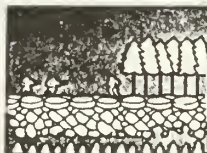
Snow Field
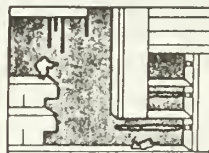
Energy Zone
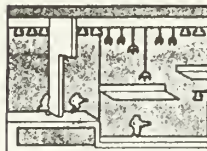
Hangar Zone

Alien's Lair

zones, if you can capture them! The defense zones include such treacherous terrain as a jungle, waterfall, snow field, and others, with the final zone being Red Falcon's lair.

Fine Action and Graphics

This is a straight-ahead action game which requires all the skill you can muster. The aliens come at you from every which way and only the fastest responses will save you! The action is non-stop and very challenging. The graphics are quite good as well, as you scroll horizontally from zone to zone with our hero weaving, climbing, jumping, and battling his way through enemy territory. In the one-player mode, you can become either Lance, code-named *Scorpion*, or Bill, code-named *Mad Dog*. In the two-player mode, you'll play as a team to survive the attacks. If you like action, you should find many hours of exciting play here. (one player; two-player simultaneous)
Recommended (MSR $39.95)

POLE POSITION (★★★1/2/★★★1/2) is the latest for the Intellivision crowd from **Intv Corp.** This is a title known to millions and, at one time or another, available for virtually every machine made. That doesn't take anything away from it as it's truly a classic title which has found its' way comfortably onto the Intellivision for a fine racing game on the system. In this version, there are four tracks to choose from: Fuji Speedway (the classic Pole Position track), Madison 500, Grand National, and Monaco Grand Prix. You begin by trying to qualify for the big race by taking a lap around one of the four tracks. If you finish fast enough, it's on to one of the top five starting positions in the big one. In the Big Race, if you finish the first lap below certain levels, you receive bonus time for the next lap. Each lap becomes more difficult as more cars appear which you must maneuver around. You have a low and high gear which are accessed via the side action keys. There is a little gear shift knob in the upper right corner along with lap number, your speed, score, and time remaining. Maneuver around the curves, avoid the signs and other cars, and drive as fast as you can!

Fine Adaptation

This is a fine adaptation with good gameplay action for anyone who enjoys an afternoon at the living room racing track. The responses are just great as you really control your car. Graphics are quite good as there's even some detail on your car which gives it more sense of realism. This is a terrific "new" title for your Intellivision library. (one player)
Recommended (MSR approx. $20.00)

"Easter Egg" Discovered in Atari's DESERT FALCON

Al Backiel of Ridgewood, NJ, a long-time Computer Entertainer subscriber and avid game collector, has discovered an "Easter Egg" in the Atari 2600 DESERT FALCON. (For those of you unfamiliar with the term, an "Easter Egg" is any kind of surprise left by a programmer in a game. Typically, the gamer must perform a special sequence of actions to find the Easter Egg, which is often a display of the programmer's name or initials.) According to Backiel, if you go for a swim while possessing and invoking a super power such as "Quick Shots," you may see the DESERT FALCON programmer's initials, BP, for a few seconds—if you find the right spot (top portion of the lake) and don't lose your power. He suggests that the easiest way to find the Easter Egg is to get "Invincibility" (e.g. Bird-Cane-Feather) in the novice version. This way you'll have more time to search by moving side to side and gradually upward in the lake until you force the initials to show up just above your character's head.

A Note About Your Mailing Label...

We get a lot of questions about Subscriber numbers, when a subscription is coming due, etc. Here's a quick read on how to decipher your mailing label, telling you everything you need to know! The label will look something like this – P059010026R947. The four digits following the P tell you when your subscription expires (in this case, May of 1990. The next five digits are your zip code. The last four digits (always including a letter, in this case R947) is your subscriber number. That number will always remain the same, unless your subscription has expired for more than one month (then, upon your renewal, a new number is assigned automatically by the computer).

x-Twilight's Ransom (PAR)
x-Univ Military Sim (FIR)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Crossbones (ABS)
DeluxePaint II (EA)
Harpoon (TS)
Rocket Ranger (CIN)
MAY
Futuremagic (EA)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bionic Commando (CAP)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Commando (DE)
Dondra: New Beginning (SPE)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
King of Chicago (CIN)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Operation Market Gdn (SSI)
Phantasie (SSI)
Pirates (MIC)
Print Magic (EPY)
Rad Warrior (EPY)
Rubicon Alliance (DS)
Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Victory Road (DE)
SECOND QUARTER
Card Sharks (ACO)
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Ebonstar (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Impossible Mission II (EPY)
Jet (SUB)
Land of Legends (MI)
PHM Pegasus (LF)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
The Games-Winter Edition (EPY)
THIRD QUARTER
Apollo 18 (ACO)
King's Quest IV (SIE)
Power at Sea (ACO)
Sarge (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Stocker (CAP)
Train, The (ACO)
Ultima V (ORI)

INTELLIVISION
FEBRUARY
Super Pro Skiing (INT)
MARCH
x-Pole Position (INT)
Super Pro Decathlon (INT)
APRIL
Super Pro Wrestling (INT)
MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)

OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Ms. Pac Man (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)

ATARI 2600
FOURTH QUARTER '87
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Super Stunt Cycle (AT)
[] = working title only
JANUARY '88
x-Skateboardin' (ABS)
MARCH
Commando (ACT)

ATARI 7800
FOURTH QUARTER '87
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

ATARI XE GAME SYSTEM
JANUARY '88
x-Battlezone (AT)

NINTENDO
FEBRUARY
x-Contra (KON)
x-NES Max Joypad (NIN)
MARCH
Aerobics (BAN)
Dragon Power (BAN)
x-Gunsmoke (CAP)
x-Ice Hockey (NIN)
Ikari II/Victory Road (SNK)
R.C. Pro-Am Racing (NIN)
x-T&C Surf Designs (LJN)
APRIL
Bad Street Brawler (MIN)
Indiana Jones-Temple/Doom (MIN)
Jackal (KON)
Maj League Baseball (LJN)
Rambo (ACM)
R.B.I. Baseball (TEN)
MAY
Bases Loaded (JAL)
City Connection (JAL)
Gauntlet (TEN)
Iron Tank (SNK)
Metal Gear (ULT)
JUNE
Adventure of Link (NIN)
Cycle Shooting (TAI)
Double Dragon (TW)
Dragon Ninja (TEC)
Fighting Golf (SNK)
Freedom Force (SUN)
Jeopardy (GT)
Legendary Wings (CAP)
1943 (CAP)
Predator (ACT)
Ultima (FCI)
Wheel of Fortune (GT)
Xenophobe (SUN)
Zombie Hunter (ACT)
JULY
Bionic Commando (CAP)
Dragon Ninja (TEC)
Super Mario Bros 2 (NIN)
Tecmo Baseball (TEC)
Tecmo Football (TEC)
AUGUST
Dr. Chaos (FCI)
Skate Or Die (ULT)
SEPTEMBER
Bubble Bobble (TAI)
John Elway's Quarterback (TW)
OCTOBER
Super Star Force (TEC)
NOVEMBER
Pro-Wrestling (TEC)
SECOND HALF '88
Hollywood Squares (GT)

Password (GT)
Platoon (SUN)
Price Is Right (GT)
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
Terminator (SUN)

SEGA
MARCH
x-Aztec Adventure (SEG)
x-Global Defense (SEG)
APRIL
After Burner (SEG)
Alien Syndrome (SEG)
Maze Hunter 3-D (SEG)
Monopoly (SEG)
Rescue Mission (SEG)
MAY
Fantasy Zone: The Maze (SEG)
Parlour Games (SEG)
Zaxxon 3D (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
SECOND HALF '88
Blade Eagle 3-D
Cube Zone (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Space Harrier 3-D (SEG)
Wonder Boy: Monster Land (SEG)
Zillion II: Triformation (SEG)

NOTE: Programs noted "x" have shipped
as of press time but may not yet be
distributed nation-wide. Projected
shipping dates are provided by
manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
ARC...Arcadia
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund

CAP...Capcom USA
CIN...Cinemaware
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FCI...FCI
FIR...Firebird
GAM...Gamestar
GT...GameTek
INF...Infocom
INS...Interstel
INT...INTV Corp.
JAL...Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin Systems
PAR...Paragon
PSY...Psygnosis
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPN...Spinnaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Gold

ATARI XE/XL

JANUARY '88
Bismarck: N Sea Chase (DS)
Sons of Liberty (SSI)
FIRST QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORI)
SECOND QUARTER
Hunt for Red October (DS)

ATARI ST

FEBRUARY
Fright Night (MD)
Goldrunner II (MD)
Gunship (MIC)
Int'l Soccer (MD)
Omega Run (MD)
x-Shadowgate (MIN)
x-Slaygon (MD)
Univ Military Sim (FIR)
x-Uninvited (FIR)
MARCH
Dive Bomber (USG)
x-Hunt for Red October (DS)
Metrocross (USG)
Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
APRIL
Rocket Ranger (CIN)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Frank'n'Ernest Adv (POL)
Global Commander (DS)
Gridiron (BS)
Impossible Mission II (EPY)
Karateka (BRO)
King of Chicago (CIN)
Leatherneck (MD)
Leisure Suit Larry (SIE)
Lock On (DE)
Music Construction Set (EA)
Plutos (MIN)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Falcon (CIN)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
10th Frame Bowling (ACC)
Thexder (SIE)
3D Helicopter Simulator (SIE)
SECOND QUARTER
Death Sword (EPY)
Jet (SUB)
Jinxter (FIR)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128

FEBRUARY
Crossbones (ABS)
x-Decisive Battles/Civ War (SSG)
Faery Tale Adventure (MI)
Fire Power (MI)
Navcom 6: Gulf Defense (COS)
President Is Missing (COS)
X-15 Alpha Mission (ABS)
MARCH
x-Black Jack Academy (MI)
x-Dark Castle (TS)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
Hunt for Red October (DS)

x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
x-Panzer Strike! (SSI)
PaperClip Publisher (EA)
x-Q*Bert (DE)
x-Questron II (SSI)
Rampage (ACT)
Sinbad & Throne/Falcon (CIN)
Street Cat (USG)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
x-TNK 3 (DE)
x-Winter Challenge (TM)
Zorkquest: Egreth Castle (INF)
APRIL
Arcade Game Construction Kit (BRO)
Dan Bunten's Sportt of War (EA)
Dive Bomber (USG)
Red Storm Rising (MIC)
Rocket Ranger (CIN)
MAY
Where/Europe Is Carmen Sandiego (BRO)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
BattleDroidz (DS)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid I (FIR)
4X4 Off-Road Racing (EPY)
Global Commander (DS)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Lock On (DE)
Old Scores (DS)
Rockford (ARC)
Rubicon Alliance (DS)
S.D.I. (CIN)
Sons of Liberty (SSI)
Star Rank Boxing II (GAM)
Street Football (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
SECOND QUARTER
Deathlord (EA)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Ebonstar (MI)
Galactic Invasion (MI)
Street Sports Soccer (EPY)
Impossible Mission II (EPY)
Land of Legends (MI)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Fighter (CAP)
THIRD QUARTER
Sarge (Cap)
Stocker (CAP)
Ultima V (ORI)

AMIGA

FEBRUARY
Aargh (ARC)
x-Alien Fires-2199 A.D. (PAR)
Metropolis (ARC)
Planetarium (MI)
x-Return to Atlantis (EA)

Road Warriors (ARC)
Time Bandits (MD)
MARCH
Bard's Tale II (EA)
Ebonstar (MI)
Ferrari Formula One (EA)
x-Graphics Studio (ACO)
x-Hunt for Red October (DS)
x-Jet (SUB)
Music Studio 2.0 (ACT)
Rocket Ranger (CIN)
Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
Three Stooges (CIN)
World Tour Golf (EA)
APRIL
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
MAY
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
FIRST QUARTER
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
GATO (SPE)
GFL Champshp Football (GAM)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
Leisure Suit Larry (SIE)
Orbiter (SPE)
Police Quest (SIE)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
SECOND QUARTER
BattleDroidz (DS)
Bubble Ghost (ACO)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Global Commander (DS)
Gunship (MIC)
Jinxter (FIR)
Land of Legends (MI)
Pinball Wizard (ACO)
THIRD QUARTER
Apollo 18 (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE II/IIE/IIC

FEBRUARY
x-Deathlord (EA)
x-Decisive Battles/Civ War (SSG)
x-Strike Fleet (LF)
x-Superstar Indoor Sports (MIN)
x-Superstar Soccer (MIN)
MARCH
Bard's Tale III (EA)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
Police Quest-128K (SIE)
Rampage (ACT)
Star Rank Boxing II (GAM)
x-Ultima V (ORI)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)

APRIL
Crossbones (ABS)
Last Ninja, The (ACT)
FIRST QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Global Commander (DS)
Golden Path (FIR)
Into Eagle's Nest (MIN)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Panzer Strike! (SSI)
Pharaoh's Revenge (EA)
Rubicon Alliance (DS)
Sons of Liberty (SSI)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Ultima I (ORI)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Hunt for Red October (DS)
Impossible Mission II (EPY)
Jinxter (FIR)
John Madden Football (EA)
Sky Travel (MI)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Test Drive (ACO)
The Games-Winter Edition (EPY)
THIRD QUARTER
Card Sharks (ACO)
FOURTH QUARTER
Gunship (MIC)

APPLE IIGS

FEBRUARY
Fire Power (MI)
x-Graphics Studio (ACO)
MARCH
Defender of Crown (CIN)
DeluxePrint II (EA)
x-Fantavision (BRO)
Last Ninja, The (ACT)
Music Studio 2.0 (ACT)
x-Paintworks Gold (ACT)
Sherlock: Riddle/Crown Jewels (INF)
Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
MAY
Rocket Ranger (CIN)
Three Stooges (CIN)
FIRST QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Drawing Table (BRO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (CIN)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)

Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
Tomahawk (DS)
World Tour Golf (EA)
SECOND QUARTER
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Land of Legends (MI)
Mini Putt (ACO)
Sky Travel (MI)
Pinball Wizard (ACO)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)
THIRD QUARTER
Card Sharks (ACO)
Silpheed (SIE)
FOURTH QUARTER
Futuremagic (EA)
Pirates (MIC)

MACINTOSH

FEBRUARY
Might and Magic (NWC)
Police Quest (SIE)
MARCH
Ancient Art of War at Sea (BRO)
Fire Power (MI)
Sherlock: Riddle/Crown Jewels (INF)
Where in World/Carmen Sandiego (BRO)
JUNE
Harpoon (TS)
FIRST QUARTER
Android Arena (SIL)
Award Maker Plus (BAU)
Beyond Dark Castle (SIL)
Citadel (MIN)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
North Atlantic '86 (SSI)
Orbiter (SPE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Ultima IV (ORI)
SECOND QUARTER
4th & Inches (ACO)
Hunt for Red October (DS)
Jet (SUB)
Jinxter (FIR)
Sky Travel (MI)
THIRD QUARTER
AutoDuel (ORI)
Train, The (ACO)

IBM PC/Tandy 1000

FEBRUARY
Corporate Raider (COS)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
x-First Expedition (INS)
x-Gauntlet (MIN)
x-Into Eagle's Nest (MIN)
x-Naster Ninja (PAR)
x-Mini-Putt (ACO)
President Is Missing (COS)
x-Tomahawk (DS)
MARCH
Alien Fires-2199 A.D. (PAR)
Bismarck: N Sea Chase (DS)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Last Ninja, The (ACT)
Rampage (ACT)
Skyfox II (EA)
Street Cat (USG)

Nintendo Game Licensees

We've gotten quite a few requests for address and phone information for the various companies who have agreements with Nintendo to provide games for the Nintendo system. Here's an up-to-date list which you should save for future reference!

Acclaim Entertainment
189 South Street
Oyster Bay, NY 11771
516-922-2400

Activision
2350 Bayshore Frontage Rd
Mountain View, CA 94043

Bandai America
12951 East 166th St
Cerritos, CA 90701
213-926-0947

Broderbund Software
17 Paul Drive
San Rafael, CA 94903
415-492-3200

Capcom USA
1283-C Mountain View/Alviso Rd
Sunnyvale, CA 94089
408-745-7081

Data East
470 Needles Drive
San Jose, CA 95112
408-286-7074

FCI
645 Fifth Avenue
Olympic Tower
New York, NY 10022
212-753-1911

Irem Corp
7310 Center Avenue
Huntington Beach, VA 92647

714-895-3483

Gametek
150 South Pine Island Rd
Suite 505
Plantation, FL 33324
305-454-7771

Jaleco USA
3076 Centennial Ln
Highland Park, IL 60035
312-432-2991

Konami
815 Mittel Drive
Wood Dale, IL 60191
312-595-1443

LJN Toys
200 Fifth Avenue
New York, NY 10010
212-243-6565

Milton Bradley Co
Subsidiary of Hasbro, Inc.
Springfield, MA 01101
413-525-6411

Mindscape Inc
3444 Dundee Rd
Northbrook, IL 60062
312-480-7667

Romstar Inc
3043 Kashiwa Street
Torrance, CA 90505
213-539-2744

SNK Corp
246 Sobrante Way
Sunnyvale, CA 94086
408-736-8844

Sun Corp. of America
Sunsoft Division
2250 Elmhurst Rd
Elk Grove Village, IL 60007
312-228-0451

Taito America
660 S Wheeling Rd
Wheeling, IL 60090
312-520-9280

Tecmo Inc
Victoria Business Park
18005 KS. Adria Maru Ln
Carson, CA 90746
213-329-5880

Tengen Inc
675 Sycamore Drive
Milpitas, CA 95035
408-434-1788

Tradewest Inc
2400 S. Highway 75
Corsicana, TX 75110
214-874-2683

Vic Tokai Inc
Los Angeles World Trade Center
350 So. Figueroa St, #350
Los Angeles, CA 90071
213-617-2850

HOT FLASHES FROM THE SOFTWARE COMPANIES!

AIR TRAFFIC CONTROL SIMULATOR Coming for Mac

Look for a new title in one of the hottest categories in computer gaming: simulations. We have just learned of *AIR TRAFFIC CONTROL SIMULATOR* for Apple Macintosh (MSR $49.95), which is scheduled to be released later this month by a new company, HJC Software. The company is hoping that the popularity of flight-related games and real-life simulations will mean a good response from Mac owners to HJC's first product. According to a company spokesman, AIR TRAFFIC CONTROL SIMULATOR is "challenging at the easiest levels, but at its most difficult levels it creates the stress and challenge of the real thing." If you've ever had a yen to try your hand at air traffic control, it looks as if you're about to get your big chance! We expect to have a copy of the new program in time to review it in our May issue.

SEGA Licenses Three Titles from Epyx

We had heard that a licensing deal between Sega and Epyx was in the works, but we didn't want to report on it until we could be sure the ink was dry on the agreement. Now that the deal has been finalized, we can report that three of the popular Epyx multi-sports event games will make their way to Sega: CALIFORNIA GAMES, WORLD GAMES, and SUMMER GAMES. Since the first two of these titles were also licensed by Epyx to Milton Bradley for production on the Nintendo Entertainment System, these will be the first games to appear on both the Sega and Nintendo systems. Comparisons will be inevitable! Pricing and release dates have not been set for the three new Sega titles. According to a Sega spokesman, CALIFORNIA GAMES will have the highest programming priority of the three.

More New Games Coming from Capcom

Last month we told you about Capcom's dropping SPEED RUMBLER and adding LEGENDARY WINGS (MSR $34.95) to their line of games for the Nintendo Entertainment System. The previously announced 1943 ($34.95) and BIONIC COMMANDO (price increased to $39.95) are still on the schedule, and Capcom has added four more titles. Three are adaptations of arcade games, and the fourth is based on an upcoming movie. TITAN WARRIOR ($34.95) is a space game in which the player attempts to free the planet Vulgus from a plague of mutant insects which have taken over. In the first stages of the game, the player must pilot a ship through space to reach Vulgus. Then comes the battle against the mutant insects. STREET FIGHTER ($39.95) features a series of different challenges and countries in what is described as an exciting and very physical game. Using martial arts skills, the player can go up against a computer-controlled opponke on a friend in one-on-one competition. BLACK TIGER ($39.95) is an action-adventure which casts the player as the hero, the Black Tiger Warrior, in a quest to save a kingdom beset by three monstrous dragons. The dragons have invaded the kingdom and destroyed its treasures. The Black Tiger Warrior meets challenge after challenge, earning Xenicoins for his successes, and then purchasing new weapons to fight the dragons. The fourth new game is WILLOW, based on the first movie of a new Lucasfilm trilogy. Due to the characteristic secrecy that surrounds most Lucasfilm projects, we know very little about the movie except that it is set in a fantasy world. This will be Capcom's first game not based on an existing coin-op, and it will be interesting to see what they do with the fantasy theme.

Coming from Bandai

Bandai has announced a Nintendo Entertainment System version of the Bally-Midway coin-op classic, GALAGA (MSR $34.95). This slide-and-shoot game needs no description for veteran game players! The company also plans to release the VIDEO AEROBIC STUDIO ($79.95), a combination of electronic work-out mat and video instruction softwartridge will include four different exercise, dance and music routines with multiple skill levels. From the material we received, it appears that the "work-out mat" included in this package is the same mat that is part of Bandai's FAMILY FUN FITNESS package. Since owners of the original package would not want to buy another mat, we assume that the Aerobics cartridge should be available for separate purchase. At presstime, we had not been able to get confirmation from Bandai of separate availability of the exercise cartridge. Definite release dates for GALAGA and VIDEO AEROBIC STUDIO have not been set.

BEYOND DARK CASTLE (★★★★/★★★★) follows in the rich tradition of its' predessessor, *Dark Castle*, also designed by _Silicon Beach Software._ In this sequel, a new feature has the player approaching the edge of the screen, and the scene scrolls behind him, creating full-screen scrolling. The effect is featured in two of the labyrinthian mazes, the swamp and forest scenes outside the castle (Prince Duncan explores the outside with a special chopper-pack to fly around – also a new feature), and the Black Knight's chambers all have scrolling. A couple of other new aspects to this game are practice rooms that are available to you (go to the castle map to choose which of the rooms you wish to try out) and a save feature. The way you save a game is rather unique as you must return to the computer room (if you can make it!) and pull the switch!
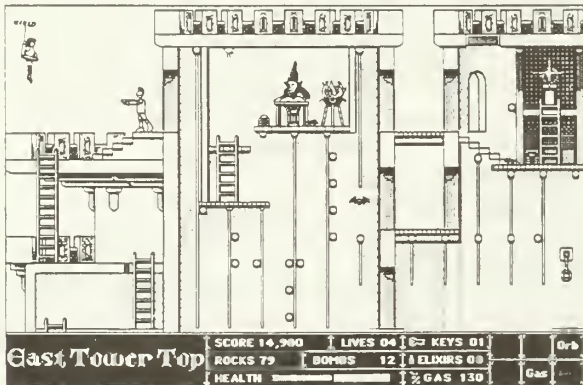
Prince Duncan returns to to find the Five Magic Orbs and return each of them to the Ante Room. Retrieving all the orbs is necessary before you can enter the Black Knight's chambers for a final battle to the death. Anyone familiar with Dark Castle will find the movements and many enemies similar to the earlier game. There are bats, snakes, henchmen, mosquitoes, birds of prey and flying monkeys to name a few. In addition to the Prince's weapons such as rocks and other weapons he picks up during his adventure, he also has bombs and the chopper-pack allowing him to fly from the roof of the castle.

Results Are Amazing

We distinctly remember when we first popped in our Dark Castle disk back in January, 1987. The first thing that hit us was the RealSound™ effects, giving us sounds we had never heard on a Macintosh before – so real it sounded as though a tape recorder was hidden behind our Mac. The graphic detail was also incredibly rich and detailed. Rounding the game out was the fascinating gameplay. It was because of this that we awarded the game the Computer Entertainer Award of Excellence for Macintosh Entertainment Program of the Year for 1987. Three-Sixty Software then licensed the game and has brought us the game in other computer formats. Well, as opposed to simply bringing us a sequel, designer Mark Pierce, programmer Jonathan Gay, and Eric Zocher who programmed the sound, have taken the game to another level with the animation, scrolling, and over 100 different sounds (all digitized). The detail is simply amazing and we noted that there were several more sounds which greatly enhance the proceedings. You should take a look at the demo before beginning just to familiarize yourself (as well as enjoying the sounds and action while not having to concentrate on the play). From the opening screen with the castle guard walking his post along the castle wall to the final dueling battles, this game is packed with excitement, great graphics and awesome sound! (one player;

package includes two 800k disks requiring Mac 512E, Plus, SE or Macintosh II; hard disk compatible)
Recommended (MSR $49.95)

POSTERMAKER PLUS has changed distribution hands from the developer Strider Software to Broderbund, allowing more Macintosh owners to enjoy the features of this desktop publishing aid. It's a text-styling tool which can be used to create logos, mastheads, as well as achieving special effects. You can bend text around corners, squeeze, stretch, twist, rotate, add shadows, patterns, or add perspective. The

program also works with paint, draw, and page layout programs, giving it more versatility. In addition to working with the Imagewriter™ II, there are five SmoothFonts built-in which allow smooth text using Postscript™ printers such as the LaserWriter™. If you like to design flyers or anything that you want a touch of originality with, this program will give you the flexibility with projects you haven't had before.
MSR $59.95

THE RATING SYSTEM:

|	
4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

APPLE II Software

STRIKE FLEET (★★★/★★★1/2) has now been converted for the Apple II as a naval task force simulator from _Lucasfilm Games,_ distributed by _Electronic Arts._ You'll command a fleet as you enter the heat of battle in one of the world's hot spots such as the Persian
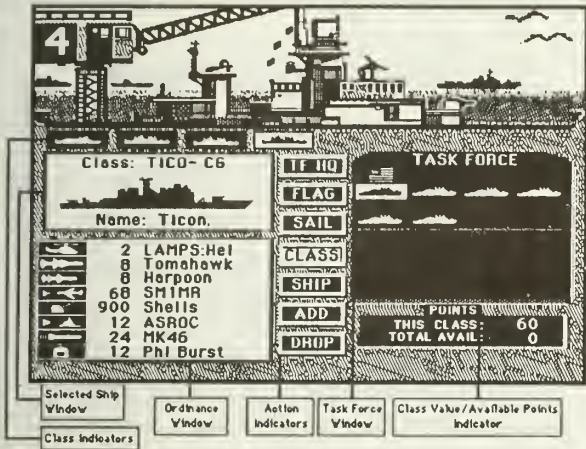
Gulf, relive the Falkland Islands situations, etc. Before you enter battle you must choose the size and outfitting of the fleet you will command, based on the types of enemy cruisers and subs you anticipate encountering. You can control a fleet of up to 16 vessels and four helicopters, changing your command post to the bridge of any ship in your fleet as circumstances and your overall strategy dictate. You can also call the shots from the cockpit of one of the helicopters. There are fifty-two ships from ten ship classes and a wide variety of modern weapons including Phalanx auto-cannons, OTO Melara 76mm guns, etc. to choose from. There are ten possible scenarios with the play being ranked at the end of each one. Each scenario has its own set of objectives which must be reached to rise through the ranks to the ultimate position of "Fleet Admiral." You can even be court-martialed in case of utter failure. With a "3-D" effect, you can watch missiles
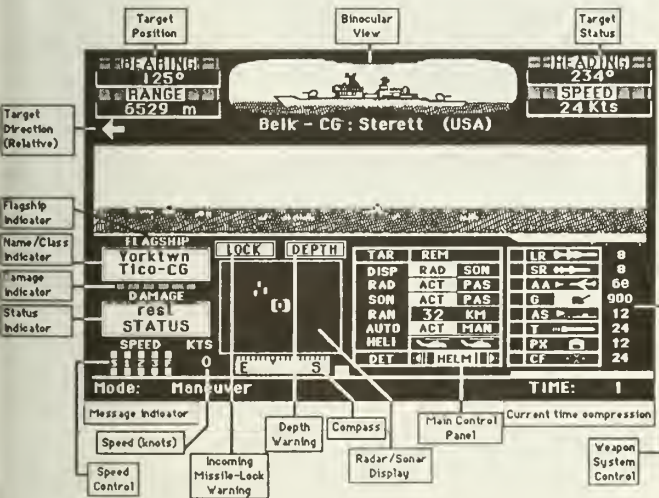
being launched, ships smoking with damage, water spouts as the shells hit the water, etc. in both day and night situations. You can choose from different strategies such as guarding a convoy, hunting subs, and seeking out enemy fleets.

Good Action and Strategy

The game has a good mix of action and strategy as you have a wealth of options and scenarios to take charge of. We enjoyed the fact that we were able to command the fleet from the bridge of any ship we wished, adding to the variety of how to play the game. As a result of the varied options, the play can keep you satisfied for many sessions of warfare (one player; joystick and keyboard; also available for Commodore 64/128)

Recommended (MSR $34.95)

The _COMPUTER ENTERTAINER READERS' HALL OF FAME AWARDS_ As part of Computer Entertainer's special celebration of five years of continuous publication, in 1987 we invited our readers to vote for their all-time favorite entertainment programs. After all the votes were tabulated, five programs (one for each year of publication by Computer Entertainer) received the honor of being selected as the "Best of the Best" by the true gaming experts, our readers. The five Hall of Fame inductees, along with ten runner-up programs awarded Honorable Mention, were announced in Computer Entertainer's Special Fifth Birthday Edition. With that announcement, we also stated our intention to add a new program to the permanent Hall of Fame each year. Since we have many new subscribers who would not have seen last year's Special Edition, we are reprinting the results of last year's voting in this issue. (Programs are listed in order of points earned for votes cast by readers.)

HALL OF FAME

 1. SUPER MARIO BROS. (Nintendo for NES)
2. GUNSHIP (MicroProse for Commodore 64/128)
3. FLIGHT SIMULATOR II (SubLogic for all systems)
4. ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari XE/XL, Commodore 64/128)
5. ZORK TRILOGY (Infocom for all systems)

HONORABLE MENTION

6. M.U.L.E. (Electronic Arts for Apple, Atari XE/XL, Commodore)
7. GRADIUS (Konami for NES)
8. ULTIMA IV (Origin Systems for Apple, Atari XE/XL, Commodore)
9. HARDBALL (Accolade for Atari XE/XL and Commodore)
10. ULTIMA III (Origin Systems for Apple, Atari XE/XL, Commodore)
11. LODERUNNER (Broderbund for Apple, Atari XE/XL, Commodore, IBM, Macintosh)
12. DR. J & LARRY BIRD GO ONE-ON-ONE (Electronic Arts for Amiga, Apple, Atari XE/XL, Commodore, Macintosh)
13. WIZARDRY (Sir-Tech for Apple, IBM, Macintosh)
14. STAR RAIDERS (Atari for Atari XE/XL and Atari ST)
15. ADVANCED DUNGEONS & DRAGONS; TREASURE OF TARMIN (Mattel for Intellivision)

Vote for Your Favorites

Since Computer Entertainer has just completed its sixth year of publication, it's time for our readers to elect another inductee to the Hall of Fame. The rules are very simple. Send us your ballot on a postcard (or facsimile) with the following information: 1) List your THREE all-time favorite programs, including the system you play them on and the manufacturer (if known). Be sure to number them in order of preference, since this creates a weighting system for tabulating your votes. Entertainment programs for ANY home computer or videogame system (active or discontinued) are eligible. Programs already elected to the Hall of Fame are not eligible in your voting. (Last year's Honorable Mention winners ARE eligible, however.) 2) Print your name and address on the postcard. Ballots without name and address will NOT be counted. 3) Send the information to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411. Your ballot must be postmarked no later than May 31, 1988 and received at Computer Entertainer no later than June 10, 1988. Votes will be tabulated and the new member of the COMPUTER ENTERTAINER READERS' HALL OF FAME will be announced in our July, 1988 issue. Honorable Mention awards will also be announced at that time. 4) Only one ballot per person is allowed. Multiple ballots from the same person will be discarded. If more than one person at your address reads Computer Entertainer, each person may send one ballot.

Prizes for Readers, Too!

We want ALL of our readers to participate in selecting this year's new member of the Hall of Fame, so we're providing an incentive in the form of prizes. A random drawing from the Hall of Fame will be held on June 20, 1988, with the following four prizes to be awarded: 1) One gift certificate redeemable for $50 worth of merchandise from Video Take-Out. 2) One gift certificate redeemable for $25 worth of merchandise from Video Take-Out.   3) Two one-year renewals of the winners' subscriptions to Computer Entertainer.
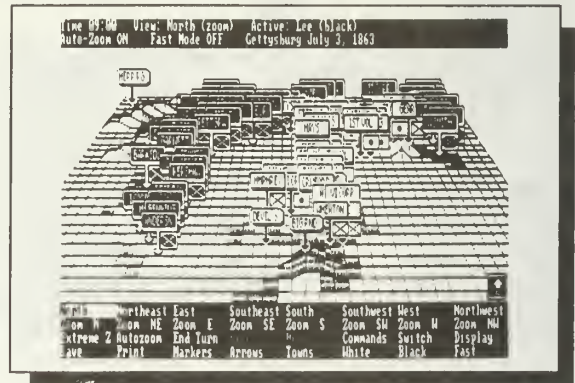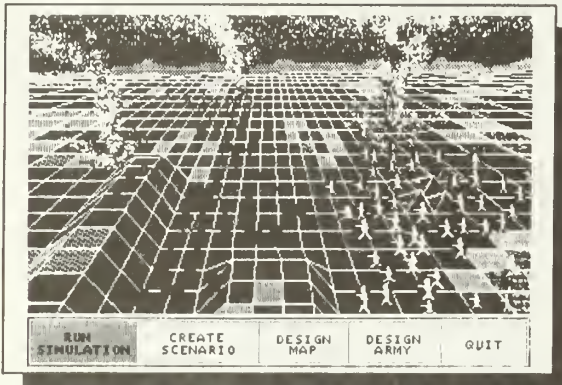
Get Your Vote in Now!

What are you waiting for? Get that postcard into the mail right now, while you're thinking about it! Your vote counts, and you have the chance to win a Gift Certificate!
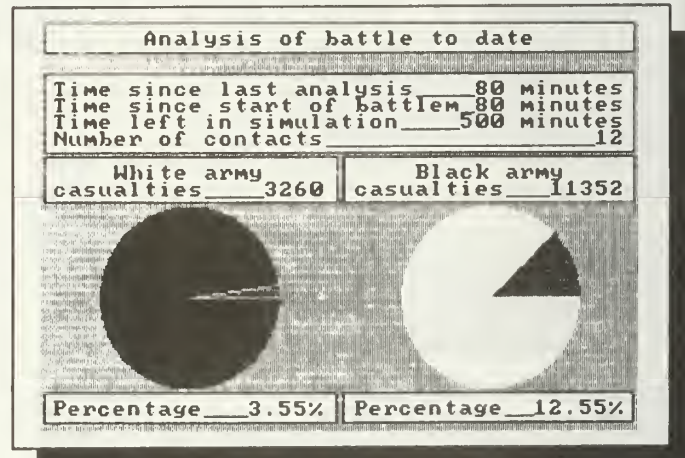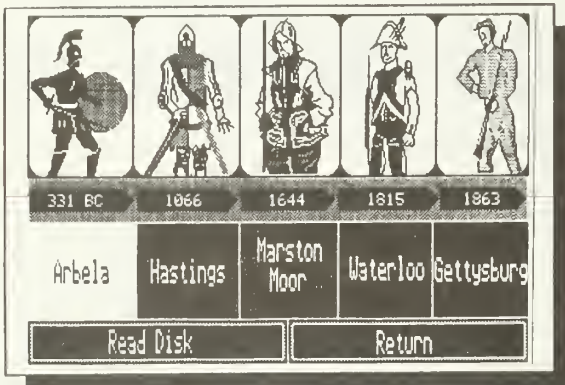
UNIVERSAL MILITARY SIMULATOR (★★★★/★★★★) was designed by Ezra Sidran and _Intergalactic Development for Rainbird,_ an affiliated publisher distributed by Activision in the U.S.. Although

it is technically a strategic wargame, a familiar enough category of software, UNIVERSAL MILITARY SIMULATOR (UMS) breaks new ground and thus manages to be completely different from any other computer wargame we've seen. The first thing you notice upon booting the program is that it doesn't look a bit like any other wargame

you might have played. Rather than the familiar hex-grid maps used by most wargames, UMS draws three-dimensional, topographical maps for its battlefields. (And it draws them very quickly.) Depending on the battle scenario chosen, the opposing forces are rapidly added to the map, with units represented by labeled flags. After exploring the options, you find that you can change your perspective at will, viewing the battlefield from any of eight different compass points. And it is possible to zoom in on specific portions of the map for a close-up view. No other wargame that we've seen offers anything approaching this degree of flexibility.

Five Historical Scenarios

UMS comes with five historical battlefield scenarios, which are ready to play as is, or you may alter them to your liking. The scenarios are Arbella 331 B.C. (Alexander the Great vs. Darius of Persia); Hastings 1066 (King Harold of England vs. William the Conqueror of Normandy); Marston Moor 1644 (Royalist Army vs. Parliamentarian Army); Waterloo 1814 (Emperor Napoleon vs. the Duke of Wellington); Gettysburg 1863 (Lee and the Army of Northern Virginia vs. Meade and the Army of the Potomac); and the Battle of the Bulge 1944 (U.S. Fifth Corps vs. First SS Panzer Corps). "What-if" propositions

can be played out by changing elements within the scenarios, including the addition of user-defined "wildcard" units to either or both armies.

And the ultimate in experimentation is possible with UMS because it allows you to create new maps, scenarios, etc. for any kind of real or imagined battle. (The topographical maps generated by UMS can also be printed out.) It is even possible to map your favorite adventure games with UMS and create fantastic war scenarios containing any-

thing from tanks to wizards! Future add-on battle disks are also planned for UMS, making the program everything an avid wargamer could hope for. (Solo play; Mouse & keyboard on ST; Keyboard only on IBM; Installable on hard disk; Dot matrix printer optional but recommended.) Atari ST and IBM PC/XT/AT versions reviewed; IBM version requires 512K and CGA card.
Recommended. (MSR $49.95)

BACK ISSUES AVAILABLE

ATARI XE/XL Software

VIDEO TITLE SHOP is now available for Atari XE/XL computer owners from *Datasoft*, and distributed by *Electronic Arts*. (Datasoft is about the only company which is still producing for that Atari 8-bit computer.) With the program, a VCR and a video camera, you can enhance any home video movie for a more entertaining and informative piece. You can design your own title screens, as well as borders and backgrounds. The program includes a variety of font styles and sizes for superimposing text over your graphics. Just like in Hollywood, you can create "wipes," "fades," and "fizzles."

Paint Program Included

In order to create artwork for your masterpiece, the program includes MicroPainter Plus, a graphics utility program that lets you create artwork which can be used with the Video Titler. The opening to that summer vacation video can be as creative as you can make it! If you enjoy adding your own creative touch to those home videos, you'll really have a ball with this program. As you become more practiced, the results are almost limitless. If you ever design sales programs, job training, seminars, and the like, this little program packs alot of wallop for the dollar, allowing you to design your own presentations! (also available for Commodore 64/18 and Apple II)

Recommended (MSR $29.95)

SONS OF LIBERTY (NA/★★★) is *Strategic Simulation Inc's* first entry into the Revolutionary War, probably about the only war they had not entered yet! There are three epic battles represented, allowing for an introductory, intermediate, and advanced scenarios within each battlefront. The Battle of Bunker Hill, itself the first battle of the actual Revolutionary War acts as the first battle here as well. The Battle of Monmouth found George Washington's winter-hardened veterans up against the British in a rather indecisive battle and the Battle of Saratoga, which is regarded as the turning point of the Revolution, is the latest scenario of the three. There's a tutorial included which gives you a good feel for how the basic game works. Tactical and strategic displays allow "zooming in" for more detail and "zooming out" for an overall picture of the action.

Good Game of Strategy

Lovers of strategy should enjoy this game which takes you to the Revolutionary War and some its more important battles. It's a major plus to have all three levels of difficulty available within the three battle scenarios, allowing for many sessions. (reviewed on Atari 800XL; also available for Apple; Commodore 64; IBM)
(MSR $39.95)

Gremlins in the Computer

Try as we might, sometimes our Pagemaker program likes to switch fonts when we're laying our printed words into the newsletter. For some reason, the program likes to play havoc with our "stars." We normally catch it but, when the March issue returned from the printer, that sinking feeling hit as we glanced at Page 7. The ratings for *Twilight's Ransom* is *NOT* ⌐★★E⌐★E), but actually (★★★/★★)!

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

COMMODORE 64/128 Software

PAPERCLIP PUBLISHER, designed by *Batteries Included* and distributed by *Electronic Arts*, is a desktop publishing tool for your Commodore 64/128. You can create multi-page and multi-column newsletters, reports, manuals, term papers, flyers...anything you can think of with this easy-to-use program. The program will support various sized documents of up to fifty pages. Important to appropriate layout, the program has WYSIWYG (What-You-See-Is-What-You-Get). In addition to pull-down menus, the program features word wrap, magnification, reformatting, built-in graphics and text editors, and more. You can easily import text from several word processors, import fonts from programs such as Outrageous Pages™ and Geos FontPack 1™, and import graphics from Outrageous Pages™, Print Shop™, Newsroom™, PrintMaster™, and Doodle™. In addition, there are some graphics included on the disk, as well as fonts and page layouts.

Desktop Publishing Can Be For Everyone!

It seems that everyone is getting the "desktop publishing fever," and perhaps you're wondering why you would have a use for such a program if you're not publishing a newsletter, brochure or the like. As these programs are more and more flexible and the price is so attractive, the uses are almost whatever you can think of, whether it's custom greeting cards, impressive papers for schoolwork, or a way to catch the bosses' eye with a great presentation with a few graphics to make your point! (joystick or mouse required; supports 1541 or 1571 disk drive; supports the following printers: Commodore 1525, 1526; CBM MPS 801, 802; CBM MPS 1000; Epson FX, LX, MX; Okimate 20; Panasonic KX-P1091; Seikosha SP-1000; Star Micronics NP-10, NX-10)

Recommended (MSR $49.95)

PATTON VS ROMMEL (★★★/★★★) is now available for Commodore 64/128 owners from *Electronic Arts* so you now can play this strategy wargame. The year is 1944 and your assignment is to assume the role of either General George Patton or Field Marshall Erwin Rommel as they battle in Europe. Taking some liberties with history, this scenario allows you to face-off during the invasion of Normandy – something the real leaders did not do. Your armies are displayed in five different ways: type of division, movement mode and directional facing, available strength, true strength, and battle readiness. There are three levels of play, each one giving you more control and variables. In the intermediate and expert levels, there are several "modes of execution" in which you can specify not only where the division is going, but also how it is to get there. In preparing for battle you must choose between mobility and firepower, finding a balance that will get the results you want as division leader. The Statistics Board contains the information you need for issuing orders such as how many of your men are ready to fight, tank availability, combat strength of the division, etc. You can use sequences of up to thirty-two orders for each division with simple or complex orders. Once those orders are issued, your armies will do the rest. Between the battles, the generals will come up on the screen and tell you how you did and what they think of your tactics (this is in the one-player mode only and can be disengaged).

Editing Possible

In the expert mode, you can edit the characteristics of the game. In addition, you can change armies in the middle of the game as well as changing such things as movement speed, defense power, casualty vulnerability, attack power, etc.

Good Wargaming

We especially enjoyed this Chris Crawford game in the Macintosh mode as that computer is especially appropriate for this game; however, the Commodore version is quite good with the issuing of orders still easy to do. Strategy is the key, especially in the one-player game against the computer which will happily clobber you. The battles are animated with sound effects and the map is historically and geographically correct. Using such things as weather, battle conditions, and army movements, you'll have a chance to alter the course of history – at least at your computer! (one player; two-player simultaneous; joystick required; also available for Macintosh and IBM at $39.95.
Recommended (MSR $29.95)

IBM PC & COMPATIBLES

B-24 (★★★/★★★1/2) is a combination combat and flight simulator from *Strategic Simulations Inc.* (SSI) which finds you behind the controls of a B-24 bomber in March, 1944. Before you can go on any bombing runs, you'll have to learn how to get this big baby off the ground (and then land without crashing). There are two "simpler" scenarios in which you can practice taking off and flying in formation

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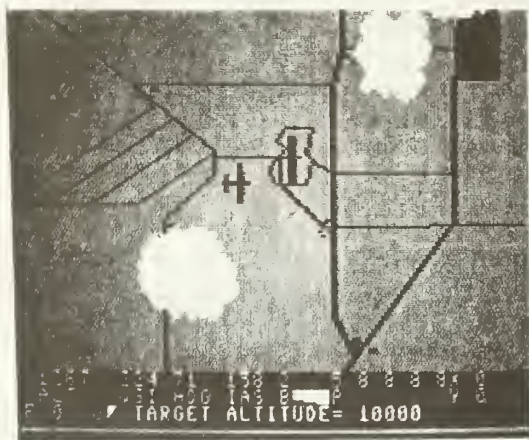
against enemy fighters and flak, as well as landing. Once you're ready for your missions, as group leader, you command forty B-24s on bomb runs to fourteen targets. You'll have to make the decisions based on everything from the weather and planes available, to the target oil production levels. You can fly single missions or fly in a nineteen-mission campaign in which you must attempt to destroy oil refineries in Ploesti, Rumania, the major supplier of oil for Hitler's army. Of course, since it is so strategically important, it's heavily defended. There's a map included which gives you information regarding terrain, as well as the exact locations of the refineries. You can fly in real time or up to sixty times faster! A single mission will take approximately 1/2 hour while an entire campaign can take about ten hours. Campaign games can be saved and recalled.

Interesting Game

While it requires some strategy, it is not as heavy on strategy as most SSI games. You'll have to learn how to fly as well as find your targets and destroy them. The IBM version features an enhancement over the Commodore 64 program which allows you to control the power level of all four of your engines, controlling them separately. The game is

quite a challenge and, as SSI so aptly points out, in the real campaign only four of the sixty aircraft that made up the 460th Bomb Group survived after the first fifty missions. How can you do? (one player; joystick optional; 384K; color graphics adaptor required; also available on Commodore 64)
Recommended (MSR $34.95)

STAR COMMAND (NA/★★★1/2) is a new space role-playing adventure game from *Strategic Simulations Inc* (SSI) in which the player finds himself in a time far into the future when the Earth is but a distant memory, having been destroyed by hostile beings. This introductory level game (authored by Doug Wood, known for the best-selling Phantasie™ trilogy) finds you in command of a special force of eight star troopers who have been assigned by the Star Command organization to save the remaining inhabitant of the galaxy from pirates and aliens. You begin by selecting the troopers with different levels of attributes in physical and mental abilities including strength, speed, willpower, courage, accuracy, and intelligence. In addition, there are twelve basic skills which your troopers can possess such as ability as pilot, code breaking, hand weaponry, scouting, and more. As you travel through the galaxy in your starships, your first mission is to locate and destroy the infamous Blackbeard, pirate of the galaxy. As you search planets, you'll come across clues to help you locate him and his band of pirates. Of course, you'll also encounter some of his men who you will have to battle in hand-to-hand and ship-to-ship conflict. With each successful battle under your belt, your troopers become more powerful as they gain experience. You'll move on to more difficult battles if you destroy Blackbeard.

Fascinating Adventure

With thousands of planets to explore, there's no end to the various ways to play the game. In fact, playing time is indicated to be 40 to 60 hours. You can, in addition to seeking out Blackbeard and his lair, engage in espionage missions or scientific explorations. There are several different screens indicating where you are in your adventure...from an overview of the vast galaxy to a detailed "map" of the interior of one of the many indoor areas you will seek out as you search for clues. It's an interesting combination of adventure and strategy that should keep you occupied for many, many hours. (one player; 256K; requires CGA or EGA graphics card; packaged with both 5-1/4" and 3-1/2" disks)
Recommended (MSR $49.95)

DELUXEPAINT II has shipped for the IBM family, with fully graphic support of the new PS/2 computer from *Electronic Arts*. Bringing features to PC users which have not been available in the past, the program allows users to see and modify 256 colors on the screen at once! The program automatically creates subtle shades of any color, automatic gradient blends of color for light effects, and has a color-cycling feature for animation effects. Another feature which helps in the creative process is the ability to turn 2D images into 3D with a simple click of the mouse. You can rotate and manipulate any of your ten built-in brushes to create three dimensional objects. Some of the tools available to you, in addition to the four round, four square, and two individual pixel brushes, are both a continuous and dotted free-hand tool for free drawing; a straight line tool; curve tool; airbrush and fill tools; rectangle, circle, ellipse, and polygon tool. Special effects include magnifying and zooming for close precision work and various symmetry tools for all sorts of kaleidoscope effects. Another feature which is extremely helpful is the "fix the background" in which you can "freeze" your drawing in the background and paint over it – almost like using clear overlays!

Artists Have Edge

As in any powerful drawing program, DeluxePaint II can be most appreciated by a user who has an artistic flair. After all, for those of us who can draw, about all you can do is create various spheres and kaleidoscopic designs. But, for anyone who can create pictures, this program will open up an awesome array of possibilities on the IBM. The PS/2, with its fine graphics capabilities, can especially enjoy the possibilities! (640K; compatible with PS/2 and IBM computer with graphics adaptor card; works with CGA, Hercules, Tandy, EGA, EEGA, MCGA, and VGA cards; mouse or any pointing device compatible with Microsoft mouse driver required; 5-1/4" and 3-1/2" disks included;also available for IIGS at $99.95 and Amiga for $129.95)
(MSR $99.95)

ATTENTION COLLECTORS....

New Reader Service

From time to time, we have received letters from our avid gamers looking to fill out a collection, replace a broken game, or look for a rare title. While we are not able to, nor should, act as a trading and/or sales center, we would like to help collectors find one another.

We currently have letters in our offices from three gamers looking for help. John Vacopoulos of Hornsay, Australia is a 2600 owner looking for some rare titles; John Bonavita of Halesite, New York is looking for a Vectrex system; and Douglas Warner of Americus, Kansas is looking for a Fairchild Channel F and Adventure Vision video system!

Here's what we'd like to to for these readers as well as any other interested gamers. Please write us a letter (as short as possible, please, and no phone calls!) telling us what you're looking for, with permission to print your name and address. Space permitting, we will run these letters at no cost and ask that all of you collectors out there get in touch with one another. We simply don't have the staff to dedicate to answering letter and putting people together...that's why we ask that you allow us to print your name and address so any interested readers can contact you directly.

There is no charge for this service (subscribers only, please!) as we hope we can put some collectors together. By the way, we will only accept letters for rare and discontinued games. We cannot become a forum for buying and selling of current, used games.

So, if you are looking to trade, buy, or sell that rare or discontinued system or game, write to us so your fellow readers can help you out!

Datasoft to Market Series of Wargames

Although Datasoft has released games such as "Theatre Europe" which combine traditional strategic wargaming elements with plenty of action, the company is now planning to introduce five traditional wargames this summer. The games, covering familiar, historic battlefields and futuristic fantasy ones, will be available for Commodore 64/128, IBM PC/compatibles, and Atari ST. The new Datasoft wargame titles are FIRE ZONE, NAPOLEON IN RUSSIA, ANNALS OF ROME, SORCEROR LORD, and ANDROID DECISION.

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*Availability Update
...contd. from Page 14*
MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
FOURTH QUARTER '87
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Super Stunt Cycle (AT)
[ ] = working title only
MARCH
Commando (ACT)

ATARI 7800
FOURTH QUARTER '87
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO
FEBRUARY
x-Contra (KON)
x-NES Max Joypad (NIN)
MARCH
x-Dragon Power (BAN)
x-Gunsmoke (CAP)
x-Ice Hockey (NIN)
x-R.C. Pro-Am Racing (NIN)
x-T&C Surf Designs (LJN)
APRIL
Bad Street Brawler (MIN)
Indiana Jones-Temple/Doom (MIN)
Maj League Baseball (LJN)
Rambo (ACM)
MAY
Bases Loaded (JAL)
City Connection (JAL)
Gauntlet (TEN)
Ikari II/Victory Road (SNK)
Iron Tank (SNK)
R.B.I. Baseball (TEN)
JUNE
Cycle Shooting (TAI)
Dragon Ninja (TEC)
Fighting Golf (SNK)
Freedom Force (SUN)
Jackal (KON)
Jeopardy (GT)
Metal Gear (ULT)
Predator (ACT)
Ultima (FCI)
Wheel of Fortune (GT)
Zombie Hunter (ACT)
JULY
Adventure of Link (NIN)
Bionic Commando (CAP)
California Games (MC)
Double Dragon (TW)
Dragon Ninja (TEC)
Legendary Wings (CAP)
Marble Madness (MB)
1943 (CAP)
Super Mario Bros 2 (NIN)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
World Games (MB)
Xenophobe (SUN)
AUGUST
Dr. Chaos (FCI)
Skate Or Die (ULT)
Titan Warrior (CAP)
SEPTEMBER
Bubble Bobble (TAI)
John Elway's Quarterback (TW)
OCTOBER
Chester Field (VT)
Golgo 13 (VT)
Super Star Force (TEC)
Terra Cresta (VT)
NOVEMBER
Pro-Wrestling (TEC)
SECOND HALF '88
A-5 (VT)

Baby Gangster (VT)
Black Tiger (CAP)
Blades of Steel (KON)
Galaga (BAN)
Hollywood Squares (GT)
Password (GT)
Platoon (SUN)
Price Is Right (GT)
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
Street Fighter (CAP)
Terminator (SUN)
U.S. Golf (NIN)
Video Aerobics Studio (BAN)
Willow (CAP)

SEGA
MARCH
x-After Burner (SEG)
x-Alien Syndrome (SEG)
x-Aztec Adventure (SEG)
x-Global Defense (SEG)
x-Zaxxon 3D (SEG)
APRIL
Maze Hunter 3-D (SEG)
Monopoly (SEG)
Rescue Mission (SEG)
MAY
Fantasy Zone: The Maze (SEG)
Parlour Games (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
SECOND HALF '88
Blade Eagle 3-D (SEG)
California Games (SEG)
Cube Zone (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Space Harrier 3-D (SEG)
Summer Games (SEG)
Wonder Boy: Monster Land (SEG)
World Games (SEG)
Zillion II: Triformation (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
ARC...Arcadia
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FIR...Firebird
GAM...Gamestar
GT...GameTek
HJC...HJC S/W
INF...Infocom
INS...Interstel
INT...INTV Corp.
IRM...Irem
JAL...Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin Systems
PAR...Paragon
POL...Polarware
PSY...Psygnosis
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SPE...Spectrum HoloByte
SPN...Spinnaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Gold
UXB...UXB S/W
VT... Vic Tokai

IBM PC & COMPATIBLES

RAMPAGE (★★★1/12/★★★1/2) is _Activision's_ version of the popular Bally/Midway arcade game of the same name. Ever since the early days of computer gaming and a little gem known as "Crush, Crumble and Chomp" (designed by Automated Simulations, now known as Epyx), gamers have been fascinated with the idea of monsters indulging in sheer destruction for its own sake. Once again, absolute mayhem is the object in RAMPAGE, and you can share the fun with one or two friends. There are three different monsters in the game: Ralph the Wolf, George the Big Ape, and Lizzie the Lizard. Each has certain strengths and weaknesses, but they're all capable of turning the 132 cities in RAMPAGE to useless rubble. Not only can your monster destroy buildings with awesome efficiency, but he or she can also swat helicopters out of the air, grab people from open windows and eat them, and even beat up on fellow monsters. Of course, none of the monsters is invulnerable. All are subject to damage and energy loss from falling off buildings, eating the wrong items, or being shot or hit by thrown dynamite. And when your monster's energy runs out, it becomes a very vulnerable human.

Silly But Fun

Every once in a while there is a game that hits a chord with gamers, even though it has an absolutely absurd premise. RAMPAGE is just such a game. Admit it—the idea of controlling a monster that obliterates office buildings, lunches on hapless humans and lays waste to entire cities is pretty silly. But it's also a whole lot of fun. This adaptation of the coin-op RAMPAGE was done by Monarch Software for Activision, and they did a very good job of being true to the original game. The monsters' mannerisms are especially good, and they do add to the enjoyment of the game. What we really liked about this home version of RAMPAGE is the fact that three people can play at the same time. Although the game is fun for one person against the computer, it turns into an absolute riot with two or three playing. (1 to 3 players; Joystick and/or keyboard; CGA or EGA; Pause; 5.25-inch & 3.5-inch disks included.) IBM PC/Tandy 1000 version reviewed; Coming soon for Apple II, Commodore 64/128 at $34.95.
Recommended. (MSR $37.95)

COMMODORE 64/128 Software

THE HUNT FOR RED OCTOBER (★★★/★★★) from _Datasoft_ is now available for Commodore 64/128. (The IBM version was reviewed last month.) Players will enjoy the thrill of commanding a Russian submarine as its captain and officers attempt to escape with the boat and defect to the U.S., following the plot of the best-selling book by Tom Clancy. The usual submarine systems are under the player's control, from sonar to weapons, but the excitement of the game is the chase, along with the considerable task of keeping the submarine commander's real goal of defection from the unsuspecting crew members. Expect to lose your boat quite a few times (accompanied by the newspaper headline "Russians Sink Own Submarine") before you become expert at controlling its systems and avoiding the many dangers in the game. (Solo play; Joystick; Blank disk required for game-saving.) C64/128 version reviewed; also available for Amiga, Atari ST, IBM. Planned for Apple II, Atari XE/XL, Macintosh.
Recommended. (MSR $49.95)

More Dungeons for GAUNTLET Fans

Fans of GAUNTLET, the maze adventure by Mindscape (licensed from Atari/Namco), will be happy to learn that GAUNTLET: THE DEEPER DUNGEONS (MSR $24.95) is now available for Commodore 64/128. (We had planned to review the add-on program, but we were thwarted by a disk that refused to load.) There are 500 brand-new dungeon levels in the program, all reputedly more challenging than the worst that the original program had to offer. Note that this is not a stand-alone program, because it requires the original GAUNTLET game disk to run.

APPLE II Software

GAUNTLET (★★★/★★★) from _Mindscape_ is now available in two separate Apple versions, one specifically for the GS and the other for the Apple II family with 128K. It is a home adaptation of the popular Atari/Namco arcade game and features the same multi-level exploration of enemy-infested dungeons. Like the other computer versions of GAUNTLET, these newest ones permit solo play against the computer or cooperative play with two gamers. The challenge is immediate and tough, bringing the fast-action feel of the coin-op to the home screen. (Solo or cooperative play; Joystick or keyboard.) 128K Apple IIe/IIc version reviewed. Also available for Atari XE/XL and Commodore 64/128 (MSR $34.95), for Apple IIGS ($44.95), and for Amiga and Atari ST ($49.95).
Recommended. (MSR $28.80)

WASTELAND (★★★/★★★1/2) shows us a glimpse of the future after a worst-possible-case scenario: mutual nuclear attack by the U.S. and Russia. The role-playing adventure by _Interplay Productions for Electronic Art_s is centered in and around Las Vegas, where a group of
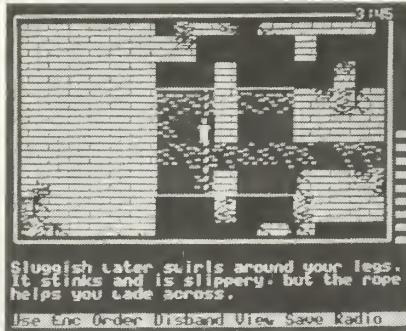
survivors has developed the Ranger Center in a former federal prison. From this center come the Desert Rangers, a group bent on helping other survivors rebuild and live in peace. One of their chief duties is to protect the survivors from the mutant villains that live in the desert. The player's party of Desert Rangers can contain up to seven characters, with only four of them created by the player. The other characters can be induced to join up along the way, but they're not always predictable since they are not totally under the player's control. This is an example of the true-to-life realism that is a hallmark of this game at many levels. Another example is the permanence of actions taken. Objects which are destroyed are never seen again. And there is no magic to help the player out of the tight spots. Realistic weapons and skills learned by the characters are all that count—along with the player's own ability to solve the puzzles encountered in the story. Combat, too, is realistic, with range-to-combat adding a strategic element to the battles. And it is possible to disband your party, perhaps sending one member off as a decoy. A number of elements, along with the frankly graphic descriptions of violent encounters, add a gritty

touch that is quite appropriate to the theme of WASTELAND. This is definitely not a children's game, but it certainly is one that will be appreciated by adventurers looking for something a little different. (Solo play; Keyboard; Four blank disks required.) Available for Apple II and coming soon for Commodore 64/128.
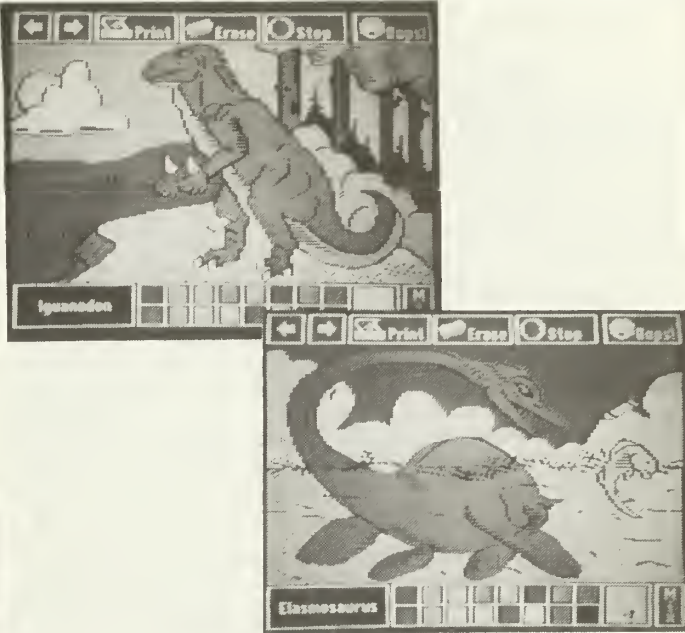Recommended. (MSR $49.95)

BARD'S TALE III: THIEF OF FATE (★★★★/★★★★) is the newest and best in the well-loved Bard's Tale series of role-playing adventures by *Interplay Productions for Electronic Arts.* Yes, the

Bard is back, along with his drinking habits and adventuring friends. But the adventurers have returned to a Skara Brae in ruins. No sooner was the celebration of the defeat of Mangar completed than a new and more powerful nemesis arrived. The Mad God Tarjan leveled Skara Brae to avenge Mangar, and now it's up to you to find and defeat Tarjan. This third Bard's Tale features more than 80 dungeons with a newly added self-mapping feature, over 500 kinds of monsters (some can even join your adventuring party), new kinds of spellcasters, and much more. You can form your own party or transfer characters from the earlier Bard's Tales, or you can transfer characters from Ultima III or IV or from any of the first three Wizardry scenarios. Animation is better in the newest game, and it runs quite a bit faster than its two predecessors. And even without the improvements, how can you resist a sequel to a favorite pair of games? (Solo play; Keyboard; Blank disks required; Not copy-protected.) Apple II version reviewed. Planned for other systems.
Recommended. (MSR $49.95)

DINOSAURS ARE FOREVER (★★★/★★1/2) is the newest member of the Electric Crayon family of programs from *Polarware*. It is a computer coloring book for ages three and up which features the pictures and names of 26 different dinosaurs. The program permits print-outs in black-and-white or color (with certain printers). The pictures can also be incorporated in banners, posters, and calendars generated by the program. Coloring of the images can be controlled by mouse, joystick, Koalapad, or keyboard. A crayon-shaped cursor picks up color from a palette and can then be clicked on an area to fill it with color. Once a child has made a poster or calendar and colored all the pictures a few times—or perhaps even sooner—interest is likely to wane. The packaging suggests that children will have "hours of fun

coloring and learning about" dinosaurs. We question the amount of learning that is likely, since the child is merely associating a name with

a picture. (128K Apple II version reviewed; also available for IBM. Apple version supports Imagewriters, Scribe and Okimate 20.)
Not recommended. (MSR $29.95)

Software Publishers Association Awards Night

The Software Publishers Association (SPA) is an industry group of 320 member companies which produce software of all kinds, including business, entertainment, and education programs. The SPA's annual Excellence in Software Awards program, the software industry's version of Oscar or Emmy night, took place in Berkeley, Calif. on March 29, 1988 with about 900 in attendance. Award winners are chosen by voting members of the SPA, so they represent the industry's own evaluation of the best software released during the past year. Only 25 awards were given, several of them to entertainment programs familiar to our readers.

Entertainment Awards
Sierra's whimsical adult-oriented game, LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS, was chosen in the category "Best Adventure or Fantasy/Role-Playing Program." Two entertainment programs took multiple awards. Nominated for a record seven awards, Spectrum HoloByte's F-16 jet fighter simulation, FALCON, was chosen in "Best Simulation Program," "Best Technical Achievement," and "Best Action/Strategy" categories. And Broderbund managed a clean sweep with its JAM SESSION musical recording studio program for Macintosh. The program was nominated and took all three awards: "Best New Use of a Computer," "Best Sound," and "Best Entertainment Program." Activision, a company that has built a reputation on entertainment programs and video games, wasn't nominated in any of the entertainment categories. Instead, they took three awards for two of their acclaimed products for the Macintosh HyperCard. BUSINESS CLASS got the nod for "Best User Interface, while FOCAL POINT was awarded "Best Utility" and "Best Add-On."

THE VIDEO GAME UPDATE

Release Dates Still Changing on New Titles for NES

The supply of Nintendo software and hardware in retail stores seems to be improving a little, but release dates on new titles seem to be about as firm as ice cream on a summer day! Comparing this month's Availability Update Nintendo section against last month's, and you'll see what we mean! And what you DON'T see are some of the intermediate changes that occur between issues. Our master Availability Update is maintained on disk, with changes made as products are released or dates changed in the time period between issues. For example, three new titles (CHESTER FIELD, TERRA CRESTA, GOLGO 13) from Vic Tokai, a new Nintendo licensee, were added to our disk file as July releases when we got their announcement just after going to press on our March issue. Within a week of going to press on this April issue, we received an update from the company which pushed the July release dates to September/October! All of this is said to be due to the continuing severe shortage in computer chips. (We wonder what happened to that "source of additional chip supply" which Nintendo's parent company in Japan is supposed to have secured?)

Allocated Shipments
And along with the delays, we're seeing most new titles in "allocated" shipments. What that means is that dealers and distributors only receive a portion of the quantity that they have ordered. As a result, the quantities that are shipped tend to sell out very quickly, especially in the case of eagerly anticipated games.

Price Changes, Too
We are beginning to see announcements of price increases on new games prior to release, along with the date changes. Tengen recently announced price increases on its upcoming releases, GAUNTLET and R.B.I. BASEBALL. Originally announced at a retail price of $39.95, these games will instead be set at $44.95 retail. (Release dates have also changed, of course.) Capcom's BIONIC COMMANDO has also been increased in price, from $34.95 to $39.95. We expect to see more price increases, and we will continue to keep you informed as we learn of them.

News from Nintendo

If you've seen your new April/May issue of the Nintendo FUN CLUB NEWS, don't let the cover feature on ZELDA II: THE ADVENTURE OF LINK fool you into thinking the game is available, because it won't ship until June or July. Another new title previewed in the issue is TradeWest's DOUBLE DRAGON—also not available until this summer. And U.S. GOLF from Nintendo is just in the planning stages at this time. There is no definite release date, so don't expect to find this one until the latter part of 1988.

Vic Tokai Debuts with Three Titles for NES

New Nintendo licensee Vic Tokai Inc. has announced its first three games for the Nintendo Entertainment System. All three are one-megabit games slated for release this fall. CHESTERFIELD (MSR $34.95) is a fantasy role-playing game in which young Kane takes on General Gemon, an enemy who has imprisoned Princess Karen. (There sure are a lot of princesses in a lot of prisons in Japanese games!) Kane fights through hidden dungeons to reach the final battle at the fortress of General Gemon. TERRA CRESTA ($34.95) will be an adaptation of Nichibutsu's classic coin-op game which features plenty of fast-action flying and fighting. GOLGO 13 ($39.95) will combine elements of shooting, action and adventure in a game that stars a James Bond-style character who is extremely popular in Japan. Golgo 13, a professional sniper, has been commissioned by the International Secret Syndicate, "Fixer," to take out the leader of the Neo-Nazi Empire intends to conquer the world. It is expected that this game will be released under a different title because of Americans' lack of familiarity with the Golgo 13 character.

The Language Issue Again
We have no advance recommendations on the Vic Tokai games because we have not had a chance to try them. However, we are concerned about the possibility that the instructions may be difficult to understand if they are written by the same people who wrote the promotional sheets that we received. We don't run into too many problems, but it bears repeating. When selling games in the U.S. market, Japanese-based companies should be very careful to engage the services of writers who are very experienced at writing in English. Promotional material and game instructions must be written in a style that is natural, normal, and easy for the average American to read and understand. Too many pieces of written material accompanying games for the Nintendo Entertainment System contain odd phrasing and even unintelligible passages. They seem to be written by a non-native speaker of English who does not have a complete grasp of English grammar and idiomatic usage. And bad documentation can spoil a good game!

Japanese Game Fanatics' Tip of the Month

First, an apology to all of you who tried last month's tip for MIKE TYSON'S PUNCH-OUT and were greeted with a buzzing noise for your trouble. We're still working on straightening this one out and we'll pass along the information as soon as we get the tip corrected. Please bear with us!

This month's tip adds a continuation feature to Sunsoft's SKYKID. When your game is over and the title screen appears, push and hold the pad on Controller #2 Down and Left (as if you were trying a diagonal move) while pushing Start on Controller #1. That's all there is to it!

NINTENDO Software

DRAGON POWER (★★1/2/★★) from *Bandai* is an action-adventure in which you control Goku, a young warrior on a ragon's seven crystal balls. There are six stages in the first story and four stages in the second story. If Goku finds all seven crystal balls in each story, the great Dragon Emperor grants him a wish.

Off to Find the Crustals
In the first story, Goku starts off in a field-and-forest setting, punching his enemies into oblivion and picking up bonus objects. As time passes, his power level decreases. His power also lessens with each hit taken from an encmy character. Goku's power can be replenished by food items or by finding certain power-increasing objects in his travels. He can also find special weapons, such as the Magic Pole and the Wind Wave, which can help him conserve power by defeating enemies more easily than with his bare hands. Early in the first story, Goku meets his friend Nora, who is soon abducted by the enemy, and then he meets his other friend, Pudgy. As he fights on, comic book interludes of "conversation" among Goku, Nora and Pudgy appear from time to time. Some of the interludes contain hints. For the most part, however, the interludes simply interrupt the flow of the game itself. As he moves deeper into the game's settings, more dangerous enemies appear. When Goku completes the first quest for seven crystal balls, he can move to the second quest. Here he encounters a mysterious army that tries to thwart his progress.

Not As Good As "Ninja Kid"
We had hoped that DRAGON POWER might be as enjoyable a game to play as Bandai's best previous game, "Ninja Kid." While there is a certain cute quality to the cartoon-like characters in DRAGON POWER, the game lacks the charm and the play variety of "Ninja Kid." The game also lacks a sense of having a cogent story behind the action. We know that Goku is out to find seven crystals, but we're not too sure WHY he wants to find them. We had a difficult time maintaining our interest level in this game because there is nothing special to distinguish it in any way. (Solo play; Pause; Continue feature.) Available for NES only.
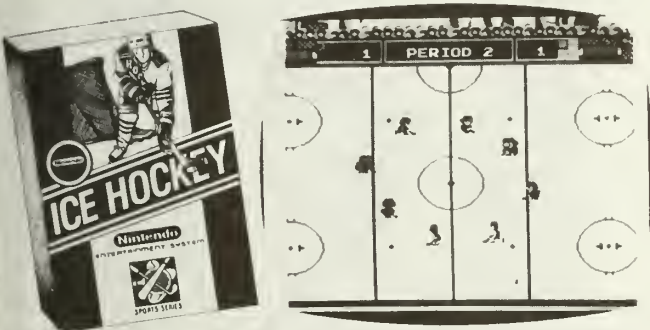Not recommended. (MSR $34.95)

ICE HOCKEY (★★★/★★★1/2) is one of two new games released by the folks at _Nintendo_ for the Nintendo Entertainment System. Before taking the ice, you'll have to decide what country you'd like to skate for from a selection of six (USA, Sweden, Poland, Canada, USSR, or Czechoslovakia). You'll then choose the speed of the game – from one to five, with five the fastest. You can also control the length of each

period of play (there are three) by choosing seven, ten, or fifteen minutes. Next you must pick the physical features of the four players on your team. You'll have to balance your team with shooting strength, face-off ability, sticking, and sticking. There are thin players, stocky players, and ordinary players which you will also have to put into formation ... two players specializing in offense and two specializing in defense. As you play the game more and more, you'll find the perfect combinations for you! Once the referee crops the puck for the face-off, it's off to a furious game of ice hockey. Battle for the puck for too long and the surrounding players will crowd in and start fighting! If this happens, a player from one of the teams will be given a penalty and sent to the penalty box for a set period of time. The opposing team is then in place for the power play! You'd better hope it's your team! There are other things you'll have to watch out for such as icing the puck.

Good Action

While this is not "regulation ice hockey," (Nintendo having taken some liberties with the actual rules of the game), it is loads of fun nonetheless. We especially like the ability to change your team's attributes allowing for very varied play. The feel of the game is quite good, and you'll have fine control over your goalkeeper as you guard the net, able to move in and out to keep the puck out. The view is from high overhead as the action is fast and furious on the ice below. We found this to be a highly satisfying hockey game, having played a few for the various home computer systems. It's a good addition to the Nintendo sports line. (one player; two-player simultaneous)
Recommended (MSR $42.95)

R.C. PRO-AM (★★★★/★★★★) is hot-dog style racing on thirty-two different tracks from _Nintendo_. It's you against four drone R.C. cars in this maddening race where you'll encounter hair-pin turns, ridiculous curves, oil slicks, puddles, pop-up barriers, and even rain squalls! In your radio-controlled (that's what the R.C. stands for!) car you've got to maneuver around curves that will take all the practice you can muster as you spin around, over and over, before you can get the hang of how to steer! As you make your way through the various tracks, you can pick-up performance boosters like Turbo Acceleration, Sticky

Tires (perhaps the most useful item you can get ahold of!), and a Hotter Engine for top speed. There are other items along the way which can help you also such as zippers (accelerating you as you pass over them), roll cage (protection against a roll), missiles, bombs, and ammo in case the going really gets rough! Watch also for bonus letters along the way – if you collect N-I-N-T-E-N-D-O you'll get an even more powerful car. At the bottom of the screen you can keep track of the letters you collect as well as checking lap status, your speed, amount of ammo, and score. For every race you complete you receive a trophy in the trophy screen. There are individual trophies as well as the high score trophy and super trophy. How many can you collect?

Steering is a !@?*

We challenge any race car fan to try and make it through the first few laps without spinning out, spinning in circles, going backwards, or some such silliness. These cars are really tough to steer! Of course, that adds to the challenge of the game and will take the best of drivers some serious practice sessions before you have a chance to make it through and win a round. The turns are incredibly tight – thank goodness the asphalt has arrows giving you some indication of the way you're going to have to go in the next seconds. There are no long stretches where you can just "put the peddle to the metal." It's going to take constant

concentration. The graphics are colorful and add to the enjoyment of this game that is more than just another race car extravaganza. This will be a terrific challenge to anyone who enjoys a driving game...no immediate victories here! (one player)
Recommended (MSR $42.95)

The Mystery of Fighting Golf

We've had several readers who have questioned the name of the SNK game, _Fighting Golf_, which we sneak-previewed in our February issue (and currently scheduled for a June release). After all, what does "fighting" have to do with a pleasant round of golf? Reader Bill Sommerwerck, recently transplanted from Pennsylvania to Nintendo's backyard in Redmond, WA (we know he's been one of our gaming "nuts" since the beginning, but isn't moving to Redmond a bit much?...only kidding, Bill!), came up with an interesting answer. As we have seen several times in the Japanese translations of game instructions and the like, they take things very literally. Bill suggests that perhaps they meant "Competition Golf" and fighting seemed synonymous to them. So, SNK...is Bill on the right track?

AFTERBURNER (★★★★/★★★★) is the long-awaited _Sega_ title fashioned after the smash arcade game of the same name. The first four-mega cartridge™, the game puts you in the pilot's seat of an F-14 Thunder Cat. The jet is able to reach speeds of Mach 2+ with unlimited firepower and a state-of-the-art battle computer which targets your enemy. You've got air-to-air guided missiles as well as the 20 mm rapid fire Vulcan cannon. Both weapons are fired with the help of small aiming sights you have on screen. There's a small radar screen in the upper right corner which indicates enemy aircraft as red blips on the screen. If there are red blips outside the white frame of the radar, there are enemy aircraft approaching you from the side. The enemy aircraft

are, of course, firing air-to-air missiles at you which can be dodged by flying upside down, flying out of their path, or by rolling. You'll want to learn how to roll your aircraft as a escape procedure! There are eighteen stages of aerial combat which you must make it through, as well as meeting the trucks at each landing field to obtain the plans (a strategy which will help the enemy conquer the world is so secret that the plans have been divided into two parts and hidden in different parts of their country), and return safely to the aircraft carrier, _Sega Enterprise_. In the bonus stages, you reach a designated refueling sight in which a Naval fuel tanker will come in above you. Refueling takes eight seconds with failure to dock resulting in lost bonus points. There's also the Flying Fortress to shoot down in the bonus round. There's no time limit, but destroying the fortress won't be easy. If you succeed, you'll be landed at an enemy air base where a truck will meet you on the landing strip.

Fast Action and Flying

There are a lot of Afterburner fans out there and this is a good rendition for the home gamer. The action is very lively with enemy aircraft coming from all directions. You'll get the feel of flying as you roll and dodge with the landscape whirling beneath you. We fought over land, over water, at night, and came to some explosive demises! Your viewpoint is from behind your F-14 Thunder Cat with fire spitting out of the two rear jets. The graphics are bold and bright. We found this game just a little easier than the traditional Sega game, enabling us to reach into more screens before losing our three jets. Before you think it too easy, however, it will take some serious staying power as well as fast reactions to make it through to the end! This is a game which should satisfy the shoot-'em-up fans out there, with the biggest drawback being the steep price tag (thanks largely to the declining value of the U.S. dollar against the Japanese Yen as the games are made in Japan and Sega just experienced a major price increase across the board). (one player)
Recommended (MSR Approx. $55.00)

ZAXXON 3-D (★★★1/2/★★★) is another highly-anticipated title as legions of _Sega_ owners have purchased the SegaScope™ 3-D glasses and have only had Missile Defense 3-D to play with for the past several months. You now have a second game for your 3-D glasses and the 3-D effect continues to dazzle. A familiar title in the one-dimensional
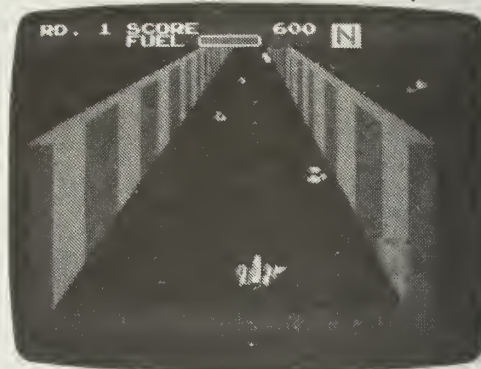
mode, the game pits you against the Vargan Military Empire who has declared war on Earth. They've built a series of space battle fortresses, each stocked with fuel tanks, cannon batteries, and homing missiles. Each battle fortress has only one way in and one way out, all protected by the Vargan Death Fighters. Each fortress hides an armed and very dangerous Mothership. You must go to battle in your one-man fighting ship, _Zaxxon,_ which is designed for fighting in close quarters. The game opens in deep space as you must battle past the Vargan Death Fighters. Then you must enter the fortress where you should watch for fuel tanks to destroy (destroying a fuel tank will help replenish your fuel tank), and attempt to destroy the Mothership. You must be careful to avoid hitting either wall in the fortress, as well as making certain you work around the magnetic barriers which will send your ship to its' doom! You'll want to collect Power Up Capsules also in order to make it through the game as they will help you in various ways such as increasing the size of your fuel tank, providing an extra Zaxxon, increasing the speed of your Zaxxon, or access additional weapon shots.

3-D Effect Dazzling

While in deep space, you will not get the sense of movement if there are no enemies on-screen; however, whenever there are Vargen Death Fighters (as there are most of the time), you will have the sense of depth and movement with the 3-D effect. That effect really gives you a different feel for your Zaxxon ship. Upon entering the space fortresses, the tunnel effect is very 3-dimensional in feel, especially as fuel tanks, cannon batteries, etc. move in as you fly over them and they take on a 3-dimensional look. This is a fairly straight-ahead space shoot-'em-up which adapts well to the SegaScope™ 3-D glasses. That 3-D effect is what will take you awhile to adjust to as far as how you aim your missile shooting as it is different than in the one-dimensional plane of the original Zaxxon. Certainly Zaxxon is one of the classic space games. Now it takes on a whole new life as it "jumps out at you" (one player; requires SegaScope™ 3-D glasses)
Recommended (MSR approx. $50.00)

SEGA Software

ALIEN SYNDROME (★★1/2/★★★) is the latest _Sega_ arcade game to hit the home game system. A mysterious alien space fleet has invaded human occupied space in the year 2089. Deadly creatures, they are called the Alien Syndrome™ and they are all over the place. The premise finds a group of Earth Command Troopers have attacked the alien fleet but have been captured and taken hostage. As Ricky or Mary, you must go in alone, armed only with your short-range combat rifle, to fend off the aliens and rescue your friends. As you move through the alien fleet, you'll discover two types of enemies. There are the stationary ones which, if you get close enough, will shoot and kill you. Of course, if you touch one you lose a life. The other type of alien appears out of nowhere as he flickers into life. As he flickers, he can't harm you; but once he's a solid color, he can shoot you or touch you, killing you instantly. The Alien Bosses are the most deadly enemy and they guard the exit from each of the ships. You must kill the Boss before moving to the next ship. As you rescue the troopers, also watch the walls for the captured troopers' weapons. Touch them and you can use them until you get a new weapon or you're killed. The weapons include a laser, flame thrower, smart bomb, etc. Meanwhile, time is against you...if you don't get the hostages out in time, you'll be blown into smithereens! There is also a message screen where you can check at any time for remaining hostage count, number of lives left, score, and a countdown timer.

Straight-Ahead Arcade Action

This is fast-paced shoot-'em-up action as you scurry around the enemy fleet trying to save the hostages. The screen scrolls both horizontally and vertically as you make your way through the labyrinths of corridors. There is a blinking effect, even beyond that when the aliens "come to life". The figures are pretty good-sized which, in all likelihood, explains the blinking that does occur. It's a pretty good shooting arcade game; however, at the price, you may want to take a look at it in your local store before plunking down what it will cost. (one player; two player)
(MSR approx. $45.00)

Changes in Intellivision Line-Up

INTV Corporation recently announced a few changes in its 1988 game releases for Intellivision. MS. PAC MAN, originally announced as a November release, has been replaced by CHOP-LIFTER!, the classic helicopter rescue game. Licensed from Broderbund, CHOPLIFTER! is already available for a wide variety of computers and for two game systems, the Sega Master System and Atari 7800 ProSystem. INTV has also just added two new titles to its 1988 release schedule, CHESS and SEA BATTLE II.

Attention Collectors

Be sure and write in to us (no phone calls, please) and indicate what you're looking to buy, trade, or sell (rare and discontinued items only) with your name and address. Space permitting, we will print your request with your address so other readers can contact you directly should they be able to help you in your search.

Errors In Global Defense Review

Computer Entertainer reader Renwick Thompson Jr. of San Diego, California (himself an avid gamer) has correctly noted some errors in our review last month of Sega's Global Defense. He notes that:
1) we and the instruction book incorrectly indicate that there are five offensive stages with the asteroid belt following the moon. He tells us that at least two planets (he hasn't gotten farther yet) follow the moon before reaching the asteroid belt.
2) enemy weapons appear from the left side of the screen as well as the right side.
3) the game has a limited two-player feature where one moves the satellite and the other moves the cursor (and, as Mr. Thompson notes, a very unique feature worth mentioning). Also, if you have two sports pads, one player can move both the satellite and the cursor at the same time for maximum playability!

We certainly appreciate the corrections. Unfortunately, when reviewing any game, due to the mountains of material we must go through, we rarely get deep enough into a game to discover all the various levels. The number of hours per game could be completely prohibitive in order to review all the product we must look at! We do rely on the manufacturer's material for some facts which, unfortunately, at times is not 100% accurate. We apologize for the inaccuracies and appreciate Mr. Thompson taking the time to bring them to our attention!

New Hockey Game Expected from Konami

We hear that Konami will do a Nintendo version of their arcade hit, BLADES OF STEEL. This hockey game was designed by the same person who was responsible for DOUBLE DRIBBLE. No definite release date for BLADES OF STEEL at this time.

ATARI XE/XL
MARCH
x-Sons of Liberty (SSI)
x-Video Title Shop (DS)
FIRST QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORI)
SECOND QUARTER
Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)

ATARI ST
MARCH
Dive Bomber (USG)
x-Gunship (MIC)
x-Hunt for Red October (DS)
Metrocross (USG)
x-Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
x-Univ Military Sim (FIR)
APRIL
x-Blockbuster (MIN)
Rocket Ranger (CIN)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Sorceror Land (DS)
SEPTEMBER
Beyond Dark Castle (TS)
SECOND QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Death Sword (EPY)
Frank'n'Ernest Adv (POL)
Fright Night (MD)
Global Commander (DS)
Goldrunner II (MD)
Gridiron (BS)
Impossible Mission II (EPY)
Int'l Soccer (MD)
Jet (SUB)
Jinxter (FIR)
Karateka (BRO)
King of Chicago (CIN)
Leatherneck (MD)
Leisure Suit Larry (SIE)
Lock On (DE)
Music Construction Set (EA)
Omega Run (MD)
Plutos (MIN)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Falcon (CIN)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
10th Frame Bowling (ACC)
Thexder (SIE)
3D Helicopter Simulator (SIE)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128
MARCH
x-Black Jack Academy (MI)
x-Blockbuster (MIN)
x-Dark Castle (TS)
Gamma Force-Pit/Thousand Screams (INF)
x-Gauntlet-Deeper Dungeons (MIN)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
x-Panzer Strike! (SSI)
x-PaperClip Publisher (EA)
x-Q*Bert (DE)
x-Questron II (SSI)
Sinbad/Throne Falcon (CIN)
Street Cat (USG)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
x-TNK 3 (DE)
x-Winter Challenge (TM)
Zorkquest: Egreth Castle (INF)
APRIL
Arcade Game Construction Kit (BRO)
Dan Bunten's Sport of War (EA)
Dive Bomber (USG)
x-Patton Vs. Rommel (EA)
Red Storm Rising (MIC)
Rocket Ranger (CIN)

MAY
Where/Europe Is Carmen Sandiego (BRO)
JUNE
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Sorceror Land (DS)
SEPTEMBER
Beyond Dark Castle (TS)
SECOND QUARTER
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
BattleDroidz (DS)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Crossbow (ABS)
Deathlord (EA)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid I (FIR)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Global Commander (DS)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Impossible Mission II (EPY)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Land of Legends (MI)
Lock On (DE)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
President Is Missing (COS)
Rampage (ACT)
Rockford (ARC)
Rubicon Alliance (DS)
S.D.I. (CIN)
Sky Travel (MI)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Star Rank Boxing II (GAM)
Street Fighter (CAP)
Street Sports Soccer (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
X-15 Alpha Mission (ABS)
THIRD QUARTER
Pool of Radiance (SSI)
Sarge (Cap)
Stocker (CAP)
Ultima V (ORI)

AMIGA
MARCH
Bard's Tale II (EA)
x-Ebonstar (MI)
x-Ferrari Formula One (EA)
x-Graphics Studio (ACO)
x-Hunt for Red October (DS)
x-Jet (SUB)
Music Studio 2.0 (ACT)
Rocket Ranger (CIN)
x-Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
Three Stooges (CIN)
World Tour Golf (EA)
APRIL
x-Blockbuster (MIN)
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
MAY
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
SECOND QUARTER
Aargh (ARC)
Award Maker Plus (BAU)
BattleDroidz (DS)
Black Cauldron (SIE)
Bubble Ghost (ACO)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
4X4 Off-Road Racing (EPY)

4th & Inches (ACO)
GATO (SPE)
GFL Champshp Football (GAM)
Global Commander (DS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jinxter (FIR)
Kampfgruppe (SSI)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Road Warriors (ARC)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
Time Bandits (MD)
THIRD QUARTER
Apollo 18 (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE IIe/IIc
MARCH
x-Bard's Tale III (EA)
x-Dinosaurs Are Forever (POL)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
Police Quest-128K (SIE)
Star Rank Boxing II (GAM)
x-Strike Fleet (LF)
x-Ultima V (ORI)
x-Wasteland (EA)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Crossbow (ABS)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
FIRST QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Global Commander (DS)
Golden Path (FIR)
Into Eagle's Nest (MIN)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Panzer Strike! (SSI)
Rubicon Alliance (DS)
Sons of Liberty (SSI)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Ultima I (ORI)
War in S Pacific (SSI)
SECOND QUARTER
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Hunt for Red October (DS)
Impossible Mission II (EPY)
Jinxter (FIR)
John Madden Football (EA)
Rampage (ACT)
Sky Travel (MI)
Sporting News Baseball (EPY)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Test Drive (ACO)
The Games-Winter Edition (EPY)
THIRD QUARTER
Card Sharks (ACO)
Pool of Radiance (SSI)
FOURTH QUARTER
Gunship (MIC)

APPLE IIGS
MARCH
Defender of Crown (CIN)
DeluxePrint II (EA)
Black Cauldron (SIE)
Bubble Ghost (ACO)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
x-Fantavision (BRO)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
Music Studio 2.0 (ACT)
x-Paintworks Gold (ACT)

x-Sherlock: Riddle/Crown Jewels (INF)
Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
MAY
Rocket Ranger (CIN)
Three Stooges (CIN)
FIRST QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Drawing Table (BRO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (CIN)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
Tomahawk (DS)
World Tour Golf (EA)
SECOND QUARTER
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Land of Legends (MI)
Mini Putt (ACO)
Sky Travel (MI)
Pinball Wizard (ACO)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)
THIRD QUARTER
Card Sharks (ACO)
Silpheed (SIE)
FOURTH QUARTER
Futuremagic (EA)
Pirates (MIC)

MACINTOSH
MARCH
Ancient Art of War at Sea (BRO)
x-Beyond Dark Castle (SIL)
Fire Power (MI)
x-Sherlock: Riddle/Crown Jewels (INF)
Where in World/Carmen Sandiego (BRO)
APRIL
Air Traffic Control Simulator (HJC)
JUNE
Harpoon (TS)
SECOND QUARTER
Android Arena (SIL)
Award Maker Plus (BAU)
Citadel (MIN)
4th & Inches (ACO)
Hunt for Red October (DS)
Jet (SUB)
Jinxter (FIR)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Might and Magic (NWC)
North Atlantic '86 (SSI)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Ultima IV (ORI)
THIRD QUARTER
AutoDuel (ORI)
Train, The (ACO)

IBM PC/Tandy 1000
MARCH
Alien Fires-2199 A.D. (PAR)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)

Last Ninja, The (ACT)
Skyfox II (EA)
Street Cat (USG)
x-Twilight's Ransom (PAR)
x-Univ Military Sim (FIR)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
x-B-24 (SSI)
x-Blockbuster (MIN)
Crossbow (ABS)
x-DeluxePaint II (EA)
Harpoon (TS)
x-Rampage (ACT)
Rocket Ranger (CIN)
x-Star Command (SSI)
MAY
Futuremagic (EA)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Sorceror Land (DS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
SECOND QUARTER
Award Maker Plus (BAU)
Bionic Commando (CAP)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Card Sharks (ACO)
Championship Baseball (GAM)
Commando (DE)
Corporate Raider (COS)
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Galactic Invasion (MI)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Impossible Mission II (EPY)
Jet (SUB)
King of Chicago (CIN)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Operation Market Gdn (SSI)
Phantasie (SSI)
PHM Pegasus (LF)
Pirates (MIC)
President Is Missing (COS)
Print Magic (EPY)
Rad Warrior (EPY)
Rubicon Alliance (DS)
Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Victory Road (DE)
THIRD QUARTER
Apollo 18 (ACO)
King's Quest IV (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Sarge (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Stocker (CAP)
Train, The (ACO)

Ultima V (ORI)

INTELLIVISION
FEBRUARY
Super Pro Skiing (INT)
MARCH
x-Pole Position (INT)
Super Pro Decathlon (INT)
APRIL
Super Pro Wrestling (INT)

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Program	Cost	Sys/Format	Quantity	Total
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Save time and PHONE your order in at 1-800-228-4336 (outside Calif.) on our new Voice-Mail System!

We're Growing To Handle Your Needs!

We've finally gone to print on our 1988 catalog (we normally print a full catalog once a year around April 1st) with an updated listing of hundreds of computer software titles, as well as an up-to-the-minute listing on videogames (which, of course, will change dozens of times over the next few months!). If you order from us, you'll automatically get the new catalog in your order (it's aqua and pink). We'll also be sending the catalog (called "The Menu") out to all of you within the next few weeks.

We think you'll like our new order blank which is now separate from the catalog. It features a handy (and post-paid!) envelope attached along with all the information you need to know about ordering, returning, etc.

As some of you have noticed, Video Take-Out (the mail-order division of our company) has been going under major changes since the beginning of the year, with more changes to come. These have been put in place to make things easier for our customers. Everything from improved invoices and order blanks, to a new 800 service on "Voice Mail" which should be up and running any minute for testing. By the way, if any of you wish to order by FAX, please contact us for our FAX number (this is not an 800 number) which will also go into effect within the next few weeks.

As we grow, we are doing everything we can to keep the customer service at its' peak...please bear with us as we put these new procedures into place!

Keep the following chart for future reference! This chart can be used to reference the new catalog about to reach you.

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23.95	18.60	17.60	85.95	66.70	61.40
24.95	19.40	18.70	89.95	70.10	65.20
29.95	23.30	22.30	99.95	77.90	74.50
32.95	25.70	24.90	129.95	101.30	93.40
34.95	27.20	26.10			

(if the program you're looking for falls in a different retail price category, simply call us!)

COMPUTER SOFTWARE -
Everyday Special Pricing for our Subscribers!

Many of our newer subscribers have asked about the special Subscriber Pricing and whether it is good after the current month's issue. Regardless of when you purchase software from us, you pay the lower Subscriber Price! We have provided this listing which you can use as an easy guide to find your special pricing. That way, if you find an ad in a magazine, you'll be able to translate the price into your price. Remember, we carry thousands of titles!

VideoGamers...
Subscribers to Enjoy New Reductions!

Effective April 15th all SEGA and NINTENDO software will be reduced for Current Subscribers ONLY! Right now, your price is $1.00 off the normal pricing Video Take-Out charges its' customers (already below retail). With this price reduction, your new price will be $2.00 off that Video Take-Out pricing! Just another reason to place your orders with VTO! Please note that game accessories and hardware are reduced differently. Please call our office for your prices.

By the way, if you currently have any games on back-order or pre-order for shipment after April 15th, Fear Not! We will automatically adjust that pricing down the additional $1.00.

Computer Entertainer

INCLUDES

The Video Game Update

Konami & Ultra announce new Titles

Konami and its subsidiary, Ultra Software, recently announced an ambitious lineup of new titles for the Nintendo Entertainment System, all set for release during the second half of 1988. (Please check next month's Availability Update for specifics.) Sequels & Original Games from Konami Konami plans sequels to hit games, arcade conversions, and a totally new adventure. The sequels are TRACK & FIELD II (MSR $39.95), SIMON'S QUEST: CASTLEVANIA II ($39.95), and LIFE FORCE ($36.95), which is a follow-up to "Gradius." The arcade conversion is BLADES OF STEEL ($36.95), and the original title is THE ADVENTURES OF BAYOU BILLY ($39.95). The New Games from Konami TRACK & FIELD II should be a big hit with fans of the original game, since it provides 15 new events: Triple Jump, Fencing, Freestyle Swimming, Skeet Shooting, Hammer Throw, Tae Kwan Do, Horizontal Bar, Pole Vault, Archery, Hurdles, Canoeing, High Dive, Hang Gliding, Gun Firing, and Arm Wrestling. A "training mode" permits one or two players, while "Olympic mode" is for one player only. SIMON'S QUEST brings back Simon Belmont, hero of "Castlevania", in a quest to discover the five body parts of Count Dracula and then have a duel to the death with the dreaded vampire. The game covers all of Transylvania, from the Forest Primevil and the Bridge over the River Die to the old Graveyard. The game is full of magic weapons, magic items for special help, and a wide variety of evil creatures ready to do the Count's bidding. The game also permits interaction with many of the game's characters, who can provide clues to help Simon in his Quest. According to a Konami spokesman, LIFE FORCE will offer spectacular graphics, more choices of weapons, and much more challenging play action than the original "Gradius." Once again, the player must defend his or her galaxy from aliens. The chief alien in this game is the nasty, omnivorous Zelos, a creature that will eat virtually anything, including entire galaxies. Surrounded by a floating armada of terror zones, Zelos is ready for an eating binge. The player can tackle Zelos alone or call on a friend for a team assault on the alien. More from Konami As we mentioned in last month's issue, Konami also plans a Nintendo version of its arcade hockey game, BLADES OF STEEL. The game will allow one person to play alone or two people to play at the same time. Designed by the same programming group that came up with "Double Dribble," BLADES OF STEEL will feature not only fast-action skating, but also fist-fighting action when tempers flare on the ice. Konami's final new title for 1988 will be THE ADVENTURES OF BAYOU BILLY, an original action-adventure for the Nintendo system which will feature hand-to-hand combat, shooting sequences, and battling car chase scenes. The action will require both the standard hand controller and the Zapper, although both are not used at the same time. The story centers on Bayou Billy, the hero whose girlfriend has been abducted by the Gangster King of New Orleans. The player controls Billy in a variety of action sequences that take place in the bayous and in the streets of New Orleans, leading up to the final confrontation on the grounds of the Gangster King's New Orleans estate.

First Games from Ultra Software

The first two games on the schedule from Konami subsidiary, Ultra Software, have been announced previously. They are METAL GEAR and SKATE OR DIE ($36.95 each). METAL GEAR, based on a Konami coin-op game, is a military adventure featuring puzzling mazes, multiple weapons and combat action. The story involves a terrorist leader who has activated the ultimate super weapon, Metal Gear. The player goes up against the terrorists as the best fighter in a covert unit known as "Fox Hound." SKATE OR DIE, based on a computer game for Commodore 64/128 and licensed from Electronic Arts, includes five skateboarding events for one player against the computer or two playing at the same time. This one has been very popular among C64/128 owners, and the wide variety of skateboarding action and antics should prove equally popular with NES owners. Newly Announced Ultra Games Recently we hinted at the third Ultra game but were unable to reveal the title due to promises we had made to the two companies involved. Now we can tell you that the third game in Ultra's lineup will be the computer hit DEFENDER OF THE CROWN (MSR $49.95), licensed from Cinemaware Corp. Quite unlike anything currently

MULTI-SYSTEM Software

BLOCKBUSTER (★★★/★★★1/2) is an updated version of the brick-bashing coin-op classic, "Breakout." Designed by _Audiogenic Software Limited for Mindscape_, the program offers all the coordination-testing fun of the arcade game, along with a few new twists. The game contains 80 screens and provides a design-your-own-screen option for adding up to 48 more. (All versions but the Commodore 64/128 allow you to save your custom screens to the program disk. The C64/128 construction option requires a blank, formatted disk.) Passwords appear after the completion of every ten screens, so you have the ability to start the game at more advanced levels when you gain experience.

Fast Action

The basic idea of BLOCKBUSTER is to bounce a ball into bricks in order to eliminate them. You control a paddle, referred to as a bat in this game, which can be maneuvered back and forth across the bottom of the screen. The screens themselves are not solid walls of bricks, but rather a variety of different configurations that bear more resemblance to "Arkanoid" than to "Breakout." The arrangements of bricks are set against black backgrounds against which tiny white "stars" streak vertically. Alien creatures also move around the screen, generally getting in the way and making pests of themselves. The game action moves fast, particularly in the livelier Atari ST and Amiga versions, but all the additional movement of objects on the screen makes the action seem even faster than it is. Adding to the sometimes wild array of moving objects are tokens which are released by some bricks when they're hit. These tokens can be caught and then spent to purchase special weapons, such as a magnet that makes the ball cling to your paddle, a ball-splitter that turns one ball into three, or even a laser or smart bomb!

Hypnotic Play Action

The play action is almost hypnotic, as you try to concentrate on your moving ball amidst all the activity on the screen. Excellent sound effects and music add to the charm of the game. As with all versions of the brick-bashing theme, BLOCKBUSTER requires plenty of concentration and excellent eye-hand coordination. As to control methods, we found the keyboard the most difficult to use. A joystick is much better, especially if you have a very responsive one with a short throw. We found the game easiest to control with a mouse, which seemed to quicken our response time and definitely gave us our highest scores. BLOCKBUSTER is a great version of a classic game and well worth adding to your library, particularly if you don't already have a "Breakout"-style game. (Solo play; Pause.) Versions reviewed: Commodore 64/128 (Joystick or keyboard; Blank disk required for construction feature; MSR $29.95); IBM PC/PCjr/Tandy 1000 (Joystick, keyboard or mouse; CGA required; Installable on hard disk; MSR $34.95); Atari ST and Amiga (Joystick or mouse; MSR $39.95). Recommended.

Ferrari Formula One for Amiga

Electronic Arts is hitting the streets with its' detailed driving simulation, Ferrari Formula One for the Amiga. Sixteen courses are included as well as realistic conditions such as track conditions, wind tunnel, and more. Retail will be $49.95.

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

Time's Running Out - Vote for This Year's Inductee to Reader's Hall of Fame

Since Computer Entertainer has just completed its sixth year of publication, it's time for our readers to elect another inductee to the Hall of Fame. The rules are very simple. Send us your ballot on a postcard (or facsimile) with the following information: 1) List your THREE all-time favorite programs, including the system you play them on and the manufacturer (if known). Be sure to number them in order of preference, since this creates a weighting system for tabulating your votes. Entertainment programs for ANY home computer or videogame system (active or discontinued) are eligible. Programs already elected to the Hall of Fame are not eligible in your voting. (Last year's Honorable Mention winners ARE eligible, however.) 2) Print your name and address on the postcard. Ballots without name and address will NOT be counted. 3) Send the information to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411. Your ballot must be postmarked no later than May 31, 1988 and received at Computer Entertainer no later than June 10, 1988. Votes will be tabulated and the new member of the COMPUTER ENTERTAINER READERS' HALL OF FAME will be announced in our July, 1988 issue. Honorable Mention awards will also be announced at that time. 4) Only one ballot per person is allowed. Multiple ballots from the same person will be discarded. If more than one person at your address reads Computer Entertainer, each person may send one ballot.

Prizes for Readers, Too!

We want ALL of our readers to participate in selecting this year's new member of the Hall of Fame, so we're providing an incentive in the form of prizes. A random drawing from the Hall of Fame will be held on June 20, 1988, with the following four prizes to be awarded: 1) One gift certificate redeemable for $50 worth of merchandise from Video Take-Out. 2) One gift certificate redeemable for $25 worth of merchandise from Video Take-Out. 3) Two one-year renewals of the winners' subscriptions to Computer Entertainer.

Get Your Vote in Now!

What are you waiting for? Get that postcard into the mail right now, while you're thinking about it! Your vote counts, and you have the chance to win a Gift Certificate!

New for the GS from Sierra

The original KING'S QUEST and the real-life POLICE QUEST have been released in new versions for the Apple IIGS (MSR $49.95 each). Both of the 3-D animated adventures feature digitized sound effects and stereo musical scores to take full advantage of the capabilities of the GS. The programs require 512K and a color monitor; a SuperSonic Multi-Channel Digitized Stereo Card is optional.

IBM Gunship Will Run on Monochrome

Microprose has added Hercules monochrome support to the PC version of Gunship so all you non-color owners can enjoy the game!

THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
3 STARS = GOOD   1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

We'd Like To Learn More...

We've had so many of our readers ask about our other readers, that we thought we'd do an informal study of what our gamers are up to! Not only does it help us to serve your needs better, but we think it can be an eye-opener to the software companies out there as well.. So, once the information is compiled, we will print the results (should be an interesting comparison to the ownership chart we ran in our Special Edition last spring!)

We would really appreciate your taking a few moments to tell us about yourself!

Computer(s) Owned:_____

Game System(s) Owned: _____

My favorite system and why: _____
_____

System(s) I still own but are sitting in the closet: _____

Primary use of the system I use the most:_____
_____

Number of hours per week I use my system: _____

Number of hours per week I play games on my system(s): _____

Age(s) of people who use the system(s): _____

Computer you'd most like to own that you currently do not have, and why: _____
_____

Game system you'd like to own that you currently do not have, and why: _____
_____

Favorite game(s) you own and why: _____
_____

How many new games per month do you purchase?_____

Do you feel the price of game software is too high?_____

What do you look for in a game in order to purchase it?_____
_____

Would you like to see more educational games? _____

Would you like to see more adult/strategy-type games?_____

What most influences your purchase of a game (friend, advertisement, review, etc.)?_____
_____

Do you own any additional accessories (such as mouse, joystick, roller controller, light gun, etc): _____

If you own a game system, are you interested in purchasing any of the new joysticks available (Nintendo or Sega) and why:
_____

Game(s) that you are most looking forward to purchasing (not released yet)_____
_____

What arcade game(s) would you like to see translated for your system that isn't currently announced? _____
_____

Some readers have indicated that they have gone to a "two-game system" family. What about you? If not, are you considering it?
_____

Any other comments you'd like to include: _____
_____
_____
_____
_____

We know you don't want to rip apart your issue, so, if you'd be so kind, just xerox the page, or write out your answers on a separate sheet of paper to return to us. Thanks!
Send to: *CE READER QUESTIONNAIRE, 5916 Lemona Avenue, Van Nuys, CA 91411*

PT-109 (★★★★/★★★1/2) has just been launched by designers *Digital Illusions for Spectrum HoloByte™*. A torpedo boat simulation, it puts you at the helm of the famous PT boat that was skippered by then Lt. (j.g.) John F. Kennedy. There are several places of action which you can choose from including the Solomon Islands where Kennedy's boat actually saw duty, other Pacific Ocean locations, or the Mediterranean
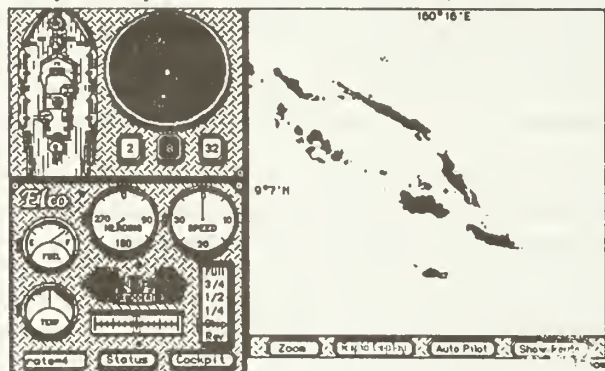
for a total of forty-five different missions (both day and night) as well as five levels of play. Once you choose your individual patrol (or as part of a complete campaign), you'll get your orders. You'll need to choose the correct balance of armaments for your engagement. When you're ready, view the map and click on the "Show Route" option so you can check out your orders. You can choose to reach your destination by auto pilot, or by engaging rapid deployment. Once you're in enemy territory, you'll make use of your arsenal which can include torpedoes, depth charges, rockets, machine guns, etc. In addition to the map view, you'll have the cockpit view as you see the enemy planes and ships come into view. Want to get a closer look? Use your binoculars for detail. Your cockpit panel includes all the gauges needed including a radar screen, smoke screen, flares, radio messages to home base, and more. You can view any one of the four 90 degree views, allowing you to scope everything around you. With the mouse, all your controls are easily "clicked" for quick manipulation. You'll continually receive messages on your cockpit screen, as well as status reports being available. Included in a "Boat Credit" screen whereby you can check out the graphic display of the enemy craft you've destroyed as the crew paints a picture of the kind of enemy plane or ship

destroyed as well as notating how many torpedoes it took to do the job.
Simulation with Voice
The quality of this program reminds us of other Spectrum HoloByte programs such as GATO and Digitial Illusion programs such as Sub Battle Simulator. The graphics are crisp and exacting, with a certain amount of voice simulation on such things as "General Quarters," etc. Other messages are visual only. The sound effects are extremely realistic from the sound of the PT's engines (which increase in whine as you increase your speed), to the sound of the splashing water as it hits the hull and splashes up over the deck in heavy seas. Of course, there are very realistic sounds with the explosions. Anyone who has

enjoyed other Spectrum HoloByte or Digital Illusions games will certainly want to add this to their library. If you haven't tried any of their programs, it's time you enjoyed the detailed gaming they offer! (one player; 800K disk included; requires 1 MB RAM on Plus, SE, or Mac II; coming for IBM and Apple IIGS)
Recommended (MSR $49.95)

AIR TRAFFIC CONTROL SIMULATOR (★★1/2/★★★1/2) is a different twist in the simulation genre and is the first program for *HJC Software Inc.* As you recreate the harrowing job of an air traffic controller, you are in charge of all the air traffic in your sector. The equipment at hand includes a radar screen, status panel, command panel, shift clock, and wind direction indicator. The schedule of arrivals, departures, and over-flights is constantly being revised, so you're constantly in the hot seat as thousands of lives are in your hands! Of course, you must deal with obstacles such as towers, hills, restricted
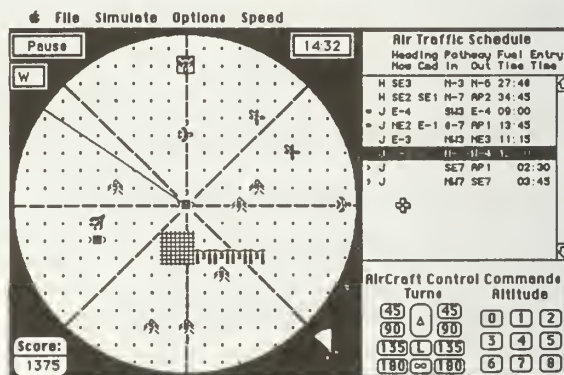
zones, and storms as your margin of error bringing your planes in is minuscule at best. As you scroll through the schedule of aircraft coming in, you will see the craft beginning to enter your sector map. You must be certain they are on course *and* at the correct altitudes. You have your choice of eleven game options which change your challenge. Everything from the number of aircraft in your schedule, current weather conditions, whether helicopters and/or propeller planes are included, to required aircraft distance and altitude separation for near miss can be regulated by you. An interesting feature allows you to playback your last game so you can analyze your performance.
Very Different
This "game" is quite different from anything else out there and, while it won't satisfy the action gamers out there, it should be fascinating to those of you who enjoy the more "thinking-type" simulation. You must constantly calculate where your planes are, where they need to be, and juggle your air space to get the aircraft down safely. While the graphics are nothing special, they do depict all the appropriate information. As we mentioned, this is really not a game of graphics but one of skill and concentration as you feel the pressures of what it's like to juggle all the air traffic around a busy airport. HJC Software has actually found something new to address as we're not aware of anything similar on the market. By the way, if you can't find the program in your local software outlet, write to HJC Software, PO Box 51816, Durham, NC 27717 (phone: 919-490-1277), attn: Robert S. Capon (one player; runs on 512, 512E, Plus, and SE; 400k disk)
Recommended (MSR $49.95)

AMIGA Software

THE THREE STOOGES (★★★★/★★★1/2) is the latest in
Cinemaware's line of interactive movies and represents the
company's first use of licensed material. Larry, Moe and Curly would
be thrilled to see how perfectly the Cinemaware crew has captured
their likenesses, their mannerisms, and their zany brand of comedy in
this loving tribute to the three princes of slapstick. The thread that holds
the game together is a sort of adventure: the Stooges are off to earn
money in an attempt to save an old woman's orphanage from the threat
of a thirty-day foreclosure from her mean landlord. And if they can
earn more than enough to pay off the mortgage on the orphanage, they
may have enough to repair the building and even marry the old
woman's three lovely daughters! The three bumble their way through
the streets of Stoogeville, a sort of boardgame layout, with the choice
of "squares" to land on at the player's control (up to a point). Between
game moves, a panel of six icons appears above the Stooges' heads. A
moving hand cycles among the icons and can be stopped by pressing
the joystick firing button. Some icons may lead to "found" money,
others to a day lost in the quest, and others to a Stooges trivia quiz. Still
others lead to a confrontation with the mean landlord at his "First
National Bank & Distrust" or a chance to earn money in one of four
arcade-style game sequences. As the game progresses, the hand moves
ever more swiftly among the icons, making it more difficult for the
player to choose the next move. However, the moving hand can be
slowed by choosing the "Slapping Game" and doing well. The player
controls Moe, using punches, fakes, slaps, and eye-pokes to knock a
little sense into Larry and Curly. The familiar moves of the characters
are punctuated with voices and digitized sounds lifted directly from the
Stooges' films, adding authenticity and hilarity to the game sequence.
Arcade-style Slapstick
The other arcade-game sequences in THE THREE STOOGES are
equally authentic and recognizable to any fan of the Stooges' film
antics. One of THE quintessential moments in many a slapstick
comedy bit is throwing pies, and the Stooges indulge in this kind of
messy fun when they answer an ad looking for waiters. The player
controls all three Stooges as they throw cream-filled pies and duck to
avoid being hit by the returned volleys from the well-dressed party
guests. In another arcade sequence, Curly is pitted against a boxing
champ while Moe plays "Pop Goes the Weasel" on his fiddle to keep
Curly fighting mad. Unfortunately, Larry breaks the fiddle and tries to
beat the clock and find something—anything!—that will play the tune
that keeps Curly punching. Clever use of a split-screen display lets the
player control Larry's mad dash through city streets while keeping an
eye on the progress of the fight and the amount of time left to return to
the arena. Curly is featured in another wonderful arcade sequence, the
Cracker-Eating Contest. Using digitized pieces of a 1941 film short,
the designers show Curly's laughable reactions to an oyster fighting
him for the crackers in a bowl of oyster stew. The player directs Curly's
spoon, trying to fish crackers from the stew before the meddlesome
oyster snaps them up. The final arcade madness makes a game out of a
hospital scene from the Stooges' first hit Columbia short, "Men in
Black." Our heroes are racing the clock to get to the operating room
when they find a string of midget racecars. Careening through the
hospital corridors, the Stooges send wheelchair patients spinning,
cause nurses to run and scream, and up-end poor souls on crutches.
While the object is to beat the clock and catch items thrown from the
nurses' carts, it's awfully hard to resist the urge to wreak as much havoc
as possible! The hospital chase was our favorite sequence, followed
very closely by fighting the oyster for crackers in the stew.
State-of-the-Art Graphics and Sound
If you have never laughed out loud while playing a computer game—

not just smiled or giggled a little—you're in for a real treat with THE
THREE STOOGES. Humor is an element in many games, and it even
plays a starring role in some. But this game is good for some genuine
belly laughs. If you're a fan of the Stooges' distinctive brand of humor,
you will love this game without reservation. And if you don't quite
understand the appeal of the Three Stooges, being part of the action
yourself just may make a convert of you. Typical of Cinemaware
programs, THE THREE STOOGES offers state-of-the-art graphics
and sound—and then some. The combination of digitized pictures with
high-quality animation brings the Three Stooges to life on your
monitor screen, complete with sounds and music taken directly from
their films. The game sequences blend humor with challenge and a few
surprises along the way. What wonderful fun! (Solo play; Joystick;
Pause; 512K; 2nd drive and/or extra RAM recommended.) Amiga
version reviewed; also available for Commodore 64/128 at $34.95.
Recommended. (MSR $49.95)

PORTS OF CALL (★★/★★★) from _Aegis Development_ is a simula-
tion of the lucrative business of international trade which allows the
player to make vast fortunes by operating a shipping business. For
example, a company transports a load of chemicals to Africa for a
decent sum, but then discovers that the Africans only export foodstuff
that barely pays for the fuel costs, let alone the crew on the voyage to
the next port. Worse yet, the contract is to somewhere you don't even
want to go. The alternative is to load the ship with ballast, return to your
home port and make nothing.
Tramp Shipping
PORTS OF CALL allows up to four players to compete in the world
of tramp shipping, which is done by independent shippers not regis-
tered under the flags of the trading countries involved. Each player
starts with $5 million and a line of credit. Players can spend their
money on a new ship, a used but high-quality ship, or one badly in need
of repair}. Cargo and a destination are selected, the ship loaded (and
refueled if needed, with the price of fuel varying from port to port), and
then one sets sail. The player can steer the ship in and out of the harbor
or pay tug fees of $5000-9000. The mouse operates the engine speed,
including forward and reverse as well as the rudder. Getting from the
dock to the harbor entrance is fairly simple, but docking a ship after a
long voyage requires some skillful maneuvering and often results in
some damage if the ship bumps the harbor walls. Ship repair is usually
$50,000 per repair, so it is best to pay the tug fees. Besides, the game
proceeds much faster if one doesn't waste time steering.
At Sea
Once at sea, the captain usually needs only to choose his speed, basing
his decision on fuel economy vs. the time allotted in the contract for
delivery and extra days wasted at sea. The ship's daily position is
plotted on the world map along with competitors' ships and other ships
the player may own. Sometimes other ships cross your path and you
must take evasive maneuvers. Checking the office regularly is almost
a must, since employees are likely to embezzle large sums of money.
Realism
Although the authors did extensive research into the shipping business
to make this a realistic simulation, I found that getting hijacked by
pirates twice in a row in West Africa highly unbelievable. After all, this
is the twentieth century! I was approached once to run guns to Germany
and got caught at customs and had to pay a $200,000 fine. And after
losing badly and trading my good ship for a badly-in-need-of-repair
tub, I decided to risk all for a gun-running contract from New York to
East Africa. It sounded easy to make money in the allotted time period,
but the ship got quarantined off the coat of Africa for cholera, and I
missed the deadline and went bankrupt. PORTS OF CALL is one of the
more entertaining business simulations that I've seen for the home
computer market. The graphics and sound are adequate, but they don't
need to be too fancy for a business simulation. (1 to 4 players; Mouse.)
Available for Amiga.
Recommended. (MSR $39.95)   —Jeffrey Stanton

BATTLEDROIDZ (★★★1/2/★★★1/2), from _Datasoft_, takes us into the future when the citizens are bored and looking for new, fresh entertainment. That entertainment takes the form of a series of 3-dimensional Warzones designed and synthesized by the Master Computer, Kronos Prime. As commander of a trio of BattleDroidz which must conquer each Warzone by capturing the energy keys that unlock the gate to the next zone, you must try and complete a horizontal line of Warzones, allowing entry to the next and more difficult level. Each Warzone is a completely unique landscape of digital hills, cliffs, and all sorts of pits which you can easily fall into. Of course, there are enemies out there in the landscape in the form of Cyborites, rather bizarre combat creatures. As you roll and pitch around the Warzone attempting to avoid the enemies while picking up the Energy Keys, there's a control panel below which indicates your energy level, score, time remaining in minutes, next bonus letter to go after, as well as how many Energy Keys remain in that zone for you to find. While your droidz are extremely maneuverable, you must watch for the pits and acid pools, as well as the black edges which you can easily plop into.

3-D Landscapes are Great

The screens are reminiscent of Marble Madness, although there are not the number of twists and turns. Your reflexes have to be quite good as the pits appear suddenly as you roll about the screen, making it extremely easy to plummet into the depths. It's a fascinating combination of action and strategy as you attempt to link a horizontal line of Warzones. This is a challenging exercise which should keep you occupied for hours. (one player; joystick required; reviewed on C64) Recommended (MSR $24.95

GLOBAL COMMANDER (★★1/2/★★★) places you in the year 2032 as the Global Commander of Earth. In this game from _Datasoft_, you are in control over economies, detente, resources, food supplies, and communications around the globe. As you begin, there's a map of the world as well as five icons representing satellites, information, in tray/out tray, radio, and U.N.N. Force. Control of the game is achieved through these icons. Under the Information Icon, for example, you get reports on missiles, technology capability, and natural resources for each country. The On Tray/Out Tray is used for communications as you can send and receive letters to and from UNN members. There are standard letters you can send through your out tray to various countries giving them letters of supports, allocation of food, and more. Your objective is to keep the world from blowing itself apart...no easy task as you must try and help the U.N.N. nations get along, give everyone military security, get along with all the countries, etc. Throughout the game you'll find constant information via memos which pop up for your review. They update you on everything from world events to who's getting along with who.

Interesting But Hard to Read

It's an interesting subject which is tackled with just the right amount of humor to make it fun; however, at least on our TV, we found it extremely difficult to read the various memos, menu selections, etc. While it could have been a quirk of our television, we haven't had this much problem in awhile being able to read text. You may want to take a look at it in the store if possible, before purchase. The premise is interesting and allows many many different ways to play. (one player) (MSR $19.95

MISL SUPERSTAR SOCCER (★★★/★★★) has been converted for IBMers by _Mindscape_ and allows you to play, coach, or be general manager of an indoor soccer team. As the player, you'll take control of either the goalkeeper or midfielder. As midfielder, you'll be passing to you teammates, as well as shooting the ball yourself. When shooting, you can use the indicator bar which indicates which side of the goal your shot will travel. You can use this as a good way of aiming. You can use bicycle kicks, dribbling, headers, etc. As coach, you'll set the lineup, substitute players, and call the plays. On offense, you'll have three choices...pass, shoot, or mix. In the defensive mode, you can defend, cover 1 or cover 2. All the strategies are covered in the booklet which comes with the game. As General Manager, you can improve your club with trades and recruitments as you work to turn your expansion club into a contender.

Good Play Action

We enjoyed this in its' Commodore version and find that the IBM version is good as well. The gameplay is challenging and fast, with many options available depending on how you want to play the game. The graphics are pretty good, with good-sized players. The combination of action play, as well as the statistical aspect of coaching and managing make it a good all-around game of soccer. (one player; two-player simultaneous; also available for C64/128) Recommended (MSR $34.95)

New in the Arcades

Galaga '88 is the newest from Atari Games, promising colorful new graphics, music score, and new features. Also from Atari Games is _Vindicators_, a galactic tank warfare game for one or two players. As team commandrs of SR-88 Strategic Battle Tanks, you use futuristic throttle controls with thumb and trigger buttons to steer and command an arsenal of weapons against the evil Tangent Empire. You customize your tanks by picking up stars which can increase your shot range, power, speed, as well as smart bombs, etc.You can select your starting point, the more challenging, the more stars.

SNK is introducing _Lee Trevino's Fighting Golf_ (the name has also been changed for the Nintendo version as Mr. Trevino is now endorsing the project) for the arcades which includes four golfers (one of them is Lee Trevino) and several course options.

Bally Midway has recently introduced _Blasted,_ a new game in which players attempt to destroy the enemy, the menacing Killer Cyborg. It's designed by the team that produced Rampage...Brian Colin and Jeff Nauman. The game takes place in the apartment buildings, offices and factories of Scrapheap City. Using the telephoto scope on the "High Intensity Laser Rifle," the player scans the opposite side of the street for the enemy and blasts anything that moves. Featuring one or two-player simultaneous play, the game's radar screen has a wide-angle and telephoto view enabling the player to see the action through the eyes of his character.

ticated treatment of a familiar, futuristic theme. Cast as the Obliterator, last of a race of genetically enhanced fighters, the player must save Earth from certain destruction by an awesome alien spaceship. The Elders of the Federation have decreed that the Obliterator will be transported aboard the alien ship in order to disable its Plasma drive engines, bring down its battle shields, disable the ship's main weapons system, recover any alien computer datapacks that can be found, AND escape the alien ship before the few remaining Federation strike craft destroy it.

Aboard the Alien Ship

The player controls a large and fierce-looking, beautifully animated figure, the Obliterator, in the chambers and passages within the alien ship. Initially armed with a pistol and 25 shots, the Obliterator can find and use additional weapons located within the alien craft. As he searches the intricately drawn locations within the ship, he runs into a large variety of quick and deadly aliens. The Obliterator works under the handicap of not knowing the ship's layout or where the crucial items are to be found. He must be quick, and he must be clever. The instructions provided with the game offer only a general idea of what the player must do to succeed. Much of the game must be learned through trial and error, with lots of emphasis on the "error" component in the early going. Most of the game's action is controlled through icons (left, right, shoot, etc.) spread across the bottom of the screen. Some direct control of the Obliterator character is also possible by positioning the control cursor in the actual playing area. Learning to activate the correct icons quickly in crucial moments takes some practice, and this method of control guarantees some very low scores in the first few games. Once we became accustomed to the control icons, the game was much more enjoyable.

Richly Detailed Graphics

OBLITERATOR has the same richly detailed graphic appearance of earlier Psygnosis games, and it shares their reliance on an indirect method of control via icons. OBLITERATOR also has a very compelling musical score that adds a great deal to its sense of foreboding and suspense. Despite its use of a familiar save-the-Earth-from-aliens theme, OBLITERATOR has a certain freshness in its treatment of the theme that keeps it from being trite. And although we usually don't care much for indirect control schemes, the method works well in this game, helping to keep the primary emphasis on the strategy of the quest rather than the pure action of fighting the aliens. Most of all—and hardest to describe—we liked the feel of this game. We liked its gritty, hard-edged sense of realism. We rate this one the best yet from Psygnosis. (Solo play; Mouse; Joystick or keyboard control possible but not recommended.) Available for Amiga and Atari ST.
RECOMMENDED (MSR $44.95)

Sierra Announces New 3-D Animated Adventure

MANHUNTER: NEW YORK is slated to be the next title in Sierra's popular line of 3-D animated adventures. Written by Dave and Barry Murry ("The Ancient Art of War"), the futuristic sci-fi epic centers on New York detective living at a time of alien invasion and world domination. The detective is hired by the alien dictatorship and charged with the task of finding and destroying a ring of human saboteurs who want to end the aliens' rule. Players of this new game will be able to choose whether to align themselves with good or evil. MANHUNTER will be developed for IBM and compatibles, with versions for Apple IIGS, Macintosh, and Amiga to follow.

EBONSTAR (★★/★★1/2) from *MicroIllusions*, set in deep space, is a gladiatorial arcade game for one to four players. The computer referee, Arch, is a huge, orbiting satellite whose energy beam can generate a synthetic black hole called the Ebonstar. It is Arch who can release and inexhaustible supply of enemy ships and drones that are bent on destroying you and your opponents. The basic object is to shoot energy bolts or rubber-like bullets at your opponents so that they are bounced toward and into the slowly moving black hole. These bolts can ricochet off the perimeter of the playfield. Arch releases deadly enemies throughout the game, such as Nemesis, which fires lethal fireballs at the closest player and explodes upon contact. Nemesis is protected by a shield when it is near the Ebonstar, but it can be killed after it drops its shield if the player deflects it into the black hole by repeated energy bolts. There are also other, less deadly foes, such as Quarks, TeleSpheres, Assassins, and Magnepods.

Playing the Game

Once can advance to higher levels by destroying the Ebonstar. This requires a precise shot at Arch directly opposite its maintenance beam, which is directed towards the center of the warped black hole. It isn't easy since it is always moving, but an accurate shot destabilizes the energy channel, and the star explodes. New opponents appear later in the game, along with special weapons which the player can catch. The Gyron, for instance, grants twenty guided missiles, and the Spark grants a lightning charge which destroys all enemies within a certain radius. Players' ships are controlled by two joysticks plus keyboard for the third and fourth players. You can set the controls for either relative or absolute response. That is, the game allows players to choose from left, right and thrust commands (relative), or just aim the stick in the direction you wish to travel (absolute), and the ship automatically thrusts to that position. There is also a tournament-play mode in which Arch doesn't throw in its own opponents against the competing human players. In addition, there is a team-play mode.

Intriguing But Not Addicting

EBONSTAR is a strategy-style game rather than a just a mindless shoot-'em-up. It is slow-paced and a much better game with multiple players than with just one against the computer. The graphics, while interesting, are simple and just fair. EBONSTAR is an intriguing game, somewhat difficult in solo play, but not addicting. (1 to 4 players; Joystick and keyboard.) Reviewed on Amiga.
MSR $39.95   —Jeffrey Stanton

New Martial Arts Game for C64

Paragon Software has just released a Commodore 64/128 version of the action- adventure, MASTER NINJA: SHADOW WARRIOR OF DEATH (MSR $29.95). As in the original game for IBM, the player becomes a ninja warrior who is sent on an adventurous quest to recover a precious magic sword stolen by an evil Japanese warlord. The player must guide the ninja through more than 25 chambers of the warlord's castle and do battle with the warlord's evil ninja warriors, Samurai guards, mystic ninja priests, black magic curses, and even deadly tigers. The player's character uses his martial arts fighting skills along with a variety of classic ninja weapons, such as knives, blinding powder, throwing stars, blow dart guns, and bow and arrow. Additional versions of MASTER NINJA are also planned for Amiga and Atari ST.

MULTI-SYSTEM Software

IMPOSSIBLE MISSION II (★★★1/2/★★★1/2) from _Epyx_ is a sequel to the original "Impossible Mission," a game of strategy and action. The sequel marks the return of Elvin Atombender, the psychotic scientist who is still determined to rule the world. As Agent 29 of the top-secret surveillance and counter-terrorist operation, Cobra Blue, the player has been assigned to infiltrate the eight towers of Elvin's Los Angeles fortress. Its rooms are patrolled by dangerous robots, some of its passages are locked, and surveillance cameras are everywhere. At the heart of the eight-tower complex is a very sophisticated computer system which is coded to launch missiles meant to destroy all of humanity. The player's task is to explore the eight towers, seeking security code numbers and weapons, in order to gain access to Elvin's mastermind computer.

Armed with His Wits

Agent 29 enters the complex armed only with his wits. He walks its corridors, rides its elevators, and enters its chambers full of unknown dangers. Never knowing what he may encounter next, Agent 29 uses his handy pocket computer as an aid in his quest, gathering security codes to help him open locked doors on the way to discovering the master computer. Or he can record the bits of music he may find in safes. The correct sequence of tunes, saved on the game's built-in recorder and played back, may also lead to Elvin's hideaway. Although the Agent may be fried by a robot's ray or pushed off a platform into oblivion, he keeps coming back for more. He doesn't have a limited supply of "lives," but he does have a pressing time limit to find and disable the computer before it launches its missiles.

Eight Games in One

Fans of the original "Impossible Mission" will certainly enjoy the sequel. The action is quite similar, with the agent riding elevators and moving platforms as he searches Elvin's complex. The graphic treatment of the agent is characterized by fluid animation as he runs through the corridors and rooms and does his familiar forward flip to jump over obstacles. As in the first game, strategy is the most important component. This means watching the on-screen map, keeping track of uncovered clues and security codes, and trying to outsmart Elvin's high-security installations. The use of the agent's pocket computer (a display across the bottom of the screen) is somewhat easier for the player in the sequel than it was in the original, and mastery of its use is essential to success in the game. We liked the idea of eight separate towers, each with its own theme and different level of difficulty. It's almost like getting eight strategy-maze-action games in one package. (Solo play; Joystick; Keyboard option in ST version.) Atari ST and Commodore 64/128 versions reviewed. Coming soon for IBM PC/compatibles and planned for Apple II, Apple IIGS and Amiga. Recommended. (MSR $39.95)

PLATOON Coming to Computers, NES

The rights for games based on the highly successful movie about Vietnam, PLATOON, have been licensed to Data East for computer versions and to Sunsoft for the Nintendo Entertainment System. Data East's computer versions of PLATOON were designed by the British software company, Ocean. The program will be available for IBM (MSR $39.95), Atari ST ($44.95), and Commodore 64/128 ($29.95) The program is to be a strategic military combat simulation. The player will command a platoon of five men and try to keep the men alive, keep their morale and sanity intact, and return them safely to base. The program will have six sections, each with its own set of objectives. We have seen a few excerpts from the game, and we liked what we saw—a combination of action, strategy, puzzle- solving, and the pressure of time limits for added excitement. A description of Sunsoft's NES version of PLATOON ($39.95) is not yet available.

Computer, NES, Arcade Games Based on new Lucasfilm Movie, WILLOW

Lucasfilm Ltd. has granted licenses to Mindscape and Capcom to create games based on WILLOW, the new adventure-fantasy opening in theaters this month. Written by George Lucas and directed by Ron Howard ("Splash," "Cocoon"), the film follows the exploits of Willow, an unlikely hero in a battle that takes him beyond the peace of his village into a world filled with giant Daikinis, little brownies, and mythical fairies.

Action-Adventure Games

Mindscape's license with Lucasfilm is for WILLOW: THE COMPUTER GAME (MSR $39.95), to be available first for IBM PC and compatibles (512K, CGA/EGA). Capcom's license covers coin-op and Nintendo versions of WILLOW, both expected to be available for Christmas this year. Described as an adventure game with arcade sequences, Mindscape's program will utilize digitized scenes from film footage and feature seven game sequences plus a game reset option that allows the player to create new maps, scenes and spells. The game will follow the storyline of the film, letting players join Willow and the baby Elora Dan on a trip through dungeons, woods, caves, and many dangers in order to find and destroy the wicked Queen Bavmorda. The content of Capcom's WILLOW game has not been announced, but a preliminary version of it will be shown in the Nintendo booth at next month's Consumer Electronics Show (CES) in Chicago.

Consumer Electronic Show Looms

We're barely back from the Big Apple where we covered the Konami Top Gun Face-Off (coverage in our June issue), and we're ready to hit the road again as we head for the Summer C.E.S. (Consumer Electronic Show) in Chicago (June 3-6). Our next issue will come to you after that show filled with information you've come to expect after the C.E.S. What Is C.E.S? As we begin to get the sneak information for the show, it occurred to us that we have many new subscribers this year who may not be familiar with what a C.E.S. is! It's a HUGE trade show (no consumers allowed) which takes place twice a year for everything relating to the electronics industry. While we are covering the computer and gaming aspects of the show, there are also exhibits covering televisions, VCRs, audio, telephones, as well as all sorts of accessories from blank videotape to furniture entertainment centers. The upcoming show in Chicago (the winter show is always held in Las Vegas in January) is considered by the trade as the more important of the two shows because what we're seeing at the show is what you'll see on your dealer's shelves (hopefully) for Christmas purchases.

Massive Show

There are over 1,000 exhibitors - and that's not counting the dozens and dozens of companies who choose not to display at the show, opting for a private hotel suite somewhere in town where they invite key press and their customers (be it the buyer from Sears, Toys R Us or the like). The floor space for the show is something like 150,000 square feet (your feet feel square after walking the show) which translates into who knows how many football fields. All we know is that prior to every show we purchase the most comfortable shoes we can find! The subscribers who have been with us over the years find the issues following the shows to be packed with all sorts of great information as we go behind the scenes, getting a hands-on feel of many games that won't be out for months.

Next month promises to be as filled with information as ever as we are already getting calls from the manufacturers wanting to show us their newest titles! We know you'll look forward to it as much as we look forward to covering it for you!

King's Quest IV (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Sarge (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Stocker (CAP)
Train, The (ACO)
Ultima V (ORI)

INTELLIVISION
FEBRUARY
Super Pro Skiing (INT)
MARCH
x-Pole Position (INT)
Super Pro Decathlon (INT)
APRIL
Super Pro Wrestling (INT)
MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
MARCH
Commando (ACT)
MAY
Crossbow (AT)
JULY
Dark Chambers (AT)
Sprintmaster (AT)
AUGUST
Super Baseball (AT)
Super Football (AT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)

ATARI 7800
MAY
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)

ATARI XE GAME
MARCH
x-Fight Night (AT)
x-One on One (AT)
APRIL
x-GATO (AT)
Necromancer (AT)
MAY
Desert Falcon (AT)
Food Fight (AT)
JULY
Ace of Aces (AT)
Commando (AT)
Crossbow (AT)
Crystal Castles (AT)
Mario Bros (AT)
AUGUST
Choplifter (AT)
Eagle's Nest (AT)
Karateka (AT)
SEPTEMBER
Crime Busters (AT)
Mean 18 Golf (AT)
Summer Games (AT)
OCTOBER
Airball (AT)
Dark Chambers (AT)

NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)

NINTENDO
MARCH
x-Dragon Power (BAN)
x-Gunsmoke (CAP)
x-Ice Hockey (NIN)
x-R.C. Pro-Am Racing (NIN)
x-T&C Surf Designs (LJN)
APRIL
x-Ikari II/Victory Road (SNK)
x-Maj League Baseball (LJN)
x-Rambo (ACM)
MAY
City Connection (JAL)
R.B.I. Baseball (TEN)
JUNE
Dragon Ninja (TEC)
Freedom Force (SUN)
Jackal (KON)
Jeopardy (GT)
Metal Gear (ULT)
Predator (ACT)
Ultima (FCI)
Wheel of Fortune (GT)
Zombie Master (ACT)
JULY
Bad Street Brawler (MIN)
Bionic Commando (CAP)
California Games (MC)
Double Dragon (TW)
Dragon Ninja (TEC)
Gauntlet (TEN)
Indiana Jones-Temple/Doom (MIN)
Iron Tank (SNK)
Legendary Wings (CAP)
Marble Madness (MB)
1943 (CAP)
Super Mario Bros 2 (NIN)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
World Games (MB)
Xenophobe (SUN)
AUGUST
Dr. Chaos (FCI)
Oalaga (BAN)
L Trevino Fighting Golf (SNK)
Skate Or Die (ULT)
Titan Warrior (CAP)
SEPTEMBER
Adventure of Link (NIN)
Bases Loaded (JAL)
Bubble Bobble (TAI)
John Elway's Quarterback (TW)
OCTOBER
Chester Field (VT)
Golgo 13 (VT)
Super Star Force (TEC)
Terra Cresta (VT)
NOVEMBER
Pro-Wrestling (TEC)
SECOND HALF '88
A-5 (VT)
Baby Gangster (VT)
Black Tiger (CAP)
Blades of Steel (KON)
Cobra Command (DE)
Cycle Shooting (TAI)
Hollywood Squares (GT)
Paperboy (MIN)
Password (GT)
Platoon (SUN)
Price Is Right (GT)
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
720 (MIN)
Street Fighter (CAP)
Terminator (SUN)
U.S. Golf (NIN)
Video Aerobic Studio (BAN)
Willow (CAP)

SEGA
MARCH
x-After Burner (SEG)
x-Alien Syndrome (SEG)
x-Aztec Adventure (SEG)
x-Global Defense (SEG)
x-Zaxxon 3-D (SEG)
APRIL
x-Rescue Mission (SEG)
MAY
Maze Hunter 3-D (SEG)
Parlour Games (SEG)
Zillion II: Triformation (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
Fantasy Zone: The Maze (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Light Phaser (SEG)
Space Harrier 3-D (SEG)
Wonder Boy: Monster Land (SEG)
JULY
Blade Eagle 3-D (SEG)
AUGUST

Miracle Warriors (SEG)
Monopoly (SEG)
SECOND HALF '88
California Games (SEG)
Cube Zone (SEG)
Phantasy Star (SEO)
Shanghai (SEG)
Summer Games (SEG)
World Games (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CIN...Cinemaware
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FCI...FCI
FIR...Firebird
GAM...Gamestar
GT...GameTek
HJC...HJC S/W
INF...Infocom
JAL...Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
ORI...Origin Systems
PAR...Paragon
SEO...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SSL...Strategic Simulations
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Gold
UXB...UXB S/W

VT... Vic Tokai

Interplay Productions Newest Affiliate of Activision

Interplay Productions, developer of the Bard's Tale series of fantasy role-playing games, has become the latest affiliated publisher in the Activision stable. In the works is Neuromancer, based on the sci-fi novel by William Gibson and developed in conjunction with counter-culture guru, Timothy Leary. In addition to this program, Interplay is working on its first "Amiga original."

Atari 8-Bit Version of Newsroom!

Atari XE/XL computer owners can now join the desktop publishing craze with Springboard's Newsroom. This release is thanks to a letter-writing campaign sponsored by Antic magazine, an Atari enthusiast publication (you can make a difference!). At $49.95, this program allows you to produce a two-column newspaper with graphics. It's got a built-in word processor as well as drawing tools, and over 600 pieces of clip art included in the program. Springboard also plans to release their Clip Art Collection Vol. 1, 2, and 3 for the Atari owners.

Epyx To Develop VCR Games

The VCR game market is becoming more and more popular and now with Epyx's entry, you know we'll be playing all sorts of sports games. In fact, one of the first three titles announced is VCR California Games. You'll compete in a race from San Francisco to San Diego in which your car breaks down but you have no money. How to raise the cash? Simple...become an ace surfing pro, race on the BMX bike, skateboard, sailboard, roller skate, and bodyboard. The VHS tape includes more than 200 events. The other two VCR games to be released are VCR Golf which includes quadrant segmenting, allowing variable results; and VCR Football. These three games will retail at $20.00 each.

Coming This Summer from SNK

FIGHTING GOLF, which we sneak-previewed for our readers several issues ago, has been delayed again (please see Availability Update). The title has also been changed slightly because of a celebrity endorsement and will be released as LEE TREVINO'S FIGHTING GOLF. We have also been told that the game has been improved since the early version that we previewed, and Lee Trevino himself will be one of the characters in the game. The other new title coming from SNK is IRON TANK, which is an updated and improved version of the coin-op game known as TNK 3. Subtitled "The Invasion of Normandy," IRON TANK features armored combat warfare, with the player commanding the mightiest tank from the secret "Iron Snake" unit.

Activision Active With BBS

Activision has established a link to computer users by having on-line services, updates, new policies, and more. Accessible via Compu-Serve, The Source, Genie, and Q-Link, you can call Activision at 415-329-7674 for more information.

THE VIDEO GAME UPDATE

NINTENDO Software

SUPER PITFALL (★★★1/2/★★★1/2) from _Activisio_n brings back one of the best-loved videogame characters of all times—Pitfall Harry. The original "Pitfall" and its sequel, "Pitfall II," designed first for the Atari 2600 and later translated to other game systems and computers, were two of the first games in a category now typically referred to as "action-adventure." Pitfall Harry, jungle explorer, had a series of adventures in jungles and caverns, gathering gold and performing deeds of physical daring as he swung on vines, hopped over the backs of crocodiles, and avoided creatures such as scorpions, frogs, birds, and the rare cobra rattler. In SUPER PITFALL for the Nintendo system, many elements from the original "Pitfall" games are combined with new ones to create a game that is similar to its predecessors but different enough from them to be entirely enjoyable for anyone who likes this kind of game.

Over 270 Screens of Caves

SUPER PITFALL has a similar storyline to "Pitfall II": Harry is off to explore a network of caves beneath the Andes Mountains to seek the fabulous Raj diamond. His other tasks include rescuing his niece, Rhonda, and his friend, Quickclaw the lion, who have become trapped somewhere in the depths of the caves. The subterranean maze covers over 270 screens—plenty to explore and lots to avoid, such as bats, scorpions, poisonous frogs, cavemen, lava pits and much more. He starts his trek with a gun and twenty bullets, with more loaded guns to be discovered in the caves. He climbs ladders, jumps from ledge to ledge, swims underground rivers, takes rides on floating balloons, and can even discover secret spots that transport him instantly to different locations within the caverns. In fact, there are many hidden objects within the game, and they remain invisible until he jumps up to grab them at just the right moment. SUPER PITFALL is great fun for gamers who love to explore and find hidden items, and it's a must for anyone who has enjoyed Pitfall Harry's previous adventures. (Solo or 2-player alternating; Pause.) Available for Nintendo Entertainment System.

Recommended. (MSR $34.95)

CITY CONNECTION (★★★/★★★) is the first game to be released by _Ialec_o for the Nintendo system. The theme is a cops-and-robbers car chase around the world from New York to Tokyo via Europe—and you're the bad guy! According to the story behind the game, you broke into a paint store in New York City, stashed ten gallons of paint in your car, and then took off with the police in hot pursuit. The paint cans are now leaking, so your car paints a course as it travels the three-tiered highway in the game. To foil the cops, you shoot oil cans at the police cars and then bump them off the road for extra points. For all the lawlessness of the game's theme, CITY CONNECTION turns out to be a very cartoonish, cute-as-a-bug kind of game. Your little red car paints its paths, hops from level to level on the triple-decker highways, and periodically gets demolished when it runs into police cars or a pesky cat that keeps appearing out of nowhere. The action is fast, and it's accompanied by a familiar musical theme by Rachmaninoff. The cuteness of the game is likely to appeal to younger players, although there is certainly enough challenge for older players, as well. CITY CONNECTION is enjoyable in the short run, but we doubt that it has sufficient staying power to keep most gamers playing it over and over again. (Solo play or 2-player alternating; Pause.) Available for Nintendo Entertainment System.

MSR $29.95.

SEGA Software

PARLOUR GAMES (★★★★/★★★1/2) from _Sega_ is meant to appeal to a wide age range and provide a group of games that the whole family can play together. One to four people can play at Billiards, Darts, or World Bingo. Each of the three has several variations, which allows a lot of choice in just one cartridge.

Four Billiards Games

The Billiards game has four variations: Basic Game (play to a set number of points), Nine Ball, Five Ball, and Rotation. You can play by yourself, against the computer as an opponent, or with up to three friends or family members (except in Five Ball, which is a two-player game). You have a great deal of control over your shots, from aiming via a movable "image line" to setting the strike point for a variety of effects such as top spin ("English") to selecting shot strength. The view of the billiards table is from overhead. Once you have set up your shot, a figure enters the screen and executes it. This part is especially fun if you have chosen the computer as an opponent at "expert" level, because you get to see some great shooting and how it is set up.

Four Variations of Darts

PARLOUR GAMES offers more variations of dart-throwing than we knew existed. (Obviously, our education at the sport of darts was sadly lacking!) The variations are 301, 501, Round the Clock, and Double Down with choices of light, middle, or heavy darts. Play begins by moving the on-screen character beneath the regulation dart board until he points to the number you wish to throw at. Then a secondary screen appears, showing a side view of the dart thrower. A moving power meter allows you to select the strength of your throw, and a moving arrow permits you to choose the moment of release. We found the mechanics of this set of games fascinating and quite easy to learn though difficult to perfect. Again, be sure to select the computer as an opponent for the pointers you can pick up.

Whole New Kind of Bingo

Sega's version of Bingo was new to us. Called World Bingo, the game has a Las Vegas feel because it combines a bingo-like game with a slot machine that selects the numbers. World Bingo includes a progressive style of betting, so the players can win "money."

More Than We Expected

PARLOUR GAMES provides more variations and more fun than we had expected. The games are very well designed, with all but World Bingo requiring quite a bit of skill to really play well. Unlike so many video games, however, Sega's Parlour Games do not require lightning-fast reflexes. This will add to their appeal for adults not accustomed to playing video games—and it will even give them a chance to beat their kids at a game for a change! (One to four players.) Available for Sega Master System.

Recommended. (MSR approx. $35-$38.)

FCI Announces Two More Games for NES

Two more titles will be added to FCI's line of cartridges for the Nintendo system later this year: the arcade classic, SEACROSS, and MAD MAX. Prices and release dates were not available at presstime.

available for the Nintendo system, DEFENDER OF THE CROWN is an adventure involving Normans vs. Saxons in the time of Robin Hood. The two- megabit cartridge will combine elements of role-playing adventure with arcade- style action in sequences such as swordfights, jousting, laying siege on castles, and archery contests. Both Ultra and Cinemaware promise that this one will not be a screen-by-screen duplicate of the computer versions, but instead will offer new elements especially for the NES version.

WHAT Kind of Turtles?

The final new Ultra title to be announced is TEENAGE MUTANT NINJA TURTLES($39.95). (No, we didn't make it up. This title is for real!) This one is based on an "underground" superhero-style comic book that has attracted a very devoted following. The comic books and the game involve four young turtles who mutated when they came into contact with radioactive slime in a New York sewer. (They had been accidentally dropped into an open manhole.) The mutant pets became very large, met up with a Ninja master, and turned into superheroes. You'll soon be familiar with the four "heroes on a half-shell" (as they were dubbed in a recent piece in USA TODAY) nearly everywhere because they've been licensed as action figures, characters for a TV cartoon special and series, and many other incarnations from lunch boxes to Haloween costumes. And, of course, there will be the video game from Ultra!

NINTENDO Software

MAJOR LEAGUE BASEBALL (★★/★★) is the latest baseball game for Nintendo (with more to come), this one from *LIN Toys*. Prior to the game, you must choose your starting line-up from a roster which includes the 26 major league baseball teams. You can decide whether or not you wish to use a designated hitter. The Player Selection Screen contains all the players' statistics from which to choose your starting line-up. Once you're ready to play ball on defense, you have the ability to pitch a fast ball, change up, inside or outside, or a curve. If the ball is hit, you must send the closest fielder to get the ball with the directional pad. When you're at bat, you can swing away or bunt. You will automatically run to first base if the ball is hit. Further base-running is done by the control pad. If you want a pinch hitter, you can do that as well.

Pretty Ordinary

We've certainly seen our share of baseball games and this does not rank with the best. While the play action as pitcher and batter is pretty good, we really had a problem when switching from the infield screen to the entire field when the ball was hit. The entire screen goes "blank" (all green) and there is a slight pause before moving into the next screen. While this is the only "officially licensed" major league baseball game, that in itself doesn't guarantee that it will be the best. We'd just as soon hold out for the others we've seen bits and pieces of (such as R.B.I. Baseball and Bases Loaded). We think you may want to wait too. (one player; two-player simultaneous)
Not Recommended (MSR $39.95)

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol1, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.50 each). Send $2.00 for each back issue you want. Buy six or more, and they're just $1.50 each. Make certain you have a complete set!

More Changes in NES Lineup

As we approach the midpoint of 1988, many companies are making changes in their schedules of releases for the Nintendo system. New titles are added, some previously announced titles are dropped (either temporarily or permanently), and a few existing titles are discontinued. We expect to learn more of Nintendo's plans at CES, but we have found out that the previously announced DRAGON WARRIOR will not be released this year. The same is true of RETURN OF DONKEY KONG. A few new titles have cropped up on the Third Party Licensees' release lists, including GRAND PRIX by Data East, BLASTER MASTER by Sunsoft, and OPERATION WOLF and SKY SHARK by Taito. We have no details on these new games at this time but expect to learn more at CES. For those who may be collecting and like to keep track of such things, the list of officially discontinued titles for the Nintendo System now includes BURGERTIME and TAG TEAM WRESTLING by Data East, GRADIUS by Konami, ARKANOID by Taito, and MIGHTY BOMB JACK and SOLOMON'S KEY by Tecmo.

Nintendo to Discontinue Some Games

Just as we were going to press with this issue, we learned that Nintendo will cut down its library of game titles by discontinuing some of them. The games to be dropped are GUMSHOE, WILD GUNMAN, MACH RIDER, BASEBALL, SOCCER, SLALOM, VOLLEY-BALL, BALLOON FIGHT, CLU CLU LAND, ICE CLIMBER, URBAN CHAMPION, DONKEY KONG JR. MATH, DONKEY KONG 3, MARIO BROS., and POPEYE. Although not actually being discontinued, DONKEY KONG and DONKEY KONG JR. will cease to be available as separate game cartridges. The two will be combined on one cartridge and re-released under the title DONKEY KONG CLASSICS.

Japanese Game Fanatics' Tip of the Month

Before we get to this month's new tip, let's take care of a bit of old business and give you the correct pass-key code for MIKE TYSON'S PUNCH-OUT. (The incorrect code, published in our March issue, works in the Japanese version of the game but not in the U.S. version.) To bring up a special opponent in the game, use the code "007 373 5963." Our thanks again to subscribers Peter Chin and Vance Allyene of Leigh's Computers in New York City, this time for the corrected code. We understand that quite a few of our subscribers called Peter and Vance as well as calling us when they couldn't get the first code to work. That's one way to get some of you video-gaming fanatics together!

This month's new tip adds a continuation feature to Activision's SUPER PITFALL for the Nintendo system, which is reviewed in this issue. When you reach the "game over" screen, press the "A" action button three times, then the "select" button twice, followed by the "start" button. This will enable you to pick up the action where Pitfall Harry lost his last life.

SEGA Tip

From reader Matt Neapolitan of Cookeville, TN, comes a tip for you Afterburners. At the beginning on Stage 1, push the lower right corner of your control pad (making the jet go in the upper right position) and keep your finger there. In this position nothing can hit your jet and you can get to Stage 12. When you come to the Flying Fortress, you can either attempt fighting it to get half of the plans or you can keep the controller the same and pass by.

SNEAK PREVIEW
NINTENDO Software

1943, from _Capcom_, made its' way into our offices for a sneak look. While what we saw does not constitute enough to do a full-blown review (not all work was done but, more importantly, there were no instructions making it difficult to report on the nuances of the game), we did want to pass on some information to whet your appetite! As a sequel to their 1942 game released at the end of 1986, Capcom takes us forward one year to where the enemy is mobilizing for a battle off the coast of Valhalia Island. You must destroy Tokatu in this relentless shoot-'em-up over air and land. You'll take off from your aircraft carrier, after distributing your "power up." You can increase your offensive power, defensive power, energy level, and special weapons. You only have three of the "power ups" so careful thought to the distribution is critical. Once in flight, it's a numbing series of rat-a-tat-tat as you fire, fly, dodge, and attempt to beat the enemy.
Graphics Look Crisp
The graphics look as though they will be quite crisp and colorful and the gameplay is quite similar to its predessesor, 1942.

We'll have a full review when the finished product is in our hands!

LEGENDARY WINGS (★★★/★★★) is an upcoming action-adventure from _Capcom_, scheduled to be released this summer. We recently got an advance look at the game in its pre-release form. Because pre-release game cartridges typically come without instructions, we cannot give you a complete review, but only an advance "sneak preview" based on what we discovered through trial and error. The theme of LEGENDARY WINGS is a quest in which your character, a winged man borrowed from Greek mythology, seeks the fortress of Dark, a giant supercomputer-turned-evil. (In the two-player game, gamers cooperate by controlling two winged characters on the screen at the same time.) According to the story, Dark was created by mankind to rule the planet, which it did benevolently for many years. Now that Dark has become a ruthless tyrant, building great robot armies, its fortress must be found and the supercomputer destroyed. The job is up to you—or to you and a friend.
Vertical and Horizontal Scrolling
In the early screens of the game, your view is from above the winged character as he flies up the screen, shooting at the flying forces sent out by Dark. On the ground below, there are also small robot emplacements that shoot at your character. Fortunately, your winged man can shoot straight ahead or drop bombs. He can also pick up additional fire-power, such as double-stream shooting ability, by shooting special items and then flying over them. This portion of the game is reminiscent of many vertically scrolling shooting games, such as "Zanac" or "Star Force." At some points in the game's landscape, your character can drop into what appear to be subterranean passages, where he encounters all kinds of enemy robots, along with the difficulties of barriers and obstacles to maneuver around. In these sections of the game, the action scrolls horizontally, and the winged character can stop flying to walk the floors of the passages. Of course, he continues to blast away at anything that looks remotely threatening.
Good But Not Great
What we saw of LEGENDARY WINGS looks good graphically, with some especially fanciful enemy creatures in some segments. There are menacing skulls that materialize from rocks and a creature with a gaping mouth that blows deadly gusts of wind. The scenery, too, is full of strange things, including a number of items borrowed from mythology and ancient history. Based on what we saw of the game, the play action is an action-adventure with the emphasis very definitely on the action: plenty of shooting and dodging. At least in the portions of LEGENDARY WINGS that we saw, the graphic treatments are more original than the play action. Both in the vertical and horizontal segments, the moving and shooting was reminiscent of many other games we've played on the Nintendo System. Again, we must caution you that our impressions are based on a pre-release cartridge without instructions, so we could have missed a few important features. Based on what we saw, however, we would class this game as a good one, but certainly not a great one. (Solo or 2-player cooperative; Pause.) Coming soon for NES.
MSR $34.95

New Game Titles from Sega
The pace of new title introductions from Sega has increased recently, which should make game-starved Sega owners much happier. In a short span of just a few months, new games added to the Sega lineup have included AFTER BURNER, ALIEN SYNDROME, ZAXXON 3-D, RESCUE MISSION, PARLOUR GAMES and MAZE HUNTER 3-D. Based on inquiries from our readers, one of the most eagerly awaited of the upcoming titles is MONOPOLY, which has been delayed again. According to a Sega spokesman, the game is now slated for late summer.

Activision Co-Founder is Back
Larry Kaplan, co-founder of Activision, who left in 1982, is back to create original video games for the Nintendo Entertainment System. The designer of several hits including Kaboom!, Larry has been at Atari, Worlds of Wonder, as well as a computer workstation manufacturer during his years away from Activision.

We'll be anxious to see what he has up his sleeve for this next generation of gaming!

SEGA Software

RESCUE MISSION (★★★1/2/★★★) is the newest light phaser game from _Sega._ Set in a jungle war setting, your buddies are trapped behind enemy lines and desperately need medical attention. It's you, the Army sharpshooter, and three medics who must make your way deep into enemy territory on a railroad handcart. You've got to get these medics through as you encounter everything from grenades, enemy infantry, land mines, rockets, boomerangs, tear gas bombs, just to name a few. The handcart will automatically stop in front of a wounded soldier so he can receive medical treatment. After treatment is finished, the handcart will start up again and "Special Items" will appear. Those special items include protectors such as a radio jammer, helmet, bulletproof shield, etc.; first aid kits, and smart bombs. Rounds include the jungle, swamp, village, bridge, and ammo depot.
Frantic Action
Milliseconds into the game the enemy comes at you, seemingly from everywhere! Immediately there are boomerangs being hurled, grenades, land mines and more. You must shoot fast and accurately or, before you know it, the men on the handcart turn into an angel and float up...their lives over! It will take every bit of concentration you have to ensure that you get the medics through safely. The graphics are colorful and crisp with good backgrounds. We enjoyed the game because we really have fun with our phaser...it just seems to add more realism to the game! (one player)
Recommended (MSR approx. $40.00)

ATARI XE Game Software

GATO (★★★1/2/★★★1/2) is the latest cartridge for the _Atari_ XE Game System. In this submarine simulation set during World War II. Once you get started, you can choose to begin your patrol, take an illustrated tour on how to play, or get a description and history of Gato-class submarines. Once you choose a patrol, a coded message appears giving you your objective. Once the message appears, you move on to the main control screen which consists of your instrument panel as well as your view either out of the conning tower (bridge) or, if you're under water, through the periscope. Switch to the Patrol Area Chart which gives your all twenty quadrants of your island/ocean environment. The map not only gives your position but that of your enemies as well (up through Level three only). You can also switch to the Quadrant Chart which gives you a detailed look at the quadrant you are currently in. In addition to the positions of the enemies, it also gives you locations of any islands, shoals, and reefs which you have to avoid. Pull up your radar screen and you can sweep the area. Your objective, of course, is to outmaneuver the enemy and torpedo as many of them as you can.

Quite Good

We've been a fan of the game of GATO for quite some time and this was a nice surprise when it arrived in our offices. This is really the first game for the XE Game System that has really used the keyboard and, in fact, we found control with the keyboard a bit easier than using the joystick. You can opt for either, although some commands must be done via the keyboard. This is not a really "fast" game, but it wasn't in its' earlier computer forms either. The graphics are quite good, with a decent sound rendition. Of course, the amount of various search, destroy, and rescue missions should keep you occupied for several gaming sessions (cartridge; also works in Atari XE/XL computer; one to four players)

Recommended (MSR $22.95)

FIGHT NIGHT (★★★1/2/★★★1/2) is the latest adaptation for the _Atari_ XE Game machine, again a familiar title to our computer owners. Originally designed by Sydney Software for Accolade, this is a whimsical look at the sport of boxing as you have the chance to go up against five different contenders who are real characters. These five opponents represent the five levels available in a straight-ahead boxing match. There are three rounds, three minutes each. Before going to the main event, however, you should take in some training where you can work on punching, footwork, and timing. In the Sparring mode, you can practice what you've learned. And, in the Tournament mode, you and a friend can become promoters (maybe the next Don King?) as you line up your best boxers to fight each other's champs in a round-robin.

Boxing Construction Set

In this mode you can create your own human or computer-controlled boxers with a variety of physical characteristics and fighting qualities. You choose from a variety of heads, bodies, legs, colors, and controls as well as choosing the power of your boxer's jab and punch. You can save up to 18 boxers (if you have a disk drive).

Straight-Ahead Boxing

While the men are "cartoonish" in physical attributes, it is still a straight- ahead boxing match, as you duck and punch with your joystick. While the construction set is not as detailed as we'd like to see it, it does add additional depth to the game. The main point here, however, is that there is no other boxing game available for the XE game machine. If you enjoy boxing, this should be pretty satisfying to you. (one player; two player simultaneous; joystick controlled) (MSR $22.95)

ONE ON ONE BASKETBALL (★★/★★★) is an adaptation of the award-winning _DR J AND LARRY BIRD GO ONE-ON-ONE_, in which you play against the computer or a friend on a half-court. The premise is pretty simple. When playing offense, maneuver around your opponent to make the shot. You're on a 24-second regulation clock so don't wait too long! On defense, guard against the open shot, try to steal but try not to foul. There are four levels of play and you can slow the action down to "slow motion."

Pretty Good

While the graphics in this version are nothing special as they are "sparse," the contest itself is pretty good. It will take you a moment to master the joystick action, but once you do you can go for the shattered backboard! Fatigue, hot streaks, and instant replay are all included, as in earlier versions. (one player; two player simultaneous; joystick controlled)
(MSR $22.95)

PAPERBOY and 720 Coming for NES

Two popular arcade games by Atari-Namco have been licensed to Mindscape for production as video games on the Nintendo system. Release dates and pricing on the NES versions of PAPERBOY and 720 have not been announced, but we do not expect to see them much before the fourth quarter of this year.

AVAILABILITY UPDATE

ATARI XE/XL

MARCH
x-Sons of Liberty (SSI)
x-Video Title Shop (DS)
FIRST QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORI)
SECOND QUARTER
Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)

ATARI ST

MARCH
Dive Bomber (USG)
x-Gunship (MIC)
x-Hunt for Red October (DS)
Metrocross (USG)
x-Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
x-Univ Military Sim (FIR)
APRIL
x-Blockbuster (MIN)
x-Obliterator (PSY)
Rocket Ranger (CIN)
x-Spy vs Spy 3: Arctic (EPY)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Platoon (DE)
Sorceror Land (DS)
SEPTEMBER
Beyond Dark Castle (TS)
SECOND QUARTER
Award Maker Plus (BAU)
B-24 (SSI)
Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Death Sword (EPY)
Frank'n'Ernest Adv (POL)
Fright Night (MD)
Global Commander (DS)
Goldrunner II (MD)
Gridiron (BS)
Impossible Mission II (EPY)
Int'l Soccer (MD)
Jet (SUB)
Jinxter (FIR)
Karateka (BRO)
King of Chicago (CIN)
Leatherneck (MD)
Lock On (DE)
Music Construction Set (EA)
Omega Run (MD)
Plutos (MIN)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Falcon (CIN)
ST Art/Film Director (BRO)
10th Frame Bowling (ACC)
Thexder (SIE)
3D Helicopter Simulator (SIE)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128

MARCH
x-Black Jack Academy (MI)
x-Blockbuster (MIN)
x-Dark Castle (TS)
Gamma Force-Pit/Thousand Screams (INF)
x-Gauntlet-Deeper Dungeons (MIN)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
x-Panzer Strikel (SSI)
x-PaperClip Publisher (EA)
x-Q*Bert (DE)
x-Questron II (SSI)
Sinbad & Throne/Falcon (CIN)
Street Cat (USG)
The Games-Winter Edition (EPY)
x-TNK 3 (DE)
x-Winter Challenge (TM)
Zorkquest: Egreth Castle (INF)
APRIL
Arcade Game Construction Kit (BRO)
x-BattleDroidz (DS)
Dan Bunten's Sport of War (EA)

x-Death Sword (EPY)
Dive Bomber (USG)
x-Global Commander (DS)
x-Master Ninja (PAR)
x-Patton Va. Rommel (EA)
Red Storm Rising (MIC)
Rocket Ranger (CIN)
x-Rubicon Alliance (DS)
x-Three Stooges (CIN)
x-Tobruk (DS)
MAY
Where/Europe Is C Sandiego (BRO)
JUNE
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
4th & Inches Team Construc Disk (ACO)
Napoleon in Russia (DS)
Platoon (DE)
Sorceror Land (DS)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Pete Rose Pennant Fever (GAM)
SECOND QUARTER
Bard's Tale III (EA)
Bsttle of Chickamauga (GDW)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Crossbow (ABS)
Deathlord (EA)
Decisive Battles/Civ War V2 (SSG)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid I (FIR)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Impossible Mission II (EPY)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Land of Legends (MI)
Lock On (DE)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
President Is Missing (COS)
Rampage (ACT)
Rockford (ARC)
S.D.I. (CIN)
Sky Travel (MI)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Star Rank Boxing II (GAM)
Street Fighter (CAP)
Street Sports Soccer (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
X-15 Alpha Mission (ABS)
THIRD QUARTER
Pool of Radiance (SSI)
Sarge (Cap)
Stocker (CAP)
Ultima V (ORI)

AMIGA

MARCH
Bard's Tale II (EA)
x-Ebonstar (MI)
x-Ferrari Formula One (EA)
x-Graphics Studio (ACO)
x-Hunt for Red October (DS)
x-Jet (SUB)
Rocket Ranger (CIN)
x-Sherlock: Crown Jewels (INF)
Street Cat (USG)
World Tour Golf (EA)
APRIL
x-Blockbuster (MIN)
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
x-Music Studio 2.0 (ACT)
x-Obliterator (PSY)
x-Three Stooges (CIN)
MAY
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)

SECOND QUARTER
Aargh (ARC)
Award Maker Plus (BAU)
BattleDroidz (DS)
Black Cauldron (SIE)
Bubble Ghost (ACO)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
GATO (SPE)
GFL Champshp Football (GAM)
Global Commander (DS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jinxter (FIR)
Kampfgruppe (SSI)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Road Warriors (ARC)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
Time Bandits (MD)
THIRD QUARTER
Apollo 18 (ACO)
4th &Inches Team Const Disk (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE IIe/IIc

MARCH
x-Bard's Tale III (EA)
x-Dinosaurs Are Forever (POL)
Dive Bomber (USG)
Gamma Force-Pit/1000Screams (INF)
Home Video Producer (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
Police Quest-128K (SIE)
Star Rank Boxing II (GAM)
x-Strike Fleet (LF)
x-Ultima V (ORI)
x-Wasteland (EA)
x-Where/Europe Is C Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
Crossbow (ABS)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
x-Paperboy (MIN)
x-Springboard Publisher
SECOND QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Global Commander (DS)
Golden Path (FIR)
Hunt for Red October (DS)
Impossible Mission II (EPY)
Into Eagle's Nest (MIN)
Jinxter (FIR)
John Madden Football (EA)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Panzer Strikel (SSI)
Rampage (ACT)
Rubicon Alliance (DS)
Sky Travel (MI)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Sticker Maker (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Test Drive (ACO)
The Games-Winter Edition (EPY)
Ultima I (ORI)
War In S Pacific (SSI)
THIRD QUARTER
Card Sharks (ACO)
Pool of Radiance (SSI)

SECOND QUARTER

FOURTH QUARTER
Gunship (MIC)

APPLE IIGS

MARCH
Defender of Crown (CIN)
DeluxePrint II (EA)
x-Fantavision (BRO)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
x-Paintworks Gold (ACT)
x-Sherlock: Riddle/C Jewels (INF)
Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
x-King's Quest (SIE)
x-Music Studio 2.0 (ACT)
x-Paperboy (MIN)
x-Police Quest (SIE)
MAY
Rocket Ranger (CIN)
Three Stooges (CIN)
JUNE
Mini Putt (ACO)
SECOND QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Drawing Table (BRO)
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)
4th & Inches (ACO)
Galactic Invasion (MI)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (CIN)
King's Quest II (SIE)
King's Quest III (SIE)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Pinball Wizard (ACO)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
Title Shop Graphica Comp (DS)
Tomahawk (DS)
Video Title Shop (DS)
World Tour Golf (EA)
TIIIRD QUARTER
Card Sharks (ACO)
4th & Inches Team Construc Disk (ACO)
Silpheed (SIE)
FOURTH QUARTER
Futuremagic (EA)
Pirates (MIC)

MACINTOSH

MARCH
x-Ancient Art of War at Sea (BRO)
x-Beyond Dark Castle (SIL)
Fire Power (MI)
x-Sherlock: Riddle/ Jewels (INF)
Where in World/C Sandiego (BRO)
APRIL
x-Air Traffic Control Sim (HJC)
x-PT 109 (SPE)
JUNE
Harpoon (TS)
SECOND QUARTER
Android Arena (SIL)
Award Maker Plus (BAU)
Citadel (MIN)
4th & Inches (ACO)
Hunt for Red October (DS)
Jet (SUB)
Jinxter (FIR)
Knight Orc (FIR)
Might and Magic (NWC)
North Atlantic '86 (SSI)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Ultima IV (ORI)
THIRD QUARTER
AutoDuel (ORI)
4th & Inches Team Const Disk (ACO)
Train, The (ACO)

IBM PC/Tandy 1000

MARCH
Alien Fires-2199 A.D. (PAR)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Va Blubbermen (INF)
Last Ninja, The (ACT)
Skyfox II (EA)
Street Cat (USG)
x-Twilight's Ransom (PAR)
x-Univ Military Sim (FIR)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
x-B-24 (SSI)
x-Blockbuster (MIN)
Crosbow (ABS)
x-DeluxePaint II (EA)
Harpoon (TS)
x-Harrier Combat Sim (MIN)
x-Rampage (ACT)
Rocket Ranger (CIN)
x-Star Command (SSI)
x-Superstar Hockey (MIN)
x-Uridium (MIN)
MAY
Futuremagic (EA)
Three Stooges (CIN)
Willow (MIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Apollo 18 (ACO)
Fire Zone (DS)
Graphica Studio (ACO)
Napoleon in Russia (DS)
Platoon (DE)
Sorceror Land (DS)
AUGUST
Pete Rose Pennant Fever (GAM)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
SECOND QUARTER
Award Maker Plus (BAU)
Bionic Commando (CAP)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Card Sharks (ACO)
Championship Baseball (GAM)
Commando (DE)
Corporate Raider (COS)
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Galactic Invasion (MI)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Impossible Mission II (EPY)
Jet (SUB)
King of Chicago (CIN)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Operation Market Gdn (SSI)
Phantasie (SSI)
PHM Pegasus (LF)
Pirates (MIC)
President Is Missing (COS)
Print Magic (EPY)
Rad Warrior (EPY)
Rubicon Alliance (DS)
Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wreatling (DE)
The Games-Winter Edition (EPY)
Victory Road (DE)
TIIIRD QUARTER
4th & Inches Team Const Disk (ACO)

Program	Cost	Sys/Format	Quantity	Total
BattleDroidz (Co)	18.70			
Blockbuster (I)	26.40			
Blockbuster (ST;Am)	28.80			
City Connection (NES)	22.90			
Ebonstar (Am)	28.80			
Fight Night (XE Game - cart)	16.80			
GATO (XE Game - cart)	16.80			
Global Commander (Co)	14.80			
Impossible Mission II (I;Co;Ap*;GS*;Am*)	28.80			
Legendary Wings (NES*)	29.90			
Major League Baseball (NES)	29.90			
1943 (NES*)	27.90			
Obliterator (Am;ST)	32.90			
Paperboy (Co)	22.30			
Paperboy (Ap)	28.80			
Paperboy (GS)	32.90			
Parlour Games (Sega)	28.80			
Ports of Call (Am)	28.80			
PT 109 (Mac)	36.40			
Rescue Mission (Sega)	28.80			
Super Pitfall (NES)	27.90			
Superstar Hockey (Co)	26.10			
Superstar Hockey (I)	28.80			
Three Stooges (Co)	26.10			
Three Stooges (Am)	36.40			
Tobruk (Co)	14.80			

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Rare Game Collectors Forum

Our rare gamers are beginning to contact us (see April, 1988 issue for details) and these are our first gamers looking for collectors to contact:

Steven Burrage; 15 So. Magnolia Avenue, Orlando, FL 32801: Offers help with rare 2600 games, Vectrex games, and the Channel F System that Douglas Warner is looking for. He might be a good bet for John Vacopoulos, John Bonavita, and anyone else looking for rare software. He's also interested in getting unusual 2600 (including Starpath Supercharger games), 5200, Coleco, Odyssey, Emerson Arcadia, RCA Studio II, Channel F and Intellivision games (phew!), as well as old videogame magazines! Contact him directly if you can help with his shopping list!

Paul Steltenpohl; 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software. Please contact him if you have software to trade or sell.

Al Backiel; 253 Rock Rd., Ridgewood, NJ 07450: Looking for the following 2600 cartridges: Kyphus, Chase the Chuckwagon, and Music Machine. Please contact him directly if you can help.

As we mentioned in the April issue, we'd like to put you rare game collectors together. Space permitting, we will continue to run this column every month at no charge to current subscribers. We cannot be responsible for any trades, sales, etc. as all transactions must be done individually between the gaming parties. Our intention is merely to have a forum where you can find one another. If you haven't written to us already (no phone calls please!), please do so right away so you can be included in our Rare Game Forum!
Happy Hunting!

Please Participate in our *Reader's Questionnaire.*
You're Important to Us! (See Page 3)

And, don't forget to vote for your choice to enter as our 1988 Inductee into the *Reader's Hall of Fame*
(details on Page 2)

SuperPaint 1.1 Ships

Silicon Beach Software is shipping Version 1.1 of SuperPaint for the Macintosh. In addition to fixing any known bugs in Version 1.0, this version ensures compatibility to Apple's new MultiFinder™, the AppleShare® file server, and non-PostScript™ laser printers.

According to Silicon Beach Software, any current users who have not encountered the problems that Version 1.1 addresses should want for Version 2.0 before upgrading as that version will also improve graphics productivity substantially. Version 2.0 will also include AutoTrace™ – the capability of automatically tracing bitmapped graphics and converting them to true object-oriented images. For upgrades, contact Silicon Beach Software (address listed in your documentation) directly.

Pete Rose Baseball Being Developed

Pete Rose, the legendary baseball player, has teamed up with Gamestar to develop Pete Rose Pennant Fever (initially for the IBM and following for the C64). You'll be able to guide your own expansion team through a ten-season, 24-team league race for the Pennant, while using the "110%" playing style of Pete "Charlie Hustle" Rose. The game promises to put you "right on the field" with all the real-life game strategies employed by Rose. A General Manager option will also be included.

ALTERNATE REALITY: THE CITY
for IBM, Amiga

With the release of versions for IBM and Amiga, DataSoft has now made ALTERNATE REALITY: THE CITY available for all computer systems used for gaming in the U.S. The graphically oriented role-playing adventure is to be part of a series of seven ALTERNATE REALITY games in which experience in each game is necessary for success in the next of the series.

Computer Entertainer

INCLUDES

The Video Game Update

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1988 Summer CES: An Overview

This year's Summer CES (Consumer Electronics Show), held June 4-7 in Chicago, covered everything in electronics for the home and the home office, including video, audio, and telephones as major categories. The show also offered a wealth of new entertainment products for anyone with a computer or videogame system. On the computer front, none of the major hardware manufacturers were present on the show floor. (Atari had a booth but showed only videogame products.) Videogame industry leader Nintendo had its largest CES booth ever and kept its huge area well filled with interested retailers, distributors, and other show attendees. Sega also made an impressive showing, while Atari's smaller booth was generally less active than either Nintendo's or Sega's. INTV Corp., which produces games for the Intellivision, usually has a booth only at the Winter show in Las Vegas and was not showing in Chicago.

Chip Shortage Continues

The biggest story among the videogame companies was the continuing chip shortage and its delaying effect on the production of game cartridges. While all manufacturers came to CES with an impressive array of new titles for the game systems, it became increasingly obvious as we talked to company representatives that many of the new games will not appear until 1989, even though they were originally scheduled for late 1988. Especially among Nintendo's licensees (now expanded to a total of 30 companies), release dates were about as firm as quicksand. Since release dates were changing from day to day during CES, most dates in this month's Availability Update should be considered as tentative only. With player demand still at a feverish high, supplies are expected to remain short, in both new and existing titles, at least until March, 1989. For those who want to add certain games to their collections, the best advice we can offer is to buy that game you want when you see it. If you wait, you may miss out. Shortages are expected to be widespread, with dealers receiving only portions of what they have ordered from manufacturers and some dealers not receiving ANY of what they have ordered. Furthermore, we noticed a trend among game producers to delete certain existing titles from their product catalog in order to allot more of the precious chips to the "important" titles. Some deletions are definitely permanent. Others, although described now as temporary, could become permanent. We noted that the pressures of the chip shortage seem to be affecting Nintendo and its licensees far more severely than either Sega or Atari, but it's certainly possible that there will be at least some game delays and shortages among Sega and Atari game cartridges, too.

No Shortages in Computer Games

Disk-based entertainment software for computers is unaffected by chip shortages —which must be a great comfort to the computer software producers who witnessed the craziness in the giant Nintendo CES booth. General trends among those showing entertainment software included continuing emphasis on categories that have proven very popular among computer gamers (adventure, fantasy role-playing, sports, simulations) and on the increasing importance of MS-DOS machines (IBM PC and compatibles) in the home. While the Commodore 64/128 segment remains the largest entertainment market for most software producers, the MS-DOS group has been gaining steadily. In the opinion of at least some software producers, the Amiga and Atari ST markets in the U.S. seem to be "changing places," with the Amiga segment still relatively small but growing (largely due to the Amiga 500), and the ST market leveling off or even showing a slight decline. It should be noted that the European market, where a number of U.S. software producers participate actively, is quite different. The Atari ST is a major part of that market, while the Amiga lags. The MS-DOS market in Europe is a tiny one among home computer users, and most software producers predict little or no increase in the MS-DOS share of the European home market.

Effect of Video Games on Computer Software

The current resurgence in popularity of video games has had several effects on computer gaming.

COMMODORE 64/128 Software

ROCKFORD THE ARCADE GAME (★★1/2/★★★) is from *Arcadia* and distributed by *Electronic Arts*. Rockford is a very familiar character to thousands of computer owners who have become addicted to *Boulder Dash* over the years. Rockford's adventure is different this time as he must work his way through five worlds avoiding monsters while trying to collect certain treasures in order to move to the next world. The game features five locations and four levels of difficulty. He begins as the Hunter in the Caverns of Craymar where he must find the Pharaoh's Death Masks. While attempting to find the masks, he must avoid green and blue snakes, bats and monkeys, as well as staying out of the path of a falling boulder. Once successful in that world, he moves on to the Kitchens of Kyssandra where he is Rockford the Cook. Here he must collect the apples in a valley between the high peaks of the Himalayas. The third world find him as the Cowboy in search for El Dorado. World 4 is the Deep Dark Depths of Outer Space with Rockford as the Spaceman; and World 5 finds Rockford as the Doctor in Doctor Frankenstein. Each world has its' own rewards and challenges as he moves through. In certain levels, the walls grow horizontally so you must be careful how you pick up items as you could end up boxed in.
Not As Dazzling as Boulder Dash
We've been Rockford fans since the first Boulder Dash so we were anxious to try this one out. While it has a good deal of the charm of the original games, we did find something lacking. Yes, the challenges were there and the boulders came plummeting down, but it docsn't have the dazzle of the original games, graphically. The gameplay is quite good, however, as Rockford works through the various adventures. The challenges are definitely there as you solve puzzles, maneuver through the screens, and pick-up the treasures. (one player; reviewed on Commodore 64; coming for Amiga, Atari ST, Atari XE/XL, IBM)
(MSR $29.95)

THE GAMES WINTER EDITION (★★★★/★★★★) is the latest in the long line of combination sports games from *Epyx*, this one taking us to Calgary for a mini-Winter Olympics. There are seven events in the challenge: downhill skiing, slalom, luge, figure skating, ski jump, cross-country skiing, and speed skating. The opening and closing ceremonies take place with the Canadian Rockies in the background, Canadian mounties in their full dress.
The Events
The luge takes you screeching down a course which requires careful steering and positioning in order to get the quickest run. A great deal of your success will be determined as you launch your luge, digging your gloves into the ice as you build momentum and hit the launch ramp. In figure skating you'll not only choose the music from several types available, but then choreograph your moves and make them fit the music! Then it's out on the ice where you'll have to perform the moves you have chosen. There are icon in the lower left corner which show you your current and upcoming moves, along with a timebar letting you know when to execute the move. This is a tough event as you must recall when you planned your various moves and then execute them correctly. Speed Skating is just that as you race around the oval rink in one of several different race lengths. Your joystick movement will be critical as you must press the joystick right and left to thrust your arms and feet. You'll probably have quite a few spills before you get a sense of the timing. Downhill Skiing is interesting as you must first select your four camera positions! Then, as you're racing you can choose the first person perspective or that of a one of your cameras for a third person perspective. As you run the downhill you must work your way through the various gates, not missing any, while trying to race as fast as possible. Slalom requires speed, control, and split-second timing as your gates are placed must closer together requires twists and turns. The gates keep coming at you, seemingly faster and faster, requiring lightning quick response. The Ski Jump is a daring jump from high above as you take off down the ramp, getting the correct position for the perfect take-off. Style and distance are what counts. Finally, Cross Country Skiing requires endurance as you must

head across the hills and valleys going uphill and downhill in a race which seems to go on for miles and miles! After each event, by the way, there are awards ceremonies for the winners in that event.
Typically Great Graphics
The Games series of software which Epyx has now been developing for quite some time all has a continuity of terrific graphics and great gameplay. That consistency has allowed them tremendous success as many people will simply buy the next in the series feeling they can't "get burned." This is, yet again, a game which lives up to that reputation of excellence. It would seem that we'd get tired of these games but each brings its' own new sense of challenge. This program gives the air of the Calgary games as it is officially licensed and, therefore, keeps that Olympic flavor (By the way, Epyx will also be doing a game for the upcoming Olympic games at Seoul, South Korea). This is just another find addition to the sports library that Epyx has been developing (one to eight players; reviewed on Commodore 64; coming for Apple II and IBM)
Recommended (MSR $39.95)

STREET SPORTS SOCCER (★★★/★★★) is the third in the series of street sports games from *Epyx*, taking sports into the neighborhoods where the kids use whatever area they can to play their favorite games. You have your choice of two locations: in the street or the local park. Each has its' own pitfalls as the soft grass in the park can send you tumbling and the garbage cans in the street add a hazard. You can choose you team from several kids in the neighborhood, each with his or her own attributes and personality. Then it's on to a hot game of soccer as you kick, shoot, pass on the run, go for a goal with hooks and slices, all while dodging the hazards in the location you've selected. While you're not playing by league rules, there is a certain amount of decorum asked for. If you trip or bump an opponent, they will get a penalty shot. The game features three levels of difficulty and you can play against a friend or the computer against the clock or up to a preset score.
Good Action
This game had very good action and sound as the ball moves around in a very lively manner. The Street Sports series has turned into a very cute adaptation of sports activities which have been done over and over again, closely following the actual game rules. This is a refreshingly different approach to the games in question, allowing for all sorts of variables that aren't in the games which follow the rules of the real games. It's all in good fun. (one player; two player simultaneous; coming for IBM and Apple)
Recommended (MSR $39.95)

MULTI-SYSTEM Software

ROMMEL BATTLES FOR NORTH AFRICA (NA/★★★1/2) is a simulation of eight battles from the North African theater during World War II, developed by *Strategic Studies Group of Australia* and distributed by *Electronic Arts*. The battles recreated are Syria, Sidi Rezegh, Malta, Cauldron, Alem el Halfa, Kasserine, Maknassy, and Tebourga Gap. As you begin, you can choose a normal or enhanced game, with the enhanced version giving the player random but powerful benefits while playing. You'll choose sides and move into the battle. All your commands in the game are done via menus, allowing you to maneuver your battalions. From there it's a highly detailed strategic battle as you must choose how to do battle.

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = **ENTERTAINMENT PROGRAMS** (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = **APPLICATION PROGRAMS** (1st set of open stars=quality of graphics; 2nd sct=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

Construction Kit Included

There's a wargame construction kit build in called *Warplan* allowing you to completely edit battle scenarios as well a creating new scenarios. Also included in the program is *Warpaint*, a complete graphics editor, allowing you to edit the various game icons.

Relatively Easy

Anyone who has played Battlefront, Battles in Normandy, or Halls of Montezuma, will be able to play the game immediately as the menus are the same. However, even if you haven't played one of them, you should be up and running without too much difficulty in a short period of time. The menus do make play a great deal easier. The game is a fine strategy wargame with the added plus of the construction kit built-in allowing much more versatility in wargaming. (one player; reviewed on Commodore 64 and Apple II)
Recommended (MSR $39.95)

New Scenery Disk Available

SubLogic has just released the Western European Tour scenery disk for use with its' various flight simulator programs. Included in the disk are highlights of Southern Great Britain such as the Tower Bridge, Tower of London, the Parliament, Westminster Abbey, Buckingham Palace, the Thames, as well as Stonehenge and lighthouse beacons along the south England coast. In Paris the details include the Eiffel Tower, Arc de Triomphe, Louvre, Notre Dame, Seine River, and the city lights at dusk and night. West German cities which are detailed include Munich, Nurnberg, Stuttgart, and Frankfurt. Just for fun, SubLogic has included Moscow in its proper location hundreds of miles inside the Russian border. There's nothing in the documentation so you're on your own.

Sweepstakes Announced

There's plenty of incentive to find Red Square as, if you can list the North and East coordinates of Red Square (after you've found it) on a SubLogic registration card or official entry blank, you are eligible to win a two-week trip to Europe in their sweepstakes! The contest deadline is November 15, 1988 and you can get details within specially-marked flight product packages. Or, send a self-addressed, stamped envelope to SubLogic, 501 Kenyon Rd., Champaign, IL 61820 for the rules.

MichTron Releases JUGGLER II

JUGGLER II, an updated and improved switching program for Atari ST, was recently released by MichTron. JUGGLER II allows many programs that did not work with the original JUGGLER to be held in the memory of the Atari ST simultaneously with one or more other programs. JUGGLER II operates by partitioning the computer's memory into two, four or eight equal sections, with each section running a program autonomously from the others by taking over the processor and acting as if it were the only program present. Registered owners of the original JUGGLER can obtain a free update, but they must first call MichTron for an RMA (Return Merchandise Authorization) before sending their original disk to MichTron.

Two Adventures from Paragon

Paragon Software, distributed by Electronic Arts, showed two new adventures in EA's suite at Summer CES: WIZARD WARS and GUARDIANS OF INFINITY: TO SAVE KENNEDY (both initially MS-DOS, MSR $44.95). The first is a graphics-and-text fantasy role-playing game in which the player is a wizard attempting to reunite the White Unicorn with the Black Unicorn and restore the cosmic balance. This accomplished, the wizard will be able to prevent the evil wizard Aldorin from establishing himself as the ultimate power. Additional versions of the game are planned for Apple II and Commodore 64/128 ($34.95) and for Amiga, Atari ST and Macintosh ($39.95). GUARDIANS OF INFINITY; TO SAVE KENNEDY is a text adventure with accompanying picture disk. The story begins in the year 2087 where an unraveling time continuum threatens to destroy the planet. The source of the time crisis has been traced to the assassination of President John F. Kennedy, which the player attempts to prevent by traveling back in time to direct five agents through a series of encounters with historical figures of the period. The program is also planned for Amiga, Atari ST and Macintosh.

Exciting 3-D Animated Adventures from Sierra

New 3-D animated adventures dominated Sierra On-Line's exhibit of upcoming software releases at CES. Several were sequels to existing games, including the eagerly anticipated KING'S QUEST IV: THE PERILS OF ROSELLA designed by Roberta Williams. (She's been working with her team on this project for more than a year and a half.) We were treated to the extended cartoon opening of the program, and it is absolutely gorgeous, both visually and musically. We had never heard such sound from an IBM—full stereo and 32 voices. We're accustomed to hearing good sound from an Amiga or Apple IIGS, but not from an IBM! (Sierra's IBM was fitted with the Roland MT-32 music card, which will be available this fall.) The total effect of improved 3-D graphics and full, symphonic-quality sound gives a wondrously magical feel to the game. And the music for KING'S QUEST IV was composed specifically for the game by William Goldstein, whose credits include the "Fame" TV series. Sierra thinks that music is vital to the total gaming experience, and the company's late 1988 titles will all support optional music cards on the IBM. (MS-DOS will be the initial format on all the new Sierra programs, with Apple IIGS, Macintosh and Amiga versions to follow.)

More 3-D Animated Adventures

As much as we enjoyed getting a first look at KING'S QUEST IV, we were also impressed by the rest of Sierra's 3-D animated adventure line-up. MANHUNTER: NEW YORK is a futuristic science fiction piece from the authors of "The Ancient Art of War." The player is hired by alien dictators in order to spy on his or her fellow humans, submitting them to torture and even death if they refuse to obey the rules of the new monarchy. Then there's POLICE QUEST II: THE VENGEANCE, in which your role as homicide detective Sonny Bonds puts you on the trail of Jessie Bains, escaped convict and "Death Angel" of the first Police Quest game. And on the humorous side of adventuring, we got a look at LEISURE SUIT LARRY II: LOOKING FOR LOVE (IN ALL THE WRONG PLACES), which promises to be even funnier than the original. In the sequel, Larry the lovable nerd strikes it rich in the Lottery, gets a dream date on "The Dating Connection" and takes a dream cruise on the "Lover's Boat," only to find himself caught up in espionage and intrigue. For more humor, look to SPACE QUEST III: THE PIRATES OF PESTULON, marking the return of Roger Wilco, space janitor extraordinaire. Roger tries to save the acclaimed software authors, The Two Guys from Andromeda, from having to turn out dull, lifeless arcade games for a cutthroat software company. (We sense an onslaught of computer industry inside jokes coming in this one!) The game combines first-person space flight simulation with comedic adventure and includes an original soundtrack by Bob Siebenberg, drummer for Supertramp.

And More from Sierra

The last of Sierra's new 3-D animated adventures is a historical one that depicts a period in our American heritage. GOLD RUSH! lets the player become a pioneer of the 1800s, moving across the continent from New York to the gold fields of California. It's actually three games in one, because the player can choose any of three different routes. The first begins on a steamer to Panama, then continues on foot across the Isthmus, and finishes with a sailing trip to the Barbary Coast of San Francisco. The second route is across the heartland of America by wagon train, and the third is by sea around the tip of the Cape of Good Hope. This game promises to be educational as well as entertaining. And the final new entry from Sierra gives U.S. gamers another look at advanced Japanese programming through Sierra's licensing agreement with Game Arts of Japan, authors of "Thexder." The new game is SILPHEED, a three-dimensional space action and strategy game with extraordinary graphic quality.

New Arcade Adventure for Atari ST

Broderbund is readying Typhoon Thompson in Search for the Sea Child, an arcade adventure written by Dan Gorlin (of Choplifter fame). A space cruiser has crashed on a remote planet and the ship's distress signal indicates there's only one survivor: an infant boy. After three rescue missions have disappeared, Typhoon Thompson is given the assignment. The game, by the way, is a deluxe version of Broderbund's Airheart.

Broderbund to Enter CD-ROM Field

Meanwhile on the CD-ROM front, Broderbund has signed an agreement with The Point Foundation to publish a CD-ROM version of The Whole Earth Catalog.

APPLE II Software

PAPERBOY (★★★/★★1/2) has been adapted for Apple II owners by _Mindscape_. A popular title in its' earlier format for C64/128, the game finds you riding your bike through an area of suburbia where you must deliver the daily newspaper. Seems simple enough, except for the dogs, traffic, flying tires, curbs, gratings, and even a few robbers along the way. As you head up the street, you must deliver to the yellow houses which have a subscription and collect bonus points by breaking the windows of non-subscribers. If you make it through your route, you go to a bonus practice track where you collect points by hitting the targets that line the course. Your week begins with Monday. Get through the day and you'll be rated. If you really mess up, you'll be fired. If not, it's on to the Tuesday deliveries. By the way, if you missed a subscriber's house on Monday, don't bother to leave a paper on Tuesday. They have no mercy as they've already cancelled their subscription!

A Popular Title

As simple as it is, this has been a good seller in its' Commodore version; as well as being a hit on the arcade circuit. It looks simpler than it is as you head up the street at a diagonal pace, meaning hazards appear out of nowhere, giving you virtually no time to avoid them. The graphics are good with fine sound and animation. (one player; joystick required; available for Commodore 64/ 128, Apple IIGS) (MSR $39.95)

Electronic Arts Readies Air Combat Simulator

F/A-18 Interceptor, a new air combat simulator from Electronic Arts for the Amiga, is being readied for release. It's set in the San Francisco bay area and includes six combat missions, free flight and a training mission. In the free flight mode, the player attempts to fly under the Golden Gate Bridge without crashing into the ocean, bomb the Transamerica building, or buzz Alcatraz. In the combat mode, you must intercept and shoot down the enemy before Air Force One is destroyed. The retail will be $49.95. Watch for a review soon.

Four New Titles Announced from Broderbund

Broderbund introduced four new titles at the show including _Star Wars_ (C64, Amiga, ST) in which the player takes the part of Luke Skywalker piloting an X-Wing Fighter in an attack on the Empire's Death Star. _VCR Companion_ is a program which creates titles, graphics, credits, intermissions, and endings for your videotapes. There's also _VCR Companion Film Library I_, a collection of more than 130 additional graphic animations, special effects and borders to use with VCR Companion. In addition, there's _Downhill Challenge_, an interactive ski-racing simulation for the IBM, GS, Amiga, ST, and C64. There's four types of skiing: downhill, slalom, giant slalom, and jumping. In addition, _Ancient Art of War at Sea_, due to popularity, is being converted to the Macintosh and the Apple II and GS lines.

Budget Line Expansion

Classic best-sellers in the Broderbund line are now featured in their value-priced $14.95 line. Those titles include Karateka, Lode Runner, Airheart, Cauldron, and Magnetron

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MicroIllusions Signs Licensing Agreement

Hanna Barbera cartoon fans will have the chance to play with some of their favorite characters as MicroIllusions signs a licensing agreement with Hanna Barbera. The initial products will feature The Flintstones, the Jetsons, Scooby-Doo, and Johnny Quest and will be available late in the year for MS-DOS, Amiga, Mac II, and C64. Decisions haven't been made as to plot and whether the games will be adventure or arcade style (or combination).

New Releases

New games coming soon include _Turbo_ for Amiga in which two players can play via modem. _Craps Academy_ is a tutorial in the game of craps while _Tracers_ is an arcade-style cops and robbers game set in the circuitboards of a futuristic computer (Amiga). In _Mainframe_, the world has been taken over by a super computer and only you can save all of creation.

COMMODORE 64/128 Software

ROAD RUNNER (★★1/2/★★1/2) brings those two famous characters, the elusive Road Runner and his crafty adversary, Wile E. Coyote, to your computer screen in an wild chase from _Mindscape_. It's a crazy chase through desert landscape as you, as Road Runner, attempt to outrun and outmancuver Wile E. Coyote. You must race through paths, mazes, sand traps, and falling boulders. Meanwhile, the Coyote has his own tricks up his sleeve as he chases you on his rocket, skateboard, pogo stick, and booster jet. As you move, you must avoid oncoming trucks, land mines, cannon balls, and zig-zag to pick up birdseed. At the top of the screen is a Seed Meter. Allow too much birdseed to pass you by without picking it up and the road runner will be too weak to move and will be captured by Wile E. Coyote.

A Favorite Cartoon Character

Certainly, the Road Runner and the resulting antics have been a favorite of millions for years and years. As a result, we were anxious to try the game out. While it's a good game, it lacks something. The opening title screen starts with a rendition of the famous Looney Tunes theme. As you move into the action of the desert scenery, it turns into a good horizontal arcade action game; however, we couldn't help think back to the wonderful _"B.C. Quest for Tires"_ games from a few years ago (Sydney Software) and the crisp graphics, great action, and general hilarity which accompanied the games. While the graphics are adequate, they are not as crisp as we'd like to see and the gameplay is cute but lacks the snap that the _B.C._ games had (as well as the inevitable comparison to its' Saturday morning cartoon counterpart). Perhaps we were waiting (perhaps unrealistic) for the "beep beep" which never happened (we would hope, with the ST's abilities, that the famous Road Runner sound would be added as it's such an integral part of that character). This is probably a game which kids will enjoy more than adults, but it might be worth your while to see if you can check it out at your local software store before purchase (one player; reviewed on Commodore 64; coming for Atari ST) (MSR $34.95)

Activision Announces Predator

Predator, the adaptation of the film starring Arnold Schwarzenegger, will be available later this year for C64 owners. As the player, you assume Arnold's role as the leader of an elite military rescue mission. You must battle your way through the deep jungles of So. America, past the militant guerillas, and rescue US diplomats from a terrorist stronghold.

Simulation Due

Ocean Ranger, a simulation of a next-generation missile ship, is being finished for C64 (later for MS-DOS). Players can move up the ranks from basic training to regular forces, on through covert CIA activities, as you do battle throughout the various hotspots around the world.

Conversions

Rampage, the action game that sends a giant gorilla, lizard, or wolf, on a rampage of destruction from coast to coast, is being converted for Apple II and C64 owners. The Last Ninja, a hit on the Commodore, will be made available for MS-DOS, IIGS, and Apple II computers. This is a martial arts game full of adventure with over 130 screens and over 1,000 moving objects.

More to Solid Gold Line

The value line which sells for $14.95, will have a few titles added to its' library. In addition to Aliens: the Computer Game which is already priced at $14.95, look for Infocom's Leather Goddesses of Phobos and Gamestar's GBA Championship Basketball: Two on Two and Championship Baseball.

MORE IN JULY ISSUE!!!

There was so much CES news that we have split it up with more coming in next month's issue! Also, due to the news, we have postponed several reviews, again for July.

The coverage of the Top Gun Shootout, promised for this month, will be next month.

Keep the questionnaires coming...we're compiling them for inclusion in these pages in the next month or two.

First, it has encouraged some computer software companies to produce more action-oriented, arcade-style games than they would have a few years ago when most software producers avoided anything that could be considered a video game. Another effect of video games on the computer entertainment software market is that some software producers have noted a slight sales decline, especially in the C64/128 category. This decline, which the manufacturers in question attributed to C64/128 owners' acquiring of videogame systems, has apparently been reversed by the shortages of videogame cartridges this year.

Plenty of Hoopla

For anyone who loves to play games on a computer or dedicated game system, the 1988 Summer CES offered more choice than we've seen in a long time at one of these shows. As in a feast spread over tables laden with too many choices for a single palate, CES exhibitors displayed far more choices than any one game enthusiast could possibly digest, even over the course of four days. Manufacturers pulled out all the stops in their attempts to make their products more noticeable than the others. There were celebrity endorsements and personal appearances galore: The truly imposing figure of wrestler Andre the Giant touting Acclaim's WRESTLEMANIA for the NES...Robo Cop posing for photos with those who visited Data East's section of the Nintendo booth...sports heroes Reggie Jackson and Walter Payton signing autographs in Sega's booth...Pete Rose appearing via live video hook-up to answer questions about his namesake computer baseball game by Gamestar at the Activision press breakfast...and many more. Some took a different approach to grabbing the attention of show-goers. Epyx had a full-sized putting green to promote their VCR golf game and plenty of Olympics trappings to highlight their status as the only software company to be an official U.S. Olympic Committee licensee. Nintendo demanded attention with the sheer size of their massive booth. Accolade focused on BUBBLE GHOST by showering its spot on the show floor with a constant stream of bubbles emanating from a bubble machine. Sega had a pair of THUNDER BLADE arcade machines in their booth along with a clever, multi-screen video presentation. Atari gave show attendees a chance to win an Atari game system by finding matching squares in a giant display of Atari system boxes set up like a TV game show.

CES Highlights: Computer Games

Despite the hoopla, the most exciting new products have a way of standing out on their own merits, even in a sea of promotional madness. In no particular order, these are some of the new products that captured our attention with an especially good first impression. BATTLE CHESS, a captivating computer chess simulation by Interplay Productions (now an Activision affiliated publisher), has animated chess pieces that turn into wonderful characters that do battle with each other. Reminiscent of the holographic chess game sequence in the movie, STAR WARS, this game looks like a best-seller to us. Also from the Activision group of publishers, ZAK McKRACKEN AND THE ALIEN MINDBENDERS by Lucasfilm Games follows the structure and look of their successful MANIAC MANSION with a totally zany adventure in the life of a writer for one of those outrageous tabloid newspapers. In Sierra's booth, we experienced an enchanting sample of KING'S QUEST IV: THE PERILS OF ROSELLA which can only be regarded as the absolute pinnacle of achievement in a 3-D animated adventure. Yes, Roberta Williams and her talented team have done it again, this time complete with stereo sound (on IBM, yet—with appropriate music card). Epyx showed its best in THE GAMES: WINTER EDITION and THE GAMES: SUMMER EDITION, two all-new officially licensed Olympics sports games featuring realism and incredibly smooth animation. And speaking of animation, no one does it better on the Amiga than the crew at Cinemaware. They showed 1940s-style movie serial action in ROCKET RANGER and a superbly realistic TV SPORTS: FOOTBALL with typically Cinemaware knock-'em dead graphics. In the wry humor department, Datasoft (an Electronic Arts Affiliated Label) showed the Monty Python-esque COSMIC RELIEF: PROF. RENEGADE TO THE RESCUE, a delightfully dizzy action-adventure full of marvelously improbable feats. Another EA affiliate, Strategic Simulations, showed the first of its eagerly anticipated computer titles under the ADVANCED DUNGEONS & DRAGONS name licensed from TSR Hobbies. What we saw of the fantasy role-playing game, POOL OF RADIANCE, and the action-adventure, HEROES OF THE LANCE, looked great.

CES Highlights: Video Games

Video game enthusiasts have plenty to look forward to, regardless of the system they own. Atari 2600 owners can look forward to Activision's extremely fast-paced sequel to one of the all-time best 2600 games in RIVER RAID II, plus a true flight simulator, TOMCAT: THE F-14 FIGHTER SIMULATOR from Absolute Entertainment. On the Atari 7800 front, Atari is promising "new games each month," including the dungeon exploration game, DARK CHAMBERS among many others. Absolute Entertainment, an Activision affiliated publisher, is the first third-party developer for the 7800 and showed the realistic F-18 HORNET, an exciting flight simulator. Atari continues to push its XE game system and showed many conversions of popular computer games. One of the best is the World War II-themed INTO THE EAGLES NEST, a maze adventure licensed from Pandora. Nintendo and its 30 licensees showed a dizzying array of new games highlighted by the most eagerly awaited game of 1988, ZELDA II: THE ADVENTURE OF LINK. Yes, we played a little of it, and yes, it looks as if it will be every bit as good as THE LEGEND OF ZELDA, but with improved graphics. Bandai showed the NES version of XEVIOUS, which looks better than any home version of this arcade favorite that we've seen. Data East's RAMPAGE and ROBO COP look like sure winners, as do Ultra's TEENAGE MUTANT NINJA TURTLES, several of Konami's titles (including the beautifully animated BLADES OF STEEL), Acclaim's WRESTLEMANIA featuring Hulk Hogan, Sunsoft's military action-adventure in PLATOON, FCI's epic adventure in ULTIMA, and the sports realism of Jaleco's BASES LOADED. Sega owners have plenty to be excited about, with arcade conversions THUNDER BLADE, SHINOBI and DOUBLE DRAGON (the latter complete with the two-player cooperative action that arcade fans love in this game). Of the first role-playing adventures shown by Sega, the best appears to be PHANTASY STAR, a mammoth four-megabit cartridge with battery (and a high price tag in the $65-70 range).

Not Everyone Plays Games

Although computer and video games were prominent at Summer CES, there is much more to the Consumer Electronics Show than game-playing. Some of the more interesting or unusual non-game products that we saw included the Phido Phone by TTI Communications. This plush pup sporting blue blazer and a telephone keypad on his chest is a speaker phone with robotics: the dog's eye and mouth movements are electronically synchronized with the voice of your friend on the other end of the line. This one falls into the "What will they think of next?!" category. DAT (Digital Audio Tape) players for home and car were more in evidence than at previous shows, although prerecorded DAT software remains extremely scarce. The somewhat complicated and confusing arena of compact discs with pictures is no clearer than ever, what with talk of CD-I (Compact Disc Interactive), CD-V (Video), and CD+G (Graphics). Also of interest from the CES floor: the Psion Organiser II, a hand-held computer (just a little larger than a standard hand-held calculator) that can be directly connected to your desktop computer system for transfer of data back and forth. FAX machines of all kinds were shown, including several new models geared to the traveling business person because they are portable. With summer and outdoor living upon us, Recoton showed their Universal Infrared Remote Control Wireless Speakers, which would be perfect for bringing music outside the house to the patio. (They're also ideal as the rear speakers for a surround-sound system.) In the video arena, Panasonic showed a tiny all-in-one 8mm video recorder/player and monitor screen—the ultimate in portability for the couch potato who wants to move from the couch on occasion. Panasonic also showed a clever VHS VCR which can be set to record by calling it on the telephone. Now you don't have to worry about racing home to start recording a program or deal with the complications of setting up the VCR to record on a timer.

More CES News

For more CES news from CES, read on! This month's issue is packed with more news about the games you love to play than you will find in any other source—and we get that news to you sooner than any publication available!

New from Capcom

On the computer side, Capcom is planning three new titles. *Tiger Road*, for C64, finds you battling treacherous warriors who have kidnapped the children. *Back Tiger*, for C64, is one brave warrior against the deadly blue dragon, goblins, and the enemy armed with war axes, trying to rescue the wise man and gain more weapons. *Street Fighter*, planned for IBM, C64, Amiga, and Atari, finds you as a young master of martial arts challenging street fighters from around the globe.

Adventure Games from Interstel

Interstel, distributed by Electronic Arts, plans several new adventure games. *Starfleet II: Krellan Commander*, is the second episode in the Starfleet saga. *Dragon Force* is an elite international strike force made up of fourteen combat soldiers in dangerous assignments. *Gone Fish'n* is just that...a game to see if you can catch the big one. *Empire* combines combat, exploration, and advanced artificial intelligence into a game of interplanetary imperialims. Finally, *Scavengers* is a post-holocaust adventure in which you become a member of a four man scavenger team that must leave the underground city on a dangerous mission to forage for anything that might be of value to your tribe.

Leisure Genius Offers Board Games

Leisure Genius, a division of England's Virgin Games, is releasing some very popular board games through its' US distributor, Electronic Arts. Included in the line-up are *Scrabble* (already available for MS-DOS, Apple II, Macintioh, and C64) for Amiga and ST; the venerable Parker Bros. game of *Monopoly* which should prove to be a hit on C64, MS-DOS, Apple II, Amiga, and the ST. The classic strategy game *RISK* is being adapted for Apple II, C64, ST, Amiga, and MS-DO and should be a winner for anyone who loves world domination! Finally, *Scruples*, with its' original questions will be developed for C64, ST, Apple II, and MS-DOS.

While no pricing is available yet, this looks to be a very interesting line-up for all our board game lovers out there!

First Row Software Publishing Debuts

There's a new company out of the Philadelphia area which promises some interesting sounding games for various computer systems. *Prime Time* sounds like it could be one of the most unusual games to come along in a while (that in itself is unusual!) as you'll have the chance to run a television network cancelling shows, "do lunch", and more with digitized speech and sound effects. Now you can enter the TV ratings war! Star *Empire* is an action/adventure (also with digitized sound) which takes players on a romp through the galaxies. *Dr. Dumont's Wild P.A.R.T.I.* is a text adventure game from the creators of games such as Suspended, Cybord, and Infidel. Another unusual-sounding one is *Moses the Old Testament #1* in which you follow the challenging journey of Moses in a graphic adventure. *The Twilight Zone* finds you experiencing a mysterious storyline, complete with "twist ending." And, finally, *Jackie Gleason's The Honeymooners* is an interactive, role-playing game which promises loads of laughs.

All in all, we're curious to see this product and will review it just as soon as it's available!

Write Your Resume!

Spinnaker Software can help you write your resume with Betterworking Resume Kit with automatic formatting and organization to work in a sequential process to organize skills, experience, and education. It provides 9 different formats, a spell check, word processor for your cover letters, a variety of fonts, as well as a tickler file which keeps all the current follow-up information needed to stay on top of the job search. Retail will be $39.95

SSI Drops Plans for Certain Titles

The following titles will not be released, although previously announced by SSI: Phantasie (Macintosh), Computer Ambush (Amiga), Wargame Construction Set (Amiga), and Imperium Galactum (Atari ST).

Springboard Ships Publisher for Apple II

Publisher, Springboard's desktop publishing tool, is now shipping in 5-1/4" format for Apple II owners. It features page layout control, WYSIWYG, graphics tools, as well as importing text from word processors and graphics from paint programs. The retail is $139.95.

Skyfox II Ships for IBM

Electronic Arts has shipped Skyfox II: The Cygnus Conflict. The sequel to Skyfox continues the earth battle with the enemy Xenomorphs in the arena of outerspace with a new plot, better graphics and sound, faster action and a more realistic sensation of flying than its predecessor. The game is for solo play with varying levels of difficulty and ten possible battle situations. It retails for $29.95.

Largest Distribution Agreement Signed

Electronic Arts and Strategic Simulations Inc. (SSI) have reached an exclusive agreement whereby EA will distribute product by SSI, including the upcoming Dungeons & Dragons game series. This marks the largest affiliated label deal made to date!

New Conversions from Electronic Arts

Electronic Arts recently released the Commodore 64/128 version of BARD'S TALE III: THIEF OF FATE (MSR $39.95) by Interplay Productions, a role-playing game that is larger and faster than the first two BARD'S TALE games. The Apple II version of this game was reviewed in our April issue. Also by Interplay Productions for EA is the new C64/128 version of WASTELAND ($39.95), a role-playing game set in a post-nuclear future. (The original Apple version was reviewed in April.) And from the EA affiliated label, Strategic Studies Group of Australia, comes a 256K IBM/Tandy version of one of the great classic adventures previously available only for Apple II and C64/128: REACH FOR THE STARS ($44.95). It is a game of space colonization and conquest, requiring equal measures of resource management and strategic military planning. The program is supplied on 5.25-inch and 3.5-inch disks which a]re not copy protected, and it supports all the major graphics standards (CGA, Tandy 16-color CGA, Hercules, EGA, MCGA and VGA.

New Version of QUESTRON II from SSI

QUESTRON II (MSR $49.95) is now available for the Atari ST from Strategic Simulations. The initial Commodore 64/128 version was reviewed in our March issue. This one is a must for QUESTRON fans, as you are hurled back through time to prevent the creation of the Evil Book of Magic.

Accolade Plans New Versions, Add-Ons

IBM versions of THE GRAPHICS STUDIO (MSR $99.95) and APOLLO 18: MISSION TO THE MOON ($39.95), along with a new Apple IIGS version of MINI-PUTT ($44.95) are slated to be shown at CES next month by Accolade. The company also plans to show their new 4TH & INCHES TEAM CONSTRUCTION DISK ($19.95 for C64/128). The add-on disk permits players of "4th & Inches" to build their own football team, which can then be named and substituted for the standard teams provided on the original game disk. Variables which can be selected include a range of player attributes (height, weight, speed, etc.) and the new team's jersey colors. The add-on team disk is also planned for later in the year for IBM/Tandy, Apple IIGS, Amiga, and Macintosh.

Carmen Sandiego Returns

That much-travelled lady of crime, Carmen Sandiego, is up to her old tricks again in the latest version of WHERE IN THE WORLD IS CARMEN SANDIEGO? for Macintosh (MSR $39.95). This highly acclaimed program combines education with entertainment and is also available for Apple II, IBM/Tandy and Commodore 64/128.

SSI Shows First AD&D Products at CES

Since Strategic Simulations is the newest of the Electronic Arts affiliated labels, the company showed its first Advanced Dungeons & Dragons Products (produced in collaboration with TSR, Inc.) in the EA suite at CES earlier this month. POOL OF RADIANCE will be the first in a series of role-playing games, and the initial version for Commodore 64/128 (MSR $39.95) will fill four double-sided disks. The program permits six player-characters and two computer-controlled non-player characters in the adventuring party. The program will also be available in versions for IBM PC/compatibles ($49.95) and Apple II ($44.95). The second game, HEROES OF THE LANCE, is an action-adventure derived from the first DRAGONLANCE AD&D module in which the epic battle between good and evil on the world of Krynn is re-created. There are eight player-controlled characters, each with special skills and attributes. The action game will be available soon for Atari ST, Amiga, IBM PC/compatibles ($39.95) and for C64/128 ($29.95). SSI also introduced DUNGEON MASTER'S ASSISTANT, VOLUME 1: ENCOUNTERS ($29.95 for Apple II, C64/128, IBM PC/compatibles). This is a utility program for Dungeon Masters who are using the paper-based AD&D game and incorporates material from the two AD&D Monster Manuals and several other AD&D sources.

Datasoft: from Serious to Silly

Everything from serious to silly was available for view in Datasoft's section of the Electronic Arts suite at CES. In the simulation category, they showed a new Apple IIGS version of their helicopter flight and combat game, TOMAHAWK (MSR $39.95), complete with stereo sound and improved graphics. The submarine combat simulation based on Tom Clancy's best-selling novel, HUNT FOR RED OCTOBER, was also highlighted, since an EGA version for IBM PC/compatibles ($49.95) will soon be available. Macintosh, Apple IIGS, Apple II, and Atari XE/XL versions of RED OCTOBER are also in development. Datasoft also introduced a 128K Apple II version of their VIDEO TITLE SHOP ($39.95), which features mouse control, pull-down menus, WYSIWYG "what you see is what you get") displays, and on-screen demos with step-by-step instructions. An Apple IIGS version of this program is also in the works and should be ready very soon. The strategic war game, NAPOLEON IN RUSSIA; BORODINO 1812, also received its debut in Chicago. Slated for C64/128 and Atari XE/XL ($29.95), the program lets the player control Napoleon's armies at the turning point of his fortunes in Russia.

And Now, a Word from the Silly Side of Gaming

After all these serious and realistic programs, we got a big kick out of Datasoft's COSMIC RELIEF, easily one of the silliest programs we saw at CES. Subtitled "Prof. Renegade to the Rescue," this program has a tongue-in-cheek approach to the action-adventure style of gaming that had us absolutely captivated. The player's task is to find the elusive Prof. Renegade, who seems to be the only person capable of saving Earth from an asteroid hurtling toward the planet. Nothing silly about that, you say. Well, no, but there are these flying vacuum cleaners and tea cups you need for the quest, not to mention the unicycles and a bent coat hanger. The game has a Monty Python sort of appeal, and we can't wait to play it at length to discover even more of its silliness. Initial versions of COSMIC RELIEF will be for Amiga, Atari ST ($34.95) and C64/128 ($24.95), with additional versions planned for other systems.

Gamestar News

PETE ROSE PENNANT FEVER, capturing the "110% " playing style of the legendary Pete Rose, was the lead product from Gamestar at CES. Played from an on-field perspective the game permits players to pitch, hit, run, field, throw and steal as they would in a real game of baseball. And it incorporates the elements of managing a team: drafting and acquiring computerized players while maintaining control of the club's finances and player salaries. Initial versions of PETE ROSE PENNANT FEVER will be available for MS-DOS (MSR $39.95) and C64/128 ($34.95). Gamestar also introduced MAIN EVENT (C64/128 $29.95, MS-DOS $34.95), a wrestling game with all the extravagance of the real thing. And Gamestar added an Apple II version of STAR RANK BOXING II ($34.95) to join the earlier C64/128 and MS-DOS versions.

Interplay Productions Shows a Winning Pair

Previously known best for the BARD'S TALE series of fantasy role-playing games, Interplay Productions is now one of the Mediagenic/Activision affiliated publishers and was showing its first products as an independent developer at CES. Both of their programs look like winners, but we were especially taken by BATTLE CHESS. It brings every piece on a standard chess board to life, each with its individual personality and a special way of attacking its enemies. The game is playable as a typical computer chess simulation, but it would be a shame to miss all the fun of animated chess characters battling it out as they contest the squares on the board. You don't even have to be a chess fan to enjoy this one. The first release of BATTLE CHESS will be for Amiga (MSR $49.95), with Apple IIGS and MS-DOS versions to follow.

Futuristic Hacker Adventure

Interplay's second new product, NEUROMANCER, will be for C64/128 ($39.95), with an MS-DOS version coming later this year. NEUROMANCER, based on the science fiction novel by William Gibson, is a complex blend of adventure, role playing and simulation backed with an original soundtrack by DEVO, and it's a difficult program to describe. The player is a futuristic hacker in a Bladerunner-like world where hacking is not just frowned upon, but can actually be deadly. Armed with viruses and other weapons, the player enters the Cyberspace world where all computer networks are tied together and attempts to defeat computer security in over 40 databases. This one is definitely a mind game!

Coming from ICOM Simulations

ICOM Simulations, the company that made a name for itself with a uniquely interactive series of graphic adventures designed for Mindscape (DEJA VU, UNINVITED and SHADOWGATE), is off on its own and was looking for a new publisher when we ran into their representative at CES. The developer is working on two new titles: DEJA VU II, which is expected to be ready in time for Christmas, and RED STORM OVER LONDON for early next year. Both programs will be released in versions for Macintosh, Amiga, Atari ST, 16-color IBM PC/compatibles and Apple IIGS.

Absolute Entertainment Flying High

Following their first Commodore 64/128 release, X-15 ALPHA MISSION, Absolute Entertainment showed two new flight programs and an arcade conversion. F-18 HORNET (MSR $34.95) is a fighter jet simulation with aircraft carrier take-offs and landings and a variety of missions including training, aerial assault, emergency supply drop and bombing. This program is also being developed for the Atari 7800 game system. Garry Kitchen's SPACE ($34.95) is a realistic intergalactic adventure rendered with solid 3-D graphics which has been over two years in development. The player is in charge of the last mission of a lone star fighter in a journey across 512 space sectors with 64 unique planets, asteroids, and many enemy attackers. The arcade conversion is based on Exidy's CROSSBOW ($34.95) and features a dark ages theme as the player conquers deadly terrain and even deadlier monsters. The game includes twelve screens and more than 100 sound effects. Absolute Entertainment's products are distributed by Mediagenic (formerly Activision).

Mindscape Shows New Programs and Joystick

New products on display in Mindscape's booth included a variety of entertainment programs from arcade conversions to adventure plus a new joystick for use with Commodore and Atari machines. ROAD RUNNER, licensed from Atari Games, features the antics of the famous "beep-beep" bird and his perennial nemesis, Wile E. Coyote in a maze adventure. The program is available now for Commodore 64/128 (MSR $34.95, reviewed in this issue) and is coming soon for Atari ST ($49.95). ROAD RUNNER will also be available next year in a version for the Nintendo Entertainment System. Also part of the same license package from Atari Games are INDIANA JONES AND THE TEMPLE OF DOOM, an action-adventure taking Indy and his famous whip through a hair-raising series of escapades based on the movie, and the skateboarding action of 720. Both are slated for C64/128 and the

NES, and INDIANA JONES will also be available for Atari ST. Mindscape also introduced a new game in its indoor sports series, CLUBHOUSE SPORTS ($29.95) for C64/128 (other formats to follow). The program includes six indoor games: foosball, billiards (English or Carom billiards), skeeball, crazy pool (with the ability to place bumpers and holes anywhere on the table), pinball, and a shooting gallery with player's choice of gun design. And for action game players looking for a new weapon for their arsenal, Mindscape introduced the POWERPLAYERS JOYSTICK ($24.95), which is compatible with Commodore 64/128 and Amiga computers and Atari ST and XE/XL computers. The stick features a pistol grip with index-finger firing button and a short-throw steel-shaft joystick. The pistol-grip handle is positioned below what would be the base in a standard joystick design, with the small stick on top of the base. The configuration is meant to be equally comfortable for right- or left-handed players.

Adventures from Mindscape

The lead product in Mindscape's group of new adventure games is WILLOW: THE COMPUTER GAME ($39.95 for IBM PC/compatibles), which is based on the new Lucasfilm fantasy movie. This graphic adventure with arcade sequences will be reviewed in next month's issue. Mindscapes other new adventures are based on science fiction themes. CAPTAIN BLOOD is a French import with a blend of sci-fi adventure storyline, space flight simulation, and suggestive humor which uses both fractal and vector graphic techniques. The character of Captain Blood is smitten with his sexy space sweetheart, Torka, who has promised to bear him a thousand little Bloods. However, half a dozen Captain Blood clones are scattered about the galaxy, sapping the original's energy. They must be found and destroyed before the Captain and his lady can be together. This game is coming for Atari ST and Amiga ($49.95), IBM PC/compatibles ($39.95), and for C64/128 ($34.95). COLONY ($49.95) is a different kind of graphic adventure for Macintosh in which the player investigates the disappearance of a space colony in a frontier area which has been overrun by aliens~.r An IBM PC/compatibles version ($39.95) will be available later this year. VISIONS OF AFTERMATH: THE BOOMTOWN ($39.95) is a post-nuclear war strategic simulation for IBM PC/compatibles. The goal is to learn to survive the disaster and rebuild civilization using wits, ambition, resourcefulness and ethics. The simulation includes multiple scenarios and winning conditions for replayability, and it can be played by up to 16 people.

Mindscape to Publish SSI Backlist -

Mindscape recently signed an agreement with Strategic Simulatons Inc. which will bring a group of SSI's older strategy and simulation titles, many of which have been unavailable for some time, to Mindscape's budget-priced Thunder Mountain line. Most of the titles will be available for C64/128, Apple II, and Atari XE/XL, and they include FORTRESS, NAM, BATTALION COMMANDER, GEO-POLITIQUE 1990 , CARTELS AND CUTTHROATS, COMBAT LEADER, GALACTIC GLADIATORS, and QUEEN OF HEARTS.

Rainbird Shows New Titles and Conversions

The U.S. subsidiary of British Telecomm formerly used the names Firebird and Rainbird for different portions of their software line. They've apparently settled on the Rainbird name only, showing a group of titles under that name in the Mediagenic (formerly Activision) booth at CES. STARGLIDER II, the sequel to the popular arcade-style space flight simulator, should please fans of the original and draw new players as well. The sequel features solid-fill 3-D graphics for more realism than the original game plus the fastest, flicker-free frame rate we've ever seen in any flight simulator—truly amazing. The game is also enhanced with great sound effects, digitized speech, and several control options. Initial versions will be for Atari ST and Amiga (MSR $44.95) on a single disk, followed by IBM PC/Compatibles ($39.95). Rainbird also showed a pair of action-adventures, ENLIGHTENMENT and BLACK LAMP for Amiga ($24.95) and C64/128 ($19.95). (BLACK LAMP will also be done for Atari ST at $24.95.) ENLIGHTENMENT lets the player become a Druid to free the lands of Belorn from an evil wizard, once banished but now returned with his legion of undead, monsters and evil creatures. The Druid progresses through the ten lands of Belorn and a five-level dungeon, enlisting the aid of the powers of earth, air, water and fire. (These powers can be controlled by a second player.) BLACK LAMP is a humorous action-adventure pitting Jolly Jack the Jester against

animated animals and other characters in his quest to find enchanted lamps and eventually the Black Lamp itself, which is guarded by a ferocious, fire-breathing dragon.

Rainbird Conversions

New versions of existing Rainbird titles were also shown at CES. CARRIER COMMAND, currently available for Atari ST ($44.95), is an action-oriented game of strategic naval warfare in which the player controls the carrier, its squadron of remote fighters, and an amphibious assault division. The next version of CARRIER COMMAND will be for Amiga ($44.95), followed later in the year with conversions for MS-DOS ($39.95), Macintosh ($44.95) and C64/128 ($34.95). UNIVERSAL MILITARY SIMULATOR, which allows the player to re-create the world's greatest military conflicts, was released first for MS-DOS and Atari ST ($49.95). The next versions are for Macintosh and Amiga ($44.95), with Apple II and C64/128 versions ($39.95) coming later this year.
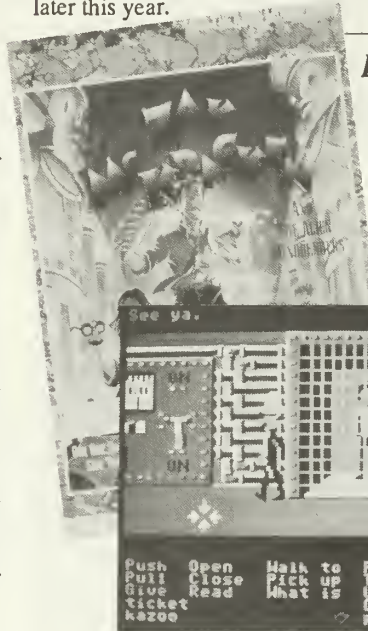
Reporter Discovers Alien Plot to Reduce Human IQs

It was learned recently that Zak McKracken, ace reporter for the National Inquisitor (the tabloid read by bored people in supermarket lines everywhere) has discovered the source of a worldwide stupidity epidemic. McKracken revealed his discovery in Chicago, where he went on to explain that he had uncovered an extraterrestrial plot designed to reduce the IQ of every human to single digits! Preposterous, you say? Not at all! It's simply the storyline of Lucasfilm's new comedy adventure, previewed at CES earlier this month. ZAK McKRACKEN AND THE ALIEN MINDBENDERS is a graphic adventure in the tradition established by MANIAC MANSION and even contains references to the earlier game. Featuring a user interface that requires absolutely no typing, the game has cartoon-like animated graphics, original music, alternative puzzle solutions, and some of the funniest bits we've seen in a computer game. As much as we enjoyed MANIAC MANSION, ZAK McKRACKEN AND THE ALIEN MINDBENDERS looks as if it will be even better. The game will be available for IBM PC/XT/AT/PS2/Tandy ($44.95) and for C64/128 and 128K Apple II ($34.95). Lucasfilm Games are distributed by Mediagenic (formerly Activision).

Avalon Hill Releases The Civil War

The Civil War, a strategy game for IBMers, has just shipped from Avalon Hill. It features four year-long scenarios, each of which can be played out to the end of the war. You are in command of the armies of the North and South as you must determine where your major campaigns will take place. Armies must be formed and leaders assigned. It includes over 60 leaders, each individually rated for tactical and strategic ability. In addition to a full-color 16x22" reference map, the game records the results of battles and saves them in a special file you can print later. Requiring a color graphics card, it retails for $35.00.

THE VIDEO GAME UPDATE

Activity at Nintendo's CES "Mega-Booth"

There could be no question of the boom in video games once any CES attendee saw the activity in Nintendo's spacious CES booth. Most of the Nintendo "family" of third-party licensees shared space and added to the overall level of excitement, but Nintendo provided the direction, from examples of store merchandising displays to the chance to listen in as Nintendo's Game Counselors answered gamers' questions from the show floor. And although Nintendo was not showing a large quantity of new products, they certainly have some very special new releases planned for the second half of the year. In late summer or early fall, Nintendo plans to release a new configuration of their system, which will be known as the POWER SET (MSR $179.95). The set will include a control deck, two control pads, a Zapper light gun, a Power Pad and a Triple Game Pak containing SUPER MARIO BROS., DUCK HUNT, and WORLD CLASS TRACK MEET. The Power Pad is a result of Nintendo's purchase and redesign of Bandai's Family Fun Fitness exercise/controller mat. We were told that Nintendo's Power Pad is compatible with the existing Bandai software for the Family Fun Fitness mat and that Nintendo's new Power Pad software can be used by anyone who already owns a Bandai mat. Nintendo plans to release two Game Paks for use with the Power Pad at the same time it makes the Power Set available. The titles are DANCE AEROBICS and SUPER TEAM GAMES ($42.95 each).

New Games from Nintendo

Nintendo showed three additional new titles: DONKEY KONG CLASSICS ($42.95, contains both DONKEY KONG and DONKEY KONG JR.), and, of course, SUPER MARIO BROS. 2 and ZELDA II-THE ADVENTURE OF LINK ($49.95 each). Enough has been said about these titles that every Nintendo owner is very aware of them. The previously announced games, RETURN OF DONKEY KONG and DRAGON WARRIOR have been deleted from Nintendo's product lineup. Also deleted are several older games in order to make way for newer titles. In addition to the titles listed in last month's issue, SUPER MARIO BROS. and DUCK HUNT will no longer be available aside from their inclusion with the Action Set and Power Set.

New Magazine

A new publication, NINTENDO POWER, will replace the FUN CLUB NEWS. The first issue will bear a July/August cover date, and subscriptions will be available to Nintendo Fun Club members for $15. From what we've been told about the publication, it will be similar to the Japanese game magazines: a four-color, high-quality magazine with game reviews, sneak previews of new titles, comparison ratings of titles, and special Nintendo contests.

1988 to Be a Big Year for Nintendo

Based on continued growth in demand and increased production, it is expected that Nintendo will have sold a total of 10 to 11 million units in the U.S. by the end of this year. Even with this brisk growth, Nintendo's penetration does not approach that of the venerable Atari 2600, of which approximately 30 million have been sold since its introduction. However, it is nearly impossible to estimate what proportion of that 30 million is lying unused in a closet. New sales records in NES software are inevitable, even as Nintendo and its licensees struggle to keep up with increased demand in the face of a worldwide shortage in chips. A word to the wise: don't wait until the week before Christmas to purchase a particular NES game that you simply MUST have for a holiday gift!

Accessory Makers Jump on Nintendo Bandwagon

Although there were some non-licensed third-party accessories shown for use with the NES at the Winter CES in January, quite a few more were on display at the summer show. Camerica was showing its wireless infrared FREEDOM STICK, which should be especially appealing to multiple-system households. The FREEDOM STICK is compatible not only with the NES, but also with the Sega Master System, Atari 2600, Atari XE Game System, Atari XE/XL and ST computers, and? Commodore 64/128 and Amiga computers. And to answer a question we've been asked several times about the FREEDOM STICK: yes, it really does work. It allows you to move a comfortable distance away from the TV or monitor screen without intervening wires to trip over, and it is sensitive enough to respond at angles so severe that you can no longer see the screen well enough to play easily! Other joystick makers have contributed new designs to the NES gamer's arsenal, as well, including a whole line of sticks from Beeshu with a variety of features. One of the more innovative products we ran into was the cleverly designed MOTHER SHIP by Suncom, a company known for its high-quality computer joysticks and accessories. The MOTHER SHIP looks like a standard aircraft-style joystick with sculptured hand grip, except that it has a cavity in its base. The cavity holds the standard NES Control Pad, so that the MOTHER SHIP takes full advantage of Nintendo's superb engineering and responsiveness while providing the feel of a {true joystick. Suncom showed other accessories for the NES, including DOCKING BAYS, which are roll-top storage containers for Nintendo cartridges. Available in a 10-cartridge or 20-cartridge size, the Suncom DOCKING BAY is color-coordinated to the NES in two-tone gray. For those looking for lower-priced storage, Suncom now offers a 12-cartridge open plastic tray that can be interlocked with additional trays as your collection grows. Curtis also offers an open storage bin made of beige plastic which holds 10 carts. Padded nylon storage bags for toting games were shown by Suncom and Tamrac, a manufacturer of camera bags. Tamrac also introduced a SYSTEM KEEPER padded nylon bag, which has compartments for stowing a control deck, control pads, all connecting cords, a Zapper, and a small collection of games and instruction booklets—great for transporting the NES or simply storing it when it's not in use. Several manufacturers also showed large system storage trays with removable, tinted hard plastic covers. Our only concern about that approach is that the removable cover could easily be cracked or broken.

Atari Signs Nolan Bushnell to Create Games

Unlike their previous CES showings, Atari's display at this show included only video games, with not a computer or piece of computer software in sight. (For all the videogame emphasis in Atari's booth, personnel present when we visited seemed remarkably uninterested in press coverage of their games. We ended up giving ourselves a self-guided tour.) The ,biggest news at Atari was their signing of a video game development contract with Nolan Bushnell of Axlon. Bushnell, as we're sure you know, is the original developer of both PONG and the Atari 2600 system, and his company will design and develop an unspecified number of games for the Atari 2600 and 7800 systems.

Atari Promises 45 New Games by Year-End

Promising a blitz of new titles for its three game systems by the end of the year, Atari continues to place the heaviest emphasis on its' XE system, with "more than 19" new titles scheduled (is this deja vu back to the Coleco Adam announcement days???). Second position goes to the venerable 2600, still selling well in today's renewed game market, with new titles for the 7800 still sparse but promised to improve. For the most part, the new games for the XE game system are still cartridge conversions of existing disk-based computer games done for the Atari XE/XL computer. ACE OF ACES, INTO THE EAGLES NEST, and NECROMANCER were highlighted in Atari's CES booth. Other new XE game titles include FOOD FIGHT, COMMANDO and DESERT FALCON. For the 7800, Atari spotlighted BALLBLAZER, DARK CHAMBERS (a 26-level dungeon adventure), DESERT FALCON (finally!), WINTER GAMES, SUMMER GAMES, IMPOSSIBLE MISSION, HAT TRICK (hockey), and SUPER BASEBALL. The last two should be especially welcome news to 7800 owners, who have been looking for sports games for their system. New Atari 2600 titles exhibited included CROSSBOW, DARK CHAMBERS, SPRINT-MASTER (racing game with nine track configurations and three track surfaces), SUPER BASEBALL, and SUPER FOOTBALL.

Activision & Absolute Announce Atari-Compatible Games

Activision, the lone independent survivor of the first video game wave, showed one new title for the Atari 2600 at CES. RIVER RAID II is a sequel to one of the most popular games ever made for this system and features faster action along with several new elements. The game begins aboard an aircraft carrier, and the raiding mission is different each time you play. Additional challenge is provided by water-to-air

battleship fire, anti-aircraft strikes, mid-air refueling, and the necessity of landing on the carrier at the end of each mission. One of Activision's affiliated publishers, Absolute Entertainment, also showed two new 2600 games and announced that they have become the first third-party developer for the Atari 7800 system. The 2600 titles are TOMCAT-THE F-14 FIGHTER SIMULATOR (a first of its type for the 2600 and designed with the cooperation of the U.S. Navy and former Navy fliers) and PETE ROSE BASEBALL, promised as "the most technically advanced and realistic baseball game offered on the Atari 2600." And now that the Atari 7800 has attained the magic figure of 1 million units sold, Absolute has signed with Atari as the first third-party developer for the system. Absolute's first games for the 7800 are SUPER SKATEBOARDIN' (an extension of Absolute's current skateboarding game for the 2600) and F-18 HORNET (an aircraft-carrier, fighter-jet game with three-dimensional flight graphics). Absolute will also do a version of F-18 HORNET on disk for Commodore 64/128.

Lots of Activity in Lively Sega Booth

The mood in the Sega booth was very upbeat, despite the pressures of the chip shortage which are affecting all game cartridge manufacturers. With most of its first-half announced titles already released and in the hands of gamers, Sega was ready with a varied group of new games and other goodies for the second half of the year, including a pair of arcade conversions that have been requested by Sega owners: the helicopter-in-the-city action game, THUNDER BLADE, and the Ninja battling and strategy of SHINOBI (both two-mega carts). Another new arcade conversion shown was the four-mega R-TYPE, complete with coin-op brilliance and sound. The most surprising introduction to us (and, we imagine, to Nintendo and Tradewest) was a Sega version of the coin-op hit, DOUBLE DRAGON. The two-mega game was only announced but not actually shown to those who toured Sega's booth. However, the game, though not yet completely debugged, was up and running in a private room within the booth where we were invited to see it. After a demonstration, we even had a chance to play a round with Sega's "Czar of Videogaming," John Sauer. (The 27-year-old senior games analyst helps design packaging, evaluates advance copies of games received from Sega of Japan, suggests new ways to make programs more fun for American players, and drafts stories and instructions for game manuals.) As Sauer was quick to point out, we were playing a cooperative, two of us against the bad guys kind of game that is not possible in Tradewest's NES version of DOUBLE DRAGON. Sega owners will love this one.

New Action Games from Sega
Joining the lineup of Sega action games is a new Sega card title, SPY VS. SPY, licensed from First Star Software. (This is the first of the three SPY VS. SPY games, not the second "Island Caper" game which was licensed to Kemco-Seika for the NES.) The game features the black spy and the white spy of MAD Magazine fame as they trick and bumble their way through an espionage adventure presented on a split screen. ALF features the bad-boy alien of the hit TV show in a game that has the player helping him find the parts to fix his broken space ship. The two-mega cart, KENSEIDEN, takes the player to 16th century Japan for what promises to be a fascinating battle against mythological creatures using the ancient art of Kendo. The final new action entry is GOLVELLIUS.

First Role-Playing Adventures from Sega
Despite what are likely to be some very high price tags, we think gamers will be pleased to see the first role-playing adventures for the Sega system: LORD OF THE SWORD, the high-tech Y'S, MIRACLE WARRIORS: SEAL OF THE DARK LORD, and the enchanting four-mega PHANTASY STAR, which features space travel to three different worlds, three-dimensional dungeons, and computer players. All of the adventures look good, but we were especially taken with PHANTASY STAR—and we were pleased to see a heroine for a change. (All but LORD OF THE SWORD in this series have batteries in the cartridges which allow the player to save up to five games in progress.)

Sports, Shooting, 3-D and Family Games
Toward the end of this year or early next year, players can look forward to the fun-filled CALIFORNIA GAMES, licensed from Epyx, which includes surfing, frisbee, BMX biking, roller skating, skateboarding, and hackey-sack. In response to player input, Sega is offering improvements over their "Great" sports games with REGGIE

JACKSON BASEBALL and WALTER PAYTON FOOTBALL. (The latter offers a much-improved one-player game.) Shooting enthusiasts will get their chance to save a general being held hostage in RAMBO III, which requires the Sega Light Phaser or Mega Phaser. A new 3-D submarine action game, POSEIDEN WARS 3-D joins the lineup of titles requiring the SegaScope 3-D glasses. In all honesty, we didn't like this one very much because the 3-D effect really strained our eyes after just a few minutes of playing time. Let's hope that there are still refinements to be made before this game is ready for release. And, finally, the group of family games will grow by two with MONOPOLY (yes, it really is coming) and SHANGHAI, a computer Mah-Jong game licensed from Activision.

New Peripherals and a Book
Sega's previously announced RAPID FIRE CONTROL STICK will be available this summer, and the RAPID FIRE ADAPTOR will also also be released as a separate item for those who already have a Control Stick. The RAPID FIRE LIGHT PHASER has been deleted and replaced by the completely redesigned MEGA PHASER with single-shot and rapid-fire capability. The MEGA PHASER will have a folding shoulder stock for added control. Sega also showed a large-based, console-style ARCADE COMMAND STICK with the joystick on the left side of the base. The action buttons are mounted in a rotating mount, allowing you to position them in the most comfortable spot for your hand. And all of you game fanatics will be pleased to learn that the SEGA OFFICIAL GAMER'S GUIDE will be available this winter to provide you with over 100 pages of tips, tactics and information about the Sega games you love to play. Sega Announces

First Third-Party Developer
Sega announced its first third-party developer at CES: Parker Brothers, which plans Sega versions of the computer games KING'S QUEST (licensed from Sierra) and WHERE IN THE WORLD IS CARMEN SANDIEGO? (licensed from Broderbund). These games are not expected to be available until early 1989.

Release Dates and Prices
Sega seems a little more sure of its announced release dates than some of the Nintendo game producers. However, we would still caution you not to regard release dates as absolutely firm, since the chip shortage also affects Sega. You will also notice another effect of the chip shortage (and the dollar-yen exchange situation): prices of the new releases are higher than the older titles in the same memory category}.
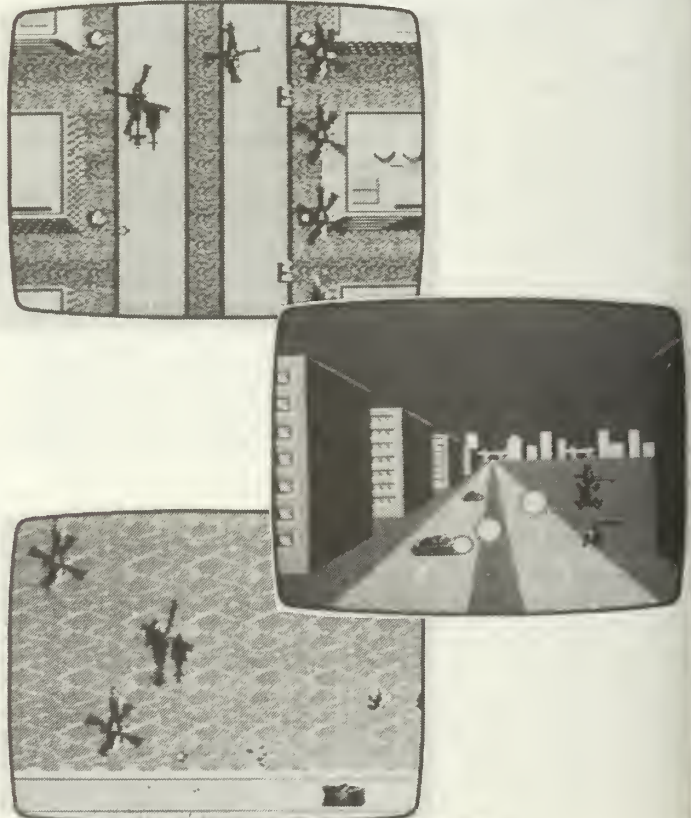
Sega's "Thunder Blade"

Torrent of Titles from Nintendo Licensees

As of Summer CES, the list of companies licensed by Nintendo to create software for the Nintendo Entertainment System had expanded to thirty. Not all of them have announced titles, nor were all of them showing games. However, enough of them were giving CES attendees a look at what's to come that it was quite a job to cover them all. Every licensee we spoke with echoed the same problem over and over: the chip shortage and the resulting shortfall of cartridges that is likely to continue at least until March, 1989. No company, including Nintendo itself, will have enough game cartridges to fill all orders completely. That means gamers may have difficulty finding the cartridges they want, especially the hot titles. Nintendo will produce approximately 18 million cartridges during the second half of 1988 for its licensees. That sounds like a very large quantity, until you start dividing it among 30 companies. (We would be willing to bet that Konami, holding the number-one position in sales among the licensees, could use all 18 million by itself.) As a result of the shortfall, tough decisions were being made on the show floor: release dates of some games were pushed to early 1989 and production of some existing titles was suspended to create larger allotments of the "important" titles. What follows is a summary of new NES games from the third-party licensees, listed alphabetically by company. Release dates for some of the new titles appear in this month's Availability Update, and the rest will be added next month due to a shortage of time. (Less than a week elapsed between the end of CES and the date with our printer for this month's issue.) We caution you that ALL release dates for NES product should be considered tentative at best and very definitely subject to change. Prices, too, may change on some games (upward, of course).

Acclaim Entertainment, Inc.

This young company is the fastest rising star among the Nintendo licensees and announced at CES that it has gone public through a merger with Gamma Capital Corporation. Acclaim showed three new games, only one of which will now be released in 1988: WWF WRESTLEMANIA (MSR $44.95) featuring Hulk Hogan, Randy "Macho Man" Savage, Andre the Giant (who appeared at Acclaim's CES booth), and other World Wrestling Federation superstars. The company promises "all the thrills of WWF wrestling action" with bodyslams, headlocks, dropkicks and other maneuvers. Acclaim's new titles for early} 1989 are AIRWOLF ($39.95), licensed from MCA and based on the hit TV show, and EMPIRE CITY ($39.95), licensed from Toshiba and based on a popular coin-op game. AIRWOLF will be a helicopter flight simulation game with first-person perspective, full cockpit instrumentation, and realistic sound effects as the player becomes Stringfellow Hawke at the controls of the top-secret Mach 1 supersonic helicopter. EMPIRE CITY is a shoot-'em-up with a 1930s gangster theme that will feature machine gun sound effects and? a password system to allow re-starting where the game was last ended. Despite its shooting theme, this game will not use the Zapper.

Activision, Inc.

PREDATOR and possibly ZOMBIE MASTER were originally planned as the new Activision titles for the NES to be shown at CES and released in the fall. All of that changed with the chip shortage, and these titles have been bumped to 1989. Instead, Activision showed a new Nintendo version of the computer hit, GHOSTBUSTERS . Like the version of the same game for the Sega system, the NES GHOST-BUSTERS features faster action and more difficulty in the traveling sequences between sites of ghostly infestations than in the original computer game. The game generally follows the plot of the movie, sending the player out to capture ghosts and save the city. We were told that the game's ending sequence, when the player meets Gozer at the Temple of Zuul, has also been expanded from the original game.

American Sammy Corporation

This company was announced as a new licensee with two planned games: NINJA TARO and MISSION XX. Since they were not at CES, we have no details on the games at this time.

Bandai America, Inc.

Bandai's Family Fun Fitness exercise/controller mat has disappeared—sold to Nintendo to be reincarnated as the Power Pad (see Nintendo article in this issue). Gone, too, are the ATHLETIC WORLD and STADIUM EVENTS game paks. And Bandai has deleted both CHUBBY CHERUB and NINJA KID from its lineup. New titles shown at CES were GALAGA and XEVIOUS, both home adaptations of very popular classic arcade games. We played just a little of each of them, and they seem very close to the coin-op originals. Bandai also

announced a third title, DR. JEKYLL & MR. HYDE, which was not shown. They also showed the MEGA PROGRAMMABLE CONTROLLER, which appears to be a very clever piece of engineering. Its basic design is quite similar to the original Nintendo Control Pad, but it incorporates several extra features, including a digital display system, rapid fire, slow motion, and—get this—the ability to memorize where you are in a particular game and later return you to that spot with your possessions, powers, etc. intact! We're not sure how this bit of technical wizardry actually works, but the controller requires four AAA alkaline batteries (not included). We can't wait to get our hands on this one for a little testing.

Broderbund Software, Inc.

This company has retained only DEADLY TOWERS, the best-selling game of its initial releases. LODE RUNNER, RAID ON BUNGELING BAY and SPELUNKER have been deleted from the Broderbund catalog to make way for three new titles. THE BATTLEFIELDS OF NAPOLEON will be the first war simulation for the NES, giving the player full control of Napoleon's armies (up to 240 men) for eight of his greatest campaigns. Failure in a campaign takes the player straight to the Battle of Waterloo where a victory earns a second chance to conquer all of Europe. LEGACY OF THE WIZARD is a true role-playing adventure combined with arcade-style action. The player controls an entire family, one at a time, all of whom are descendants of a great wizard who once imprisoned an evil dragon. The dragon has revived, and the player must use the special abilities of each member of the family to defeat the dragon once again. THE GUARDIAN LEGEND (for 1989) features super-fast action in a multi-stage game whose object is to destroy evil lifeforms within an alien world. From our brief try at this one, we can tell you it is only for those players who have superb eye-hand coordination. All three of the new Broderbund games include a password feature.

Capcom U.S.A., Inc.

Making way for new titles, Capcom has discontinued 1942, TROJAN, and SECTION Z. The emphasis in the Capcom CES booth was on WILLOW (now set for early 1989), which is based on the new Lucasfilm movie, and on the soon-to-be released titles LEGENDARY WINGS, 1943, and BIONIC COMMANDO. Prototypes of LEGENDARY WINGS and 1943 have been sneak-previewed in recent issues, but this was our first look at BIONIC COMMANDO, which features a commando fighter with a bionic arm. Coming near the end of this year (providing the chip supply holds up), STREET FIGHTER pits young martial arts masters against street fighters from several different countries around the world. And Capcom slipped a new title, MICKEY MOUSE, also planned for the Christmas season. This one is an action-adventure for youngsters and Disney fans of all ages. It features Mickey and Minnie as they meet favorite Wonderland characters while trying to save Alice, who has been captured by the evil queen. Two additional titles that have been bumped to early 1989 are TITAN WARRIORS, a space shooting game, and BLACK TIGER, which pits the player's character against the deadly blue dragon, goblins, and enemies armed with war axes.

Culture Brain USA, Inc.

Another new Nintendo licensee showed its titles for the first time in the U.S., several of them featuring martial arts action. None of these titles is expected to be available until early 1989. SUPER CHINESE HERO stars a pint-sized pair of Kung Fu masters as they attempt to save Princess Min-Min and the treasures from horrible monsters. The action-adventure takes place in eight successive castles in an evil world. FLYING DRAGON: THE SECRET SCROLL and FLYING DRAGON II: ON WINGS OF DRAGON feature a wide variety of martial arts battles against the Tusk Soldiers, including karate, kung fu, wrestling and kick boxing. The company's fourth game is an adventure that looked quite interesting: THE MAGIC OF SCHEHERAZADE. The game is set in Arabia and is loaded with magic and a variety of helpful companions.

Data East USA, Inc.

An in-person appearance by Robo Cop caused quite a stir in Data East's section of the Nintendo booth. He was there, of course, to promote the the upcoming release of ROBOCOP (MSR $44.95) on the NES, a game that is set up as an action-adventure following the plot line of the movie. Data East was also showing their Nintendo version of the extremely popular arcade game, RAMPAGE ($44.95). With two megabits of memory, this one will permit the simultaneous two-player city-smashing by two player-controlled monsters that was so popular in the coin-op. RAMPAGE fans definitely won't want to miss this one! And for fans of military action, Data East showed COBRA COM-

MAND, a helicopter action and rescue game with six levels of play and text hints throughout the game. FORMULA 1 GRAND PRIX, Data East's racing game, was not shown and will probably not be available before next year.

FCI
In making way for new titles, FCI has discontinued both LUNAR POOL and ZANAC. And to compensate for the extreme delays in shipping DR. CHAOS and ULTIMA, FCI has added two arcade conversions licensed from Nichibutsu, MAGMAX and SEICROSS. (Unfortunately, these were incorrectly announced in a news item in last month's issue as MAD MAX and SEACROSS.) MAGMAX is an action game that features a transformable space robot moving through a variety of different screens on the way to the ultimate showdown with the three-headed monster, Babylon. The game includes automatic memory to save your score and re-start where you left off. SEICROSS is a futuristic space-bike race through obstacle courses with bump-car action against enemy suicide bikers. Both MAGMAX and SEICROSS appear to be virtually identical to the coin-op originals. FCI also showed HYDLIDE, a classic role-playing adventure with action elements, which is scheduled for spring of 1989.

GameTek
GameTek's Nintendo versions of popular TV game shows, eagerly awaited since they were announced in January, have been delayed just like many others. Though the company's first releases have been bumped to late summer, new titles have been added to GameTek's future lineup. They're planning junior editions of both JEOPARDY and WHEEL OF FORTUNE in 1989 with questions designed especially for youngsters aged seven and up. Also planned for 1989 are FAMILY FEUD, CLASSIC CONCENTRATION, CARD SHARKS, and DOUBLE DARE. And GameTek has teamed up with Fisher-Price to provide a group of fun and learning titles for the younger set: FUN FLYER, RIDE-ON BUS TRIP, FIRE HOUSE, and BOWLING.

Hal America, Inc.
Newcomer Hal America showed a group of debut titles, only two of which are likely to ship this year: JOUST and MILLIPEDE, both very close to the original coin-ops based on what we saw. Their games for 1989 include VEGAS DREAM (Roulette, Blackjack, Keno, Slot Machines), DEFENDER II, AIR FORTRESS, ADVENTURES OF LOLO (10x12 matrix maze adventure with password feature), and ROLLERBALL (scrolling pinball game).

Hi-Tech Expressions
Previously known only for computer software, Hi-Tech Expressions was showing Nintendo learning games for children ages three to six. Each cartridge (MSR $29.95) contains two games. SESAME STREET 123 includes "Astro-Grover" and "Pals Around Town" for practicing numbers and social skills, while SESAME STREET ABC helps children practice reading and pre-science skills with "Letter-Go-Round" and "Grover's Animal Adventures."

Hudson Soft USA, Inc.
Showing four titles, Hudson Soft (distributed by MicroDen) is a brand-new Nintendo licensee. Their games are ADVENTURE IS-LAND (skateboard action-adventure in the South Pacific), MILON'S SECRET CASTLE (action-adventure full of mazes, hidden passages and demons), BOMBERMAN (robot trying to escape from the center of the Earth), and STARSHIP HECTOR (space-themed shooting game).

Irem Corporation, USA
Irem's only title, SQOON, has been discontinued. No new titles have been announced yet.

Jaleco USA
Once again Jaleco showed their lifelike BASES LOADED, definitely the class act among the baseball games for the Nintendo system. Now delayed until September, this one actually arrived in the U.S. but had to be recalled to to a defective chip. Jaleco also treated visitors to their booth to a pair of new titles, RACKET ATTACK and ROBOWAR-RIOR. The first is a tennis game that features the same kind of realistic action as BASES LOADED, and the second combines action and adventure elements in a game that promises great depth and complexity.

Kemco-Seika Corporation
Another company showing titles mostly scheduled for 1989 was Kemco-Seika. Their only 1988 release is SUPERMAN, a superhero game licensed from First Star Software. Also licensed from First Star is SPY VS. Spy II: THE ISLAND CAPER, featuring the crazy black and white spies from the pages of MAD Magazine in a split-screen presentation. Kemco-Seika's other games for 1989 are SECRET

WARRIORS (a beautifully drawn game in which you command a band of ten Ninja warriors) and DESERT TANK FORCE (World War II action on the sands of North Africa).

Konami, Inc.
Konami showed a strong lineup of new titles for the NES, all of which were detailed in last month's issue: ADVENTURES OF BAYOU BILLY with its unique use of two different controllers, BLADES OF STEEL (hockey), CASTLEVANIA II: SIMON'S QUEST, LIFE FORCE and TRACK & FIELD II. Just like every other Nintendo licensee, Konami's biggest concern was the shortage of chips. They're directing their resources to the newer titles by discontinuing TRACK & FIELD, GRADIUS, CASTLEVANIA, STINGER, and RUSH'N ATTACK.

LJN Toys, Ltd.
LJN showed a selection of their "Enteractive Video Games," including new titles NFL FOOTBALL, MARVEL'S X-MEN (comic book super-heroes), WHO FRAMED ROGER RABBIT (license based on the Disney/Spielberg movie), and a pair of horror-based titles that we found to be in questionable taste: A NIGHTMARE ON ELM STREET and FRIDAY THE 13th. LJN also showed a stand-on game controller, the ROLL & ROCKER, which certainly requires a good sense of balance to operate well.

Milton Bradley Company
Just like the others, new games from Milton Bradley have been delayed. CALIFORNIA GAMES is now the only 1988 title, with both MARBLE MADNESS and WORLD GAMES pushed to early 1989.

Mindscape, Inc.
BAD STREET BRAWLER, figured to be the weakest title of Mindscape's lineup, has been dropped. It will be replaced by PAPER-BOY, to be released later in 1988 along with INDIANA JONES AND THE TEMPLE OF DOOM. Both are arcade conversions licensed from Atari Games (the coin-op company, which is not part of Atari Corp.). In 1989, Mindscape will be introducing two more games from that licensing agreement: ROAD RUNNER and 720, a skateboarding action game.

Romstar
This company has not yet announced any games.

SNK Corporation of America
In addition to the recently released IKARI WARRIORS II: VIC-TORY ROAD, SNK had several upcoming games in their booth, including the armored combat game of IRON TANK and the two-course sports action of LEE TREVINO'S FIGHTING GOLF. SNK is also working on a football game, TOUCHDOWN FEVER, and the military action of GUERILLA WARS.

Sunsoft (Sun Corporation of America)
The newest Sunsoft release, the Zapper game of FREEDOM FORCE, is currently in limited release and was shown in their section of the Nintendo booth. Also on display were XENOPHOBE (with graphics more stick figure-like than the coin-op original) and what looks like a definite hit for Sunsoft, PLATOON. The latter is set up as a strategic military action-adventure in which the player commands a platoon of five men, trying to keep them alive with their morale and sanity intact for a return to base at the end of six game sections. Sunsoft also announced an arcade conversion, BLASTER MASTER, to be available this fall. The previously mentioned movie-based game, TERMINATOR, has dropped from this year's schedule, most likely as yet another victim of the chip shortage.

Taito Software, Inc.
Veteran arcade developer Taito was emphasizing two new titles in its booth: OPERATION WOLF and BUBBLE BOBBLE. The first is based on a military-style arcade action game and will use the Zapper for plenty of shooting action. BUBBLE BOBBLE is an entirely different kind of game, starring a very cute little dinosaur character who climbs and jumps through more than 100 screens and captures its enemies in bubbles.

Taxan USA Corporation
This was the first showing of products for the NES by Taxan, which you may know as a company that makes computer monitors. Set for release early in 1989 are MAPPY-LAND, licensed from Namco, and the fighting adventure game of KEN. MAPPY-LAND is the cute sort of game which typically appeals to younger players, starring a mouse who must find birthday and other gifts which have been hidden in the eight towns of Mappyland. KEN combines multi-stage adventure with hand-to-hand fighting action and features beautiful graphics and excellent animation.

Tecmo, Inc.

This company has dropped SOLOMON'S KEY and MIGHTY BOMB JACK in hopes of being able to ship larger quantities of their new titles, TECMO BASEBALL, TECMO BOWL (football) and NINJA GAIDEN (formerly announced as DRAGON NINJA). The latter is a very pretty action-adventure starring a Ninja armed with Shuriken and sword which is capable of some amazing physical feats. As to the baseball and football games, the inevitable comparison with other such sports games coming for Nintendo will have to wait for full reviews.

Tengen, Inc.

Tengen's R.B.I. BASEBALL, already in limited release, was on display in their CES booth along with GAUNTLET, which looked to us to be the best home version yet of this arcade favorite. And Tengen also showed their upcoming NES version of PAC-MAN, in which they have retained the vertical format of the dot-filled mazes. The company's fourth title is an NES adaptation of a current computer favorite, TETRIS. This devilishly addicting puzzle game is the first-ever design by Soviet programmers to appear in the U.S. market.

Tradewest, Inc.

Soon-to-be-released DOUBLE DRAGON was the highlight of Tradewest's exhibit, and it certainly looks good. What remains to be seen is whether gamers will be happy with Tradewest's decision to replace the arcade version's two-player cooperative mode with a one-on-one competitive game for two players. We were told that JOHN ELWAY'S QUARTERBACK (the home version of Tradewest's coin-op, QUARTERBACK) will be delayed in order to allow for a larger number of DOUBLE DRAGON cartridges to be produced. No additional titles were announced.

Ultra Software Corporation

This newcomer is a subsidiary of Konami, and the company is starting off with four strong titles: METAL GEAR, SKATE OR DIE, TEEN-AGE MUTANT NINJA TURTLES (apparently destined to be a major hit), and DEFENDER OF THE CROWN. All four titles were described in last month's issue.

Vic Tokai Inc.

This company showed their previously announced titles: arcade classic TERRA CRESTA, adventure game CHESTER FIELD, and action game GOLGO 13: TOP SECRET EPISODE. Because of the U.S. market's unfamiliarity with the Golgo 13 character, Vic Tokai had considered changing the name of the game. However, they've decided to stick to the original, although the game itself has been toned down a bit from its very violent original Japanese version. The company also announced a fourth title, KID KOOL, which is a fast-paced and humorous action-adventure featuring a kid with magic jumping shoes.

Got all that???

SEGA Software

MAZE HUNTER 3-D (★★1/2/★★1/2) from _Sega_, is the newest in the line of games for the SegaScope 3-D glasses and puts you in a twenty level, creature filled maze somewhere in deep space. As you enter the labyrinth, you have no weapons. Immediately, you pick up an iron bar and there are additional weapons throughout. You must work through the various areas (five in all) as each has 4 levels and each level has 3 sublevels. There are warp tunnels which take you from one sublevel to the next. The mazes are filled with enemies which you can fight off with the iron bar, or other weapons you pick up. You can also jump to work out of situations. Throughout the mazes there are magic boxes which are filled with helpful items such as power shoes to smash creatures; spike shoes for the ice area; light suit to walk faster; etc. There's also balloons floating above the walls, also filled with helpful items. As it passes over you, jump up and hit it with the bar.

Didn't Knock Us Out

We've gotten to where we truly look forward to any of the 3-D games because of the great graphics. While the graphics were good, and there was a fine 3-D effect, we weren't blown away by the graphics this time. The mazes were pretty basic stuff with occasional nice effects looking down into a pit, up a wall, etc. The game itself is nothing special at all. In fact, we found the game sluggish in play as we plodded through the various hallways at a speed that wasn't particularly pulse-quickening! At the price of what the 3-D games now cost, this should not be an automatic purchase just because you have the glasses! Try it out first if possible. (one player; 3-D Glasses required) (MSR approx. $50.00)

I WILL MAKE SURE THAT MY BROTHER DIED NOT IN VAIN! WATCH OVER AND

Sega's "Phantasy Star"

AVAILABILITY UPDATE

ATARI XE/XL

JUNE
Napoleon in Russia (DS)
SECOND QUARTER
Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)
Ultima I (ORJ)

ATARI ST

MAY
x-Death Sword (EPY)
x-Questron II (SSI)
x-Stellar Crusade (SSI)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Black Lamp (FIR)
x-Bubble Ghost (ACO)
Cosmic Relief (DS)
Fire Zone (DS)
Indiana Jones/Temple (MIN)
x-Leatherneck (MD)
Lock On (DE)
Napoleon in Russia (DS)
Platoon (DE)
Road Runner (MIN)
Sorceror Land (DS)
x-Warship (SSI)
JULY
King of Chicago (CIN)
Shackled (DE)
Shiloh: Grant's Trial (SSI)
Starglider II (FIR)
AUGUST
Captain Blood (MIN)
Heroes of the Lance (SSI)
Master Ninja (PAR)
Sinbad/Throne Falcon (CIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
SECOND QUARTER
Bard's Tale (EA)
BattleDroidz (DS)
Fright Night (MD)
Global Commander (DS)
Goldrunner II (MD)
Gridiron (BS)
Impossible Mission II (EPY)
Int'l Soccer (MD)
Jet (SUB)
Karateka (BRO)
Omega Run (MD)
Rings of Triton (MD)
Shadow World (MD)
THIRD QUARTER
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Harpoon (TS)
Ice Thrashers (EPY)
Scruples (LG)
Sports-A-Roni (USG)
Star Wars (BRO)
Technocop (USG)
Trials of Honor (EPY)
FOURTH QUARTER
Robocop (DE)
Tower Toppler (USO)

COMMODORE 64/128

MAY
x-Impossible Mission II (EPY)
x-Street Sports Soccer (EPY)
x-The Games-Winter Ed. (EPY)
Where/Europe Is C Sandiego (BRO)
x-Zorkquest: Egreth Castle (INF)
JUNE
Android Decision (DS)
Annals of Rome (DS)
x-Bard's Tale III (EA)
Black Lamp (FIR)
Clubhouse Sports (MIN)
Cosmic Relief (DS)
Crossbow (ABS)
Enlightenment (FIR)
Fire Zone (DS)
Home Video Producer (EPY)
Karnov (DS)
Monopoly (LG)
Napoleon in Russia (DS)
Neuromancer (IP)
x-Platoon (DE)
x-Road Runner (MIN)
x-Roadwars (ARC)
x-Rockford (ARC)
x-Sinbad & Throne/Falcon (CIN)
Sorceror Land (DS)
Tower Toppler (USG)
JULY
Alien Fires (PAR)
4th & Inches Team Construc Disk (ACO)
Lock On (DE)
Main Event (OAM)
Moses #1 (FR)
Pool of Radiance (SSI)
Rocket Ranger (CIN)
S.D.I. (CIN)
U.S.S. Ocean Ranger (ACT)
Zak McKracken (LF)
AUGUST
Battles of Napoleon (SSI)
Heroes of the Lance (SSI)
Indiana Jones/Temple (MIN)
720 (MIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Predator (ACT)
Prime Time (FR)
OCTOBER
Rampage (ACT)
Steel Thunder (ACO)
NOVEMBER
Pete Rose Pennant Pev zer (GAM)

Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
SECOND QUARTER
Battle of Chickamauga (GDW)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Deathlord (EA)
Decisivo Battles/Civ War V2 (SSO)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Paery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
King of Chicago (CIN)
Land of Legends (MI)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (MI)
Trojan (CAP)
THIRD QUARTER
Battleship (EPY)
Dan Bunten's Sport/War (EA)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
P-18 Hornet (ABS)
Fast Break (ACO)
Final Assault (EPY)
Games: Summer Ed. (EPY)
L.A. Crackdown (EPY)
Legend of Blacksilver (EPY)
Rack 'Em (ACO)
Red Storm Rising (MIC)
Risk (LG)
Sarge (Cap)
Scruples (LG)
Serve & Volley (ACO)
Space (ABS)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Ultima V (ORJ)
FOURTH QUARTER
Carrier Command (FIR)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Mind-Roll (EPY)
Robocop (DE)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)
Univ Military Simulator (FIR)
Victory Road (DE)
Vigilante (DE)

AMIGA

MAY
x-Aargh (ARC)
Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
Black Lamp (FIR)
Cosmic Relief (DS)
Craps Academy (DS)
Enlightenment (FIR)
x-Rocket Ranger (CIN)
Superstar Ice Hockey (MIN)
Tracers (MI)
Turbo (MI)
JULY
Battle Chess (IP)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Master Ninja (PAR)
Questron II (SSI)
Starglider II (FIR)
Twilight's Ransom (PAR)
Univ Military Simulator (FIR)
AUGUST
First Expedition (INS)
Gauntlet (MIN)
Heroes of the Lance (SSI)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Honeymooners (FR)
Prime Time (FR)
Twilight Zone (FR)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
SECOND QUARTER
Bubble Ghost (ACO)
4X4 Off-Road Racing (EPY)
OATO (SPE)
Global Commander (DS)
Gunship (MIC)
Land of Legends (MI)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Road Warriors (ARC)

Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
T.K.O. (ACO)
10th Frame (ACC)
Time Bandits (MD)
THIRD QUARTER
Apollo 18 (ACO)
Battleship (EPY)
Final Assault (EPY)
Harpoon (TS)
Ice Thrashers (EPY)
Power at Sea (ACO)
Star Wars (BRO)
Train, The (ACO)
FOURTH QUARTER
Games: Summer Edition (EPY)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)

APPLE IIe/IIc

JUNE
Anc Art War/Sea (BRO)
Commando (DE)
Homo Video Producer (EPY)
x-King's Quest III-128K (SIE)
x-Questron II (SSI)
Superstar Ice Hockey (MIN)
Test Drive (ACO)
VCR Companion (BRO)
JULY
Star Rank Boxing II (OAM)
Twilight's Ransom (PAR)
AUGUST
Battles of Napoleon (SSI)
Demon's Winter (SSI)
Dungeon Master's Asst (SSI)
Last Ninja, The (ACT)
Rampage (ACT)
SEPTEMBER
Pool of Radiance (SSI)
Wizard Wars (PAR)
SECOND QUARTER
Ancient Art of War (BRO)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Global Commander (DS)
Hunt for Red October (DS)
Impossible Mission II (EPY)
John Madden Football (EA)
Old Scores (DS)
Rubicon Alliance (MI)
Sky Travel (MI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Sticker Maker (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Sub Battle Simulator (EPY)
Super Sunday (AH)
Swords & Sorcery (DS)
The Games-Winter Ed (EPY)
Ultima I (ORJ)
THIRD QUARTER
Card Sharks (ACO)
Crossbow (ABS)
Games: Summer Edition (EPY)
Monopoly (LG)
Risk (LG)
Scruples (LG)
FOURTH QUARTER
Gunship (MIC)
Legend of Blacksilver (EPY)
Mind-Roll (EPY)
Platoon (DE)
Street Sports Football (EPY)
Technocop (USO()
Tower Toppler (USG)
Univ Military Simulator (FIR)
Victory Road (DE)

APPLE IIGS

JUNE
x-Defender of Crown (CIN)
Mini Putt (ACO)
Questron II (SSI)
Sky Travel (MI)
Superstar Ice Hockey (MIN)
Tomahawk (DS)
JULY
Bubble Ghost (ACO)
Deja Vu (MIN)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
King of Chicago (CIN)
Last Ninja, The (ACT)
AUGUST
S.D.I. (CIN)
NOVEMBER
Battle Chess (IP)
Deja Vu II (IS)
SECOND QUARTER
Destroyer (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Paery Tale Adventure (MI)
Fire Power (MI)
Galactic Invasion (MI)
It's Only Rock'n Roll (EA)
King's Quest III (SIE)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Pinball Wizard (ACO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)

3D Helicopter Simulator (SIE)
World Tour Golf (EA)
THIRD QUARTER
Card Sharks (ACO)
Dark Castle (TS)
Downhill Challenge (BRO)
Final Assault (EPY)
King's Quest III (SIE)
Serve & Volley (ACO)
Silpheed (SIE)
FOURTH QUARTER
Futuremagic (EA)
Games: Summer Edition (EPY)
Pirates (MIC)
Street Sports Football (EPY)

MACINTOSH

MARCH
x-Ancient Art of War/Sea (BRO)
MAY
x-Where in World/Carmen Sandiego (BRO)
JUNE
Anc Art War/Sea (BRO~)
Harpoon (TS)
Sky Travel (MI)
JULY
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Univ Military Simulator (FIR)
AUGUST
Colony (MIN)
OCTOBER
Guardians of Infinity (PAR)
NOVEMBER
Deja Vu II (IS)
DECEMBER
Fhotostones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
SECOND QUARTER
Android Arena (SIL)
Fire Power (MI)
Hunt for Red October (DS)
Jet (SUB)
Orbiter (SPE)
Police Quest (SIE)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Ultima IV (ORJ)
THIRD QUARTER
AutoDuel (ORJ)
Train, The (ACO)

MS-DOS

MAY
Puturemagic (EA)
x-Maniac Mansion (LF)
x-Questron II (SSI)
x-Skyfox II (EA)
x-Sons of Liberty (SSI)
x-Stellar Crusade (SSI)
Three Stooges (CIN)
x Willow (MIN)
x-Zorkquest: Egreth Castle (INF)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Empire (INS)
Fire Zone (DS)
Graphics Studio (ACO)
King of Chicago (CIN)
Last Ninja, The (ACT)
Lock On (DE)
MISL Soccer (MIN)
Napoleon in Russia (DS)
Paperboy (MIN)
Shadowgate (MIN)
x Skyfox II (EA)
Sorceror Land (DS)
Superstar Soccer (MIN)
Uninvited (MIN)
Visions of Aftermath (MIN)
Warship (SSI)
Wizard Wars (PAR)
JULY
Apollo 18 (ACO)
Card Sharks (ACO)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Star Empire (FR)
Star Fleet II (INS)
Victory Road (DE)
Wargame Construc Set (SSI)
Zak McKracken (LF)
AUGUST
Captain Blood (MIN)
Guardians of Infinity (PAR)
Heroeos of the Lance (SSI)
King's Quest III (SIE)
Pete Rose Pennant Fever (GAM)
Pool of Radiance (SSI)
Scavengers (INS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Carrier Command (FIR)
Red Storm Rising (MIC)
Sinbad & Throne/Falcon (CIN)
Starglider II (FIR)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Honeymooners (FR)
Main Event (GAM)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
Deja Vu II (IS)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)

Neuromancer (IP)
Scooby-Doo (MI)
SECOND QUARTER
Bubble Ghost (ACO)
Commando (DE)
Corporate Raider (COS)
Dan Bunten's Sport of War (EA)
Death Sword (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Paery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Impossible Mission II (EPY)
Jet (SUB)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
PHM Pegasus (LF)
Pirates (MIC)
Side Arms (CAP)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Street Sports Soccer (EPY)
Tag Team Wrestling (DE)
The Games-Winter Ed (EPY)
Victory Road (DE)
THIRD QUARTER
Crossbow (ABS)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Final Assault (EPY)
Games: Summer Ed (EPY)
Harpoon (TS)
Ice Thrashers (EPY)
Monopoly (LG)
Power at Sea (ACO)
Rack 'Em (ACO)
Sarge (CAP)
Serve & Volley (ACO)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Stocker (CAP)
Train, The (ACO)
Trials of Honor (EPY)
Ultima V (ORJ)
FOURTH QUARTER
Battleship (EPY)
Guerilla Wars (DE)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
Scruples (LG)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USO)

INTELLIVISION

FEBRUARY
Super Pro Skiing (INT)

MARCH
x-Pole Position (INT)
Super Pro Decathlon ~(INT)

APRIL
Super Pro Wrestling (INT)

MAY
Super Pro Monster Truck Rally (INT)

THIRD QUARTE
Flight Simulator (INT)
Karateka (INT)
Super Pro Volleyball (INT)
Super Pro European Bike Rally (INT)
Super Pro Pool/Billiards (INT)
FOURTH QUARTER
Chess (INT)
Choplifter! (INT)
Sea Battle II (INT)
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)

ATARI 2600

MAY
Crossbow (AT)
JULY
Dark Chambers (AT)
Sprintmaster (AT)
FOURTH QUARTER
Crack'ed (AT)
Nebulus (AT)
Pete Rose Baseball (ABS)
River Raid II (ACT)
Super Baseball (AT)
Super Football (AT)
Tomcat P-14 Simulator (ABS)

ATARI 7800

MAY
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)
FOURTH QUARTER
Ace of Aces (AT)
Commando (AT)
Crack'ed (AT)
Crossbow (AT)
Dark Chambers (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
P-18 Hornet (ABS)
Fight Night

Program	Cost	Sys/Format	Quantity	Total
Games - Winter Edition (Co;Ap*;I*)	28.80			
Maze Hunter 3D (Sega)	36.20			
Paperboy (Co)	22.30			
Paperboy (Ap)	28.80			
Paperboy (GS)	32.90			
Roadrunner (Co;ST*)	26.10			
Rockford the Arcade Game (Co;Am*;ST*;At*;I*)	22.30			
Rommel Battles for N. Africa (Co;Ap)	28.80			
Street Sports Soccer (Co;Ap*;I*)	28.80			
Western Europe Scenery Disk (I;Ap*)	14.80			

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KEY: *=preorder;AM=Amiga;At=Atari XE/XL;Ap=Apple II;
Co=Commodore 64/128;I=IBM PC/compatibles;Mac=Macintosh
ST=Atari ST; NES=Nintendo; SEGA=Sega; Int=Intellvision

Sub-Total_____

61/2% Tax (CA only)_____

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TOTAL ENCLOSED:_____

Shipping Chart: UPS - $2.00 for 1st
item; 50¢ each additl item (48 states)
POSTAL: $3.75 for 1st item; 75¢ each additl
item (US/APO/FPO)
CANADA: $4.75 1st item; 75¢ ea additl item
FOREIGN: Please consult us

Save time and PHONE your order in at 1-800-228-4336 (outside Calif.)

Our apologies for such a light month in reviews; however, we know the news hot off the press from C.E.S. is what you want to read in our June issue.

We will catch up on reviews next month. Meanwhile, if there's a HOT title you want to order that isn't out yet, be sure to send in a pre-order to get you in line to receive your game out of one of the first shipments. Remember, it's especially important now that we are being heavily cut back due to the chip shortages. THE CHIP SHORTAGE IS NOT EXPECTED TO EASE UP UNTIL AT LEAST JANUARY, 1989!!! We are only getting about 25% of what we order from the manufactuers!!! And, we're doing better than many outlets.

Don't be disappointed as the second shipments are often 2-3 months after the first shipment!. Remember, we won't charge your credit card UNTIL WE ARE ABLE TO SHIP.

Rare Games Collectors Forum

The list of rare game collectors is growing...New this month are:
Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: Has several rare cartridges available for 2600, 5200, 7800, ColecoVision and Intellivision (including rare Tutankham and Super Cobra for Intellivision). Write to him with your request.

Meanwhile, for our friends in Canada only (sorry, USA), one of our longtime readers, *Martin Herzog* (formerly with Batteries Included and now with Atari Canada) has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

And, again from earlier...
Paul Steltenpohl, 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month.
Happy hunting!

Related Information...
For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact:
Norman Castro, 809W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are $2.00 per set; 10 for $16.00 (plus shipping/handling).

Name Change of Sorts at Activision

Activision recently announced a corporate name change to Mediagenic, signifying a transition from a year-long revitalization program that culminated in a full year of profitability. But don't look for the name "Mediagenic" on entertainment software from the company, because they will retain the well-known and respected Activision name as the flagship brand for action and simulation software and for video games.

Sir-Tech Goes 3-1/2"

The entire Sir-Tech line of MS-DOS product is now available in 3.5" disk versions. A disk exchange program is available where you can arrange to change your 5-1/2" disk for the 3.5" disk. Contact Sir-Tech directly at PO Box 245, Charlestown Mall, Ogdensburg, NY 13669.

MUSIC STUDIO Upgrades Available from Activision

Registered owners of THE MUSIC STUDIO by Activision for Apple IIGS or Amiga may upgrade to the new version 2.0 by sending page one of their manual and a check to "Music Update", Activision Inc., P.O. box T, Gilroy, CA 95021-2249. Upgrades are $10 for the GS and $30 for Amiga. THE MUSIC STUDIO 2.0 is now available (MSR $99.95/GS, $79.95/Amiga).

DeluxeProductions2 for Video Presentations

Amiga owners can combine high-resolution graphics with computer animation in order to create presentations thanks to Electronic Arts' new program, DeluxeProductions2. It include over 40 wipes (fades, pops, etc) as well as controlling color cycling, transitions, timing and more. For the video producers out there, the list price is $199.95

Avalon Hill Converting Games

Avalon Hill is converting several games to the IBM format, as well as reissuing many games with the 3.5" disk. Games being converted include *NBA, Under Fire,* and *Wooden Ships & Iron Men.* The latter two are being enhanced from their original C64 versions. Atari ST owners will be able to purchase *Spitfire '40.*

New games coming later in the year include *M1, Combots,* and *Police Blotter.*

TOP FIFTEEN COMPUTER GAMES
1. Three Stooges (Cin/Co)
2. Paperboy (Min/Co)
3. Gauntlet (Min/Co)
4. Questron II (SSI/Co)
5. Skate or Die (EA/Co)
6. Games: Winter Edition (Co)
7. Maniac Mansion (Act/Co)
8. Bard's Tale III (EA/Ap)
9. California Games (Epy/Co)
10. Impossible Mission II (Epy/Co)
11. Test Drive (Aco/Co)
12. Ultima V (Ori/Ap)
13. Three Stooges (Cin/Am)
14. Roadwars (EA/Co)
15. Obliterator (Psy/Am)

TOP FIFTEEN VIDEOGAMES
1. Punch-Out (Nin/NES)
2. Legend of Zelda (Nin/NES)
3. Top Gun (Kon/NES)
4. Double Dragon (TW/NES)
5. Contra (Kon/NES)
6. R.C. ProAm (Nin/NES)
7. Karnov (DE/NES)
8. T&C Surf Designs (LJN/NES)
9. Ikari Warriors II (SNK/NES)
10. Rambo (Acc/NES)
11. Major League Baseball (LJN/NES)
12. Double Dribble (Kon/NES)
13. Wizards & Warriors (Acc/NES)
14. After Burner (Sega/Sega)
15. Ice Hockey (Nin/NES)

CES Wrap-Up Continued from Last Month

Forever Blowing Bubbles

After seeing Accolade's booth at CES and their bubble machine spewing shiny, translucent orbs

Serve & Volley

into the air, it's quite a temptation to make jokes about Lawrence Welk. But we'll resist the temptation and simply tell you that Accolade was highlighting its new action game, BUBBLE GHOST, shown on the Atari ST. An Apple IIGS version is coming soon. This one looks very cute, with its bubble-blowing ghost floating through 36 dangerous chambers. The ST version should be ready for review in next month's issue.

New Accolade Sports Games

Accolade is adding four new games to its sports lineup: FAST BREAK (basketball) by Steve Cartwright, SERVE & VOLLEY (tennis) and RACK 'EM (5 billiards games) by Canada-based Artech Digital Entertainments, and T.K.O. (boxing) by Mike Lorenzen. All four will be available for Commodore 64/128 (MSR $29.95); additional formats for SERVE & VOLLEY are IBM PC/Tandy ($39.95) and Apple IIGS ($44.95), while RACK 'EM will have a second version for IBM PC/Tandy ($39.95). All of the new sports simulations stress true-to-life realism and a variety of player options.
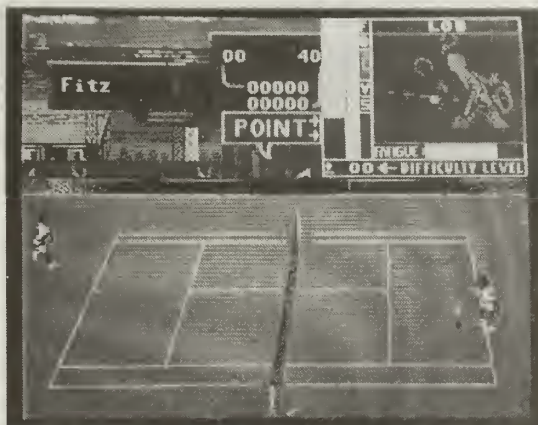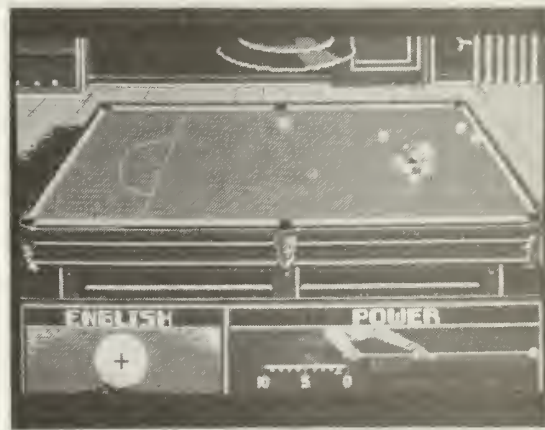
Rack 'Em

Cinemaware Shows Variety of New Titles

It's always a treat—and sometimes a surprise—to see what the Cinemaware programmers and artists have been up to, and their display at Summer CES was no exception. We expected to see ROCKET RANGER (Amiga, MSR $49.95) because we knew it was very close to being released. ROCKET RANGER has some wonderful effects, and its 1940s movie serial plot and style make it quite a different kind of gaming experience. We hoped to see further development of a Japanese war epic, of which we had seen a few segments when we visited Cinemaware last November (and swore not to write about the game at the time). And it was there, playable in part though not yet completed. LORDS OF THE RISING SUN, a lushly drawn game of conflict between warring clans in feudal Japan, is Cinemaware's idea of what a strategic wargame should look like. Not a hex-grid map but a detailed map of Japan. Not little boxes but human shapes astride horse shapes meeting

The Questionnaires...a Fascinating Look at our Subscribers!

First, we want to thank the many of you who took the time to fill out (and, in many cases, expound upon) our questionnaire that we ran in our May '88 issue. While some of the answers were predictable, a great many more were not! We knew we were read by fanatics...this was the proof!

Our base was very good to get a cross-section of what our readers think. A full 35% of our readership took the time to fill out and return the questionnaire!! So, here's a look at what you're thinking...

On the question of what you own, you are an amazing group of players. A full 55% of the respondents own both computers and game systems (usually multiples). Computer-only homes added up to 24%, while game system-only homes was 21%. A whopping 92% of you own more than one system (whether it's a mixture of computers and game systems, just computers, or just game systems. I guess that answers our questions about whether you're considering going to a "2-game family." As one reader put it, "we're up to 17 systems!!!!!" Whew!

For those of you owning computers, the ownership breakdown is as follows (adds up to over 100% due to multiple ownership):

Computers Owned:

Commodore 64:	43%	IBM/comp:	10%
Amiga:	23%	Apple IIGS:	5%
Apple II:	18%	Comm 128:	5%
Atari XE/XL:	12%	Macintosh:	3%
Atari ST:	10%	Coleco Adam:	2%

On the game side, the figures were staggering! Fully 82% of you who own one of the new game systems own BOTH the Sega and Nintendo! The breakdown is as follows:

Game Systems Owned:

Nintendo:	55%	Atari 5200:	18%
Sega:	48%	Intellivision:	18%
Atari 2600:	33%	Vectrex:	15%
ColecoVision:	30%	Atari XE:	3%
Atari 7800:	28%	Others (includes Odyssey, F-Channel, etc)	5%

Of course, with all those older machines, the question about what machines are sitting in your closet comes into play. This does not account for all those machines that have broken or otherwise ended up in the trash or being given away.

In the Closet:

Atari 2600:	25%	Intellivision:	8%
ColecoVision:	15%	Vectrex:	5%
Atari XE/XL:	14%	Vic 20:	5%
Atari 5200:	13%	Commodore 64:	5%
Atari 7800:	8%	NONE:	15%

Several of you had comments regarding the Atari 7800 indicating complete dissatisfaction with the lack of software and general support. There were many comments along the lines of "I'd never buy another Atari product!"

The ages of the players...again, multiple usership in the household will take us to a number over 100%, but there are plenty of adults enjoying gaming everyday, and this just backs up what we've felt about that all along!

Ages of the Users in the Household:

Ages 5-10:	23%	Ages 26-39:	58%
Ages 11-18:	25%	Agles 40-50:	38%
Ages 19-25:	15%	Age 51+:	6%

We wanted to find out how many hours a week you and your family use your system(s), and what you use them for. The results are:

Hours Per week we use the system(s):

1-5 hours:	15%
6-12 hours:	43%
13-20 hours:	32%
21+ hours:	10%

Hours a week we play games:

1-5 hours:	25%
6-12 hours:	48%
13-20 hours:	23%
21+ hours:	4%

Primary Usage of System(s) (multiple usage takes percentage over 100%):

Gaming:	65%	Business:	7%
Word Processing:	22%	BBS:	3%
Education:	9%	Homebanking:	3%

We wanted to know what your favorite system is (one you already own), whether it's a computer or a game system.

Favorite System:		*Why (most common responses):*
Nintendo:	33%	gameplay; graphics; choice of games
Sega:	23%	3D (you LOVE it!); graphics; game play
Amiga:	13%	graphics; sound; gameplay, but WE WANT MORE GAMES!
Atari ST:	8%	graphics; sound; more games please!
Apple IIGS:	8%	grpahics; sound; you want more games too!
Apple II:	5%	lots available; expandable
Atari XE/XL:	3%	
others	2%	(includes C64, Adam, C128, IBM)

If you could have any computer (that you don't currently own) what would it be and why:

Computer I Want:		*Why:*
Amiga:	48%	state-of-the-art graphics, sound
Atari ST:	8%	inexpensive Mac-like machine with great graphics
Macintosh	8%	everyone who mentioned this indicated it would make a great business computer!

IBM, Apple IIGS, Commodore 64, and Apple II all rated 3% each

If you could have any game system (that you don't currently own) what would it be and why:

Game System:		*Why:*
Nintendo:	23%	library; graphics
Sega:	10%	3D games; arcade hits
NEC:	5%	we've got alot of collectors out there!
Atari XE:	2%	would play computer games as well

We wanted to know how many games you purchase per month:

Game Purchases:

1-2 per month:	65%
3-5 per month:	22%
6-8 per month:	7%
9 or more:	6%

We knew the answer to whether you feel games are priced too high, but we thought we'd ask anyway. Frankly, we were surprised at how many of you did not think they are too high. Some of your comments here included you feel prices are high because of software piracy. A few indicated that, in spite of the recent price hikes in Sega games, you felt the games "worth it." Regarding Nintendo pricing, several indicated they are suspicious about the chip shortage and think it's "artificial" in order to drive prices up.

Prices Too High?

Yes	78%
No	20%
No opinion	2%

In the types of games you're looking for, the results were also in line with what we felt they would be:

Would you like to see more Educational Games?

Yes	25%
No	60%
No opinion	15%

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)

☆ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)

NA - Not Applicable (i.e. all-text programs not rated for graphics)

Yes   80%
No   18%
No opinion   2%

You had some interesting comments when it came to what influences your game purchases (multiple answers takes our percentage over 100%).

Influences in Buying a Game (including what you look for)

Review	73%	Friends	10%
Graphics	48%	Price	10%
Gameplay	43%	Salesman	5%
Originality	32%	Company Rep.	5%
"Hands-on"	23%	Tried Arcade	
Advertisements	20%	Game	3%
Packaging (including		Collector	3%
picture/descrip)	13%		

When we asked what games you're looking forward to (not out but announced), the answers were, of course, extremely varied. Some games were no surprise at all...

Want to buy which games?

Adv of Link	15%	Harpoon	10%
Super M. Brs II	12%	3 Stooges	9%
Monopoly	10%	Gauntlet	9%
		"3D games"	9%

Other games mentioned multiple times included: Dungeons & Dragons, Willow, Ultima, Zillion II, Double Dragon, Sinbad, Blades of Steel, Defender of the Crown, Predator, Rampage, RoboCop, 1943, Street Fighter, Bionic Commando, Miracle Warriors, Phantasy Star, Platoon.

Of what you currently own, the answers were again highly varied, with certain predictable answers!

Your Favorite Game you currently own:

Legend of Zelda	22%	Fantasy Zone II	15%
Castlevania	19%	Super M Bros	12%
		"Strategy"	10%

Other games mentioned multiple times included: River Raid, Top Gun, Earl Weaver Baseball, Micro League Baseball, GBA Basketball, Solomen's Key, Paperboy, Hitchhiker's Guide, Boulder Dash, Metroid, Afterburner, Out Run, Alcazar, Questron, Gunship, Arkanoid, Obliterator.

We couldn't resist...we wanted to know what games you'd like to see translated that haven't been announced yet. The number one pick was announced by Sega at the C.E.S. just finished...so they must be listening!

Arcade Game you'd like to see translated for your system:

Thunder Blade	32%	3D PacMan	18%
Super Contra	24%	Sub Roc 3D	13%
Shinobi	22%	Blasteroids	10%

Others mentioned included: Super Hang On, Ajax, Rastan, Xybots, Galaga '88, Vulgus, Tempest

You definitely own lots of accessories. For the game system players, a light gun (or zapper) showed up on 88% of those questioned. You've got everything from multiple joysticks, mouses (mice?), trackballs, and more)

Do you currently own accessories for your computer/game system?

Yes   97%
No   3%

Are you planning to purchase any new accessories?

Yes   44%
No   38%
Undecided   18%

Of those of you who own Sega who are definitely planning an accessory purchase, the rapid-fire joystick is at the top of your want list. Many of you are curious about the wireless Freedom Stick for Nintendo, while others are a bit more reticent indicating that they feel the accessories, in general, are too costly.

SOFTWARE COMPANIES...TAKE NOTE!!!!

And, finally, we asked for additional comments. Boy, did we get them. Many readers begged for clearer instructions from both Nintendo (and the third party companies) and Sega. Also, many people asked for an easier "beginner" level to allow them to learn the game. There is genuine concern over the vast numbers of new games and new companies producing for Nintendo. Several people felt that the quality is down, while prices are up. Too much "me too" software. What happened to the credo...we won't glut the market!

A note to Sega from a couple of readers who love the 3D games but wear prescription glasses...what do we do??

To all the software companies...less vaporware, please! Better descriptions on the packaging. Make the games more complex to offset the negativity about the price increases. Produce more "plan and build" games (ala Coleco's *Fortune Builder* and Intellivision's *Utopia*). Bring out games based on moves such as *Beverly Hills Cop, Crocodile Dundee, Police Academy*. MORE UNIQUE GAMES!!!!

And, we know you want more gaming tips from Video Game Update! We're working on it!

Thank you to all who took the considerable time it took to fill out the questionnaire. We hope you enjoyed reading the results as much as we did compiling them!

CES In Review...continuised

on a green battlefield. And there are individual encounters, such as the arcade sequence when the player controls a samurai sword, trying to fend off the shuriken thrown by a Ninja assassin. We'll know more about the depth and quality of play action when we are able to review this one for ourselves, but LORDS OF THE RISING SUN certainly does make an excellent first impression.

Football, Cinemaware Style

It turned out that this was one of those times when Cinemaware had a surprise up its sleeve—a football game, which is not exactly what gamers have come to expect from this company. The game is TV SPORTS: FOOTBALL, so named because it's meant to look like what you see on the networks. You get a 28-team, 16-game schedule with post-season playoffs plus cheerleaders, a pregame and halftime show (complete with marching band), and your typical TV sports commentator. You can coach or play quarterback, running back or wide receiver. You can play one or two against the computer, two players against each other, or simply watch the computer play itself. And, of course, the graphics are outstanding. Cinemaware plans this to be the first in a series of TV SPORTS simulations.

DEFENDER OF THE CROWN on NES

And Cinemaware gave us a sneak preview of the newest version of DEFENDER OF THE CROWN, which has been licensed to Ultra Software for play on the Nintendo game system. Programming has not been completed, but the portions we saw looked very good. Several new gaming elements are being added to this new version to make it a little different from the computer versions.

At Epyx: Olympic Activity and More

The Epyx booth was absolutely bustling with activity: lots of new products to show and plenty of people interested in seeing it all. With Olympic trappings everywhere, Epyx made absolutely sure that everyone was aware of the company's unique position in the software industry as the official licensee of the U.S. Olympic Committee in the categories of computer, video and interactive VCR games. With the time for the Summer Olympics almost upon us, Epyx is ready with THE GAMES-SUMMER EDITION. The program is set in Seoul, Korea, and follows the format of THE GAMES-WINTER EDITION in providing the effect of network TV coverage. The events in the summer program are Springboard Diving, Uneven Parallel Bars, Pole Vault, Velodrome Sprint Cycling, Hammer Throw, Hurdles, Archery, and Rings. (Coming for Commodore 64/128, Apple II, IBM PC/ compatibles, Macintosh, Amiga, Apple IIGS; MSR $39.95.) There were other new sports games shown, too, including a series of VCR games: VCR CALIFORNIA GAMES, VCR GOLF, and VCR PLAY ACTION FOOTBALL. And back on the computers, Epyx had the first mountain climbing game we've seen. FINAL ASSAULT, designed with help from renowned mountain climber Eric Escoffier, lets players get a taste of what it's like to prepare for a climb and then scale some of the world's most treacherous peaks—all without the danger of breaking a leg or worse. (C64/128, Amiga,} Atari ST, Apple IIGS, IBM; $39.95.) And the "Street Sports" series grew by one with the introduction of STREET SPORTS FOOTBALL (C64/128, Apple II & IIGS, Amiga, IBM; $39.95).

Action and Strategy from Epyx

With the current surge of popularity in video games, developers of computer entertainment software are showing some arcade-like action games again. Epyx is no exception: they showed one of their own (MIND-ROLL) and some European games that they are distributiing in the U.S. MIND-ROLL ($39.95 for Apple II, C64/128, IBM) combines strategy with action as the player maneuvers a ball along tracks and through a variety of puzzle-like environments. And from UBIsoft of France, Epyx showed ICE THRASHERS, a sort of futur-

istic blend of hockey and soccer with wildly action-packed game play. It will be available for Atari ST and IBM ($49.95) and for C64/128 ($39.95). Epyx also does U.S. distribution of certain products from U.S. Gold, the largest publisher of premium software in Europe. New U.S. Gold titles coming from Epyx are TECHNOCOP (futuristic cops and robbers game with car chase sequences), SPORTS-A-RONI (sports spoof set in Italy featuring olive-oiled pole climb, pogo stick wall-running and other craziness) and our personal favorite, TOWER TOPPLER (destroy rotating underwater towers on a strange planet). TECHNOCOP and TOWER TOPPLER are planned for C64/128, Atari ST, Apple II, Amiga and IBM ($39.95). SPORTS-A-RONI will be available for the same systems, except Apple II ($24.95).

Strategy and Adventure

Those who enjoy strategy games will appreciate Epyx's computer adaptation of the classic boardgame, BATTLESHIP, in which players play a sort of naval hide and seek. The program will be available for Amiga, Atari ST, C64/128 and IBM ($29.95). And adventurers haven't been left out of the Epyx lineup as two new role-playing games are joining the Masters Collection of software for the advanced gamer. THE LEGEND OF BLACKSILVER ($39.95 for C64/128, Apple II, IBM) sets the gamer on a quest to rescue a King from the evil effects of the mystical mineral Blacksilver. The game features first-person dungeon treks and plenty of enemies such as dragons and powerful sorcerors. The second addition to the Masters Collection is TRIALS OF HONOR from UBIsoft of France ($49.95 for Atari ST, IBM, Amiga; $39.95 for C64/128). We were especially impressed with this adventure set in the Dark Ages of Europe. Full of medieval pageantry, the game casts the player as a former heir to the throne now held by an evil usurper who assassinated the monarch of a French kingdom. To claim the throne, the player must pass a series of trials such as archery contests, slaying monsters in a labyrinth and others, finally meeting and conquering the false king.

COMMODORE 64/128 Software

KARNOV (★★★/★★1/2) brings *Data East's* original coin-op to the Commodore 64/128. The action-adventure stars Jinborov Karnovski, known as Karnov, a one-time circus strongman out to restore the Lost Treasure of Babylon to the people of his village. The treasure was stolen by the evil dragon, Ryu, who sent his hideous pals throughout the countryside to terrorize the people and guard the way to the treasure. The player controls the strongman, Karnov, as he runs, jumps, swims, climbs and flies through the nine levels of adventure. Karnov defends himself with fireballs and agility as he makes his way through the hordes of evil creatures patrolling the countryside around his village. Throughout the game, Karnov has the opportunity to pick up special items and weapons which can help him achieve his goal of recovering the treasure.

Not As Good As Nintendo Version

We liked the Nintendo version of KARNOV very much, and we were looking forward to enjoying the newest version on the Commodore. Although the C64/128 KARNOV looks good with its nicely detailed graphics, it is nowhere near as lively a game as the Nintendo version. We found KARNOV on the Commodore to be sluggish and less responsive than we would have liked. We were also frustrated by the skimpiness of the instructions, especially when we attempted to use one of the options (the special items or weapons that Karnov may find and use in his quest). Although the instructions tell the player that an option will flash when it can be used, there is not a hint of how to go about activating the flashing option! Only by pecking at most of the Commodore keyboard did we finally discover that pressing "Y" does the trick. (We had already determined that nothing we could do with the joystick would activate the option.) And in the course of wandering over the keyboard, we discovered an entire set of undocumented keyboard controls for movement, throwing fireballs, and pausing and resuming the game. (The Run/Stop key activates the pause and resume functions.) There is no excuse for such a major omission, because it makes learning the game unnecessarily frustrating for the player. KARNOV on the Commodore is not a bad game, but it is disappointing and not as good as it could be. And we feel we must comment on Data East's practice of using arcade screen shots on their packaging with the statement, "Screens shown are from arcade version. Computer version may vary." Computer versions DO vary—always—and we believe that ONLY screen shots from one or more of the computer versions

belong on the packaging. Gamers are not buying an arcade game but a computer game. They have a right to see screen shots that represent what they are buying. (Solo play; Joystick and/or keyboard; Pause.) C64/128 version reviewed; also available for Nintendo System at $39.95. IBM version coming soon.
Not recommended. (MSR $29.95)

MASTER NINJA: SHADOW WARRIOR OF DEATH (★★/★★★) is now available in a Commodore 64/128 version from *Paragon Software* (distributed by *Electronic Arts*). It is an adventure with plenty of martial arts action, and it's quite unlike any other martial arts game we've played on any system. The player takes the role of a ninja warrior who is sent on a mission to recover a magical Katana (sword) which was stolen by Sanjo, an evil Daimyo (Japanese warlord). The player-ninja must make his way through the chambers of Sanjo's castle, meeting with deadly Koga Ninja, evil ninja priests and their curses of black magic, powerful Samurais, and even Sanjo's hidden animals. There are many possible paths through the castle, some more treacherous than others, but the ultimate goal is always to assassinate Sanjo and regain the Katana. The player's ninja character has a repertoire of 16 joystick-controlled martial arts moves plus traditional ninja weapons activated by keyboard controls: Shurikens or throwing stars, throwing knives, and blinding powder. A practice screen at the beginning of the game allows the player to run through the moves without the pressure of combat. Once into the game itself, the player may soon discover the need for more practice because Sanjo's henchmen are tough opponents indeed.

Accuracy and Realism

MASTER NINJA was developed under the watchful eye of a knowledgeable martial arts consultant, and this attention to accuracy shows in the realism of the fighting characters' movements. Unlike some other martial arts games we've played, simply flailing your character about by moving the joystick vigorously and randomly doesn't do a bit of good in MASTER NINJA. You must know the moves and execute them with an eye to strategy. Your reactions must be lightning-quick even as you choreograph the fighting dance that is often characteristically slow. The fighting figures are very large on the screen. Perhaps due to limitations of the C64/128 system in working with such large figures, the fighters are rendered in very well animated but jagged, low-res graphics. (The fighting figures do NOT look like the screen shots on the package, which are taken from the original IBM version of the game.) However, the bits of background scenery are detailed in hi-res graphics. In spite of low-res graphics of the fighters, the game is engrossing and impressive in its capture of martial arts moves. The adventure adds depth to the game and creates more player interest than a straightforward combat sort of game. If you're looking for knock-out graphics, you won't be pleased with MASTER NINJA, but it offers plenty of satisfying play action for the gamer seeking adventure combined with action. (Solo play; Joystick and keyboard.) C64/128 version reviewed; also available for IBM/compatibles at $34.95.
Recommended. (MSR $29.95).

Add-On Battle Disk Available for PHM PEGASUS

Lucasfilm Games has announced the availability of an ADVANCED BATTLE DISK ($19.95) for use with the Apple II and Commodore 64/128 versions of PHM PEGASUS, the hydrofoil comb at simulation game. The disk includes nine (Apple) or ten (C64/128) new battle scenarios, such as "Missile Alley" (exchange of hostilities with a fleet of Soviet Komar missile ships), "Sink the Bismarck" (the tiny Pegasus's speed and stealth against the awesome firepower of the legendary German battleship), and "Jihad II" (every maniac between the Port of Kuwait and the Straits of Hormuz is gunning for the Pegasus and the cargo ship she is escorting). The ADVANCED BATTLE DISK will not be available in stores but can be purchased by mail or phone directly from Lucasfilm Games, P.O. Box 10307, San Rafael, CA 94912; phone 415-662-1902. (Visa/MasterCard only for phone orders.)

Mindscape Signs Deal with Sega

Mindscape has signed a deal with Sega whereby Mindscape will market and distribute Sega arcade hits for home computers! This will allow owners of systems such as the Commodore 64 to play some of the Sega hit titles – initially Out Run and Space Harrier, with hits such as After Burner and Thunderblades to follow in the first part of 1989.

Four Top Gunners Qualify for
Shoot-Out in New York

May found us in New York for the exciting finals of the Top Gun Video Game Shoot-Out sponsored by Konami. Hundreds of hopeful entrants had submitted photographs of screens showing their best scores, but only four made it to the finals, earning an expense-paid trip for themselves and a companion. We knew nothing about the four finalists until we met them. We would not have been surprised to meet four teen-aged boys who lived vfor video games, had glassy-eyed stares from too much time mesmerized by dancing images on a TV screen, and whose hands were permanently cramped into a controller-holding position. The young men we actually met didn't fit any of the stereotypes. They had a variety of interests other than video games, they were not obsessed with the idea of proving themselves "the best," and there was a 19-year spread in their ages. The four were Jack "Raven" Sprague, a 14-year-old from Fredonia, NY who is studying for a pilot's license and hopes to attend the Air Force Academy; 18-year-old Jay "Dragon" Laughrin of Sheboygan Falls, WI who loves to sketch dragons and unicorns and aspires to become an Army Airborne Ranger; Marvin "Ace" Henderson, a 33-year-old Postal worker and amateur photographer from Federal Way, WA; and 21-year-old Devin "Devil" White of Minneapolis, MN who currently works as a computer operator but will be attending law school in the fall.

The Competition on the Hanger Deck

On Board the U.S.S. Intrepid
The actual contest was held aboard the aircraft carrier, U.S.S. Intrepid, which is maintained as a permanent Sea-Air-Space Museum in the Hudson River. The finalists, along with Konami representatives and members of the press, boarded the ship before it was opened to the public. The somewhat nervous young men got in their practice rounds while a video crew prepared to record the proceedings. Special versions of the Top Gun game had been prepared just for the Shoot-Out, allowing for three rounds of individually scored game-playing. Except that these guys were not playing games! Even with the distraction of many curious spectators among the museum's visitors that morning, these guys were absolutely cool. The toughest parts of this game didn't faze them. Mid-flight refueling looked like the easiest task imaginable, and no one had a problem landing perfectly on the deck of the carrier. That's why they were Top Gun finalists and we were spectators! When the tension-filled contest was over, Devin White won the $5000 first-prize money, Jack Sprague took home $2500 for second place, Jay Laughrin took third for $1200, and Marvin Henderson pocketed $600 for his fourth-place finish. Lots of pictures were taken, lunch was served, and where had the Top Gunners gone? They were playing video games instead of eating!
The Real Story
We were struck by the fact that the biggest story in this contest wasn't so much the Top Gun Shoot-Out itself, but rather that being an avid and talented video game enthusiast doesn't make someone a weirdo or a nerd. Video game fans are ordinary people like you and me, and they don't fit into neat little stereotypes. We think you would have liked the

Top Gun finalists, because they reminded us very much of you, our readers. We've met many of you by phone and letter and some of you in person, and you're a wonderfully varied group of very interesting people. And so it was with Devin White, Jack Sprague, Jay Laughrin, and Marvin Henderson—Top Gunners and good people, every one of them.

On the flight deck of the U.S.S. Intrepid (L to R): third and first place Top Gunners Jay Laughrin and Devin White, Mr. T. Yamaguchi of Konami Industry Co., Ltd. of Japan (head of research & development for Nintendo games), second and fourth place Top Gunners Jack Sprague and Marvin Henderson, and Konami, Inc. V.P. (Consumer Division) Emil Heidkamp. (CE photo by Celeste Dolan)

In the Arcades

Data East has introduced Bad Dudes, in which the player becomes a modern day hero on a mission to rescue President Reagan from deadly kidnappers. As the Bad Dudes fight their way through ninjas, dogs and robots, they are able to use different weapons to defend themselves against the kidnappers. It can be played either as one-player or two-player simultaneous.

Meanwhile, Konami introduces a one to four-player game in The Main Event. a wrestling game in which the players can choose among several wrestlers. With the use of an 8-way joystick and Action and Tag buttons, the player uses all sorts of moves including headlocks, drop kicks, camel clutches, cheating, and more. The player can pick up his opponent and throw him against the ropes as well as climbing up on the ropes and jumping on the opponent. An announcer describes different moves along with the action. When the action button flashes, all the players can join in the ring to help their partners out. Mayham reigns supreme as players can pick up chairs and hit their opponents over the head, etc.

SNK has introduced Chopper I, a helicopter combat game in which the player must maneuver a copter into enemy territory where the objective is to destroy the enemies, both in the air and on the ground.

KING'S QUEST Book Coming This Fall

THE OFFICIAL BOOK OF KING'S QUEST ($10.95) by Donald B. Trivette is coming this fall from COMPUTE! Books. The book will, of course, include hints and maps for all four games in the KING'S QUEST series. But it will also cover a wealth of behind-the-scenes material about the development of these games and reveal Sierra's secret debugging commands. Written with Sierra's full knowledge, approval and cooperation, the book includes a foreword by Roberta Williams, creator of the KING'S QUEST series. This one should be quite a treat for KING'S QUEST fans.

MACINTOSH Software

TETRIS (★★★★/★★★1/2) has turned into a favorite among C64 and IBM owners and now this title which originated in the Soviet Union and is distributed by *Spectrum HoloByte*, is on the Macintosh (with more machines promised). The premise is deceptively simple and a game of quick reflexes. Described by some as a "puzzle in motion,"
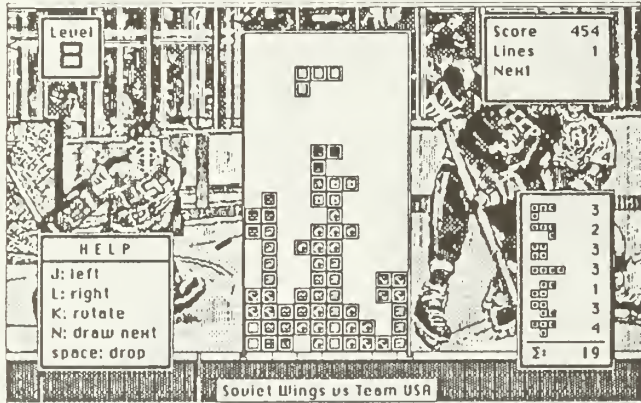
you must rotate and position various moving shapes into solid rows. Points are earned based on how well you maneuver the squares into place, as well as your speed. The game features ten levels of play, with the pieces falling faster and faster as you move on. Ad advanced mode is in place which triples the speed of the pieces in levels 0 through 4 and doubles the speed at levels 5 through 9. Let's see just how quick you are! There also is a tournament mode which allows several players to compete against each other using identical falling pieces.

Absolutely Addictive

We found the original version addictive and this one is no different. There are even eleven original songs using Russian folk music as background while you flip through Russian backgrounds such as a Russian cosmonaut in space, the Kremlin, and more. The music really gives it a sense of reality as you maddeningly try to work the puzzles. So simple, yet so tough! The Mac version even offers a D/A version, allowing you to flip in and out of your database and spreadsheet programs for a few minutes of quick reflexes! This is a great one for anyone's library! (one to six players; reviewed on Macintosh; available for IBM and C64; coming for Apple II, IIGS, Atari ST, Amiga, and Nintendo.)
Recommended (MSR $34.95)

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER (★★★1/2/★★★1/2) is now available for Macintosh owners from *Electronic Arts* featuring three levels of onscreen instruction from General Yeager. The first level teaches basic flying skills like takeoffs and landings; the second handles maneuvers such as hammerhead stalls

and aileron and rolls, and the third level finds you learning acrobatic stunts as well as the Formation Flying. Included in the program is a Flight Recorder which allows you to create and store your own stunt

flying patterns. In the Test Pilot mode there are 14 aircraft to check out using actual test pilot aircraft evaluation charts. Finally, there's a racing option which allows you to race a plane over one of six different courses. There are several viewpoints, including zoom, all easily accessible by the pull-down menus.
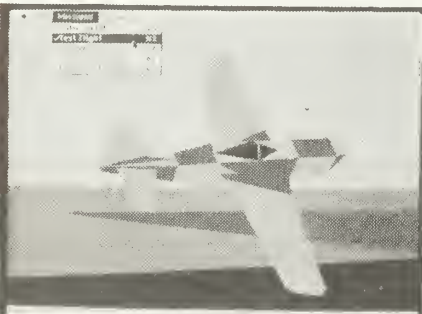
A Popular Simulator

This has been an extremely popular flight simulation in its' earlier versions for Apple, Commodore, and IBM. The program is especially adaptable to the Macintosh because of the mouse control making the translation is a good one. Of course, the crisp graphics of the Macintosh make it ideal for the cockpit controls. This program continues to be one

of the best simulators on the market for anyone who loves to fly with their computer. (one player; reviewed on Macintosh; supports Mac II full-screen graphics; also available for Apple II, C64, IBM)
Recommended (MSR $49.95-I;$39.95-Co)

MULTI-SYSTEM Software

L.A. CRACKDOWN (★★★1/2/★★★1/2) becomes the newest in *Epyx's* Masters Collection line for the advanced player. In this detective adventure drama, you're a senior detective with the Los Angeles Police Department. Choose among four promising rookies to help you and you're on your way in a high-tech police surveillance van. It's from that van that you'll direct your rookie's actions – everything from telling him to question a suspect, plant bugs, tail suspicious characters, photograph evidence, or make an arrest. Your surveillance begins on a tip that there's some suspicious activities going on at the Pacific Shipping Company warehouse. In order to advance from one point to the next, you must find correct clues, interrogate the proper suspects, etc. It's up to you to crack the case and arrest the international drug racketeers in this sting operation.

The screen is divided into several sections as is indicated in this drawing. The screen gives you all the information you need as well as a graphic depiction of the action.
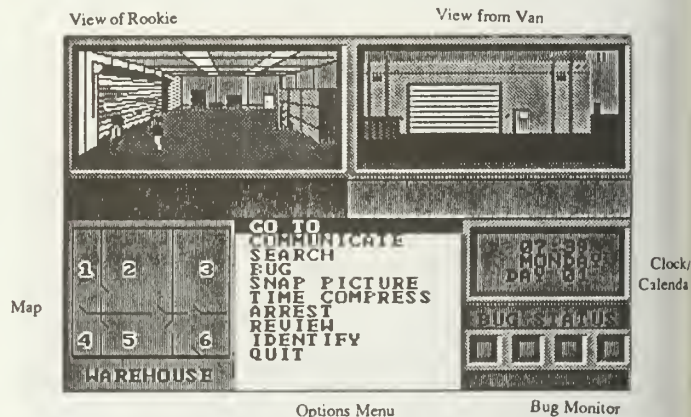
Good Detective Game

This is a game of strategy with lots of fun built in as you move from location to location looking for clues, interrogating suspects, planting bugs, and more. In usual Epyx style, the graphics are crisp and clear with plenty of animation in the upper two screens – the van driving from place to place as well as walking into various areas and talking with suspects in the upper left screen. The game is very challenging as there are so many twists and turns. It'll take every bit of skill and deductive power to crack the case – that's why a senior detective of the LAPD has been assigned! This drug ring does not plan to be caught! Be sharp as you look for clues, and remember to take rest breaks as no one can work a 24-hour day. By the way, although it's categorized as an adventure, you do not have to type in any commands as the choices are all on the screen. You simply move the cursor over the appropriate directive and the result will play itself out for you. (one player; reviewed on C64 and IBM; coming for Apple II)
Recommended (MSR $49.95)

Battle Simulation for Atari 800

Datasoft has just released Bismarck: The North Sea Chase, a simulation of the 1941 battle in the Atlantic between Her Majesty's Ship Hood and the powerful German controlled Bismarck. You can play the game from either of two views – from the British point of view, hunting down the Bismarck and her sister ship, the Prinz Eugen, or from the German point of view engaging the Bismarck in sea battles. You can choose a full-scale battle or certain action sequences to work on your battle skills.

COMMODORE 64/128 Software

STOCKER (★★1/2/★★) from *Capcom*, is a stock car race which is measured in fuel, coast-to-coast. You begin with a full tank of gas and a two-speed stock car. Along the way you'll find four gas stations, each giving the car 1/4 tank of gas. If you pass one up, you'll never make it! The race begins in Florida and runs through the Southern states, ending in California. In addition to avoiding slow-moving trucks and cars, you must be careful of the highway patrolmen along the way. If you receive three tickets, the game is over. The car has two speeds which are used to maneuver around the hairpin turns throughout the race.

Pretty Ordinary

We found that after playing a short time we started to recognize the screen configurations. We may have been in another state but the road layout looked awfully familiar! We've seen many racing games, whether the "grand prix" type of this type of stock car with the tight turns and this one just didn't offer anything special enough to take it to the head of the pack. The graphics are pretty good, and the sound effects of the police siren give that part a feel of realism. But, frankly, it didn't excite us too much. (one player; available for C64) Not Recommended

CLUBHOUSE SPORTS (★★★/★★★) is the latest in the SportTime™ collection from *Mindscape* and features six different games which you might find at the corner arcade. The games include Billiards; Crazy Pool, in which you can design your own layout of holes and bumpers; Shooting Gallery; 3-D Pinball; Skeeball; and Foosball. Skeeball and Shooting Gallery are two games which you often see when the carnival comes to town, with this being the first time we can recall seeing Skeeball in a home computer game. Foosball, ever popular in arcades, is another one that is new to home computers and fun to play. While Pinball has certainly been made available in all sorts of home games, this one has nice action and the ringing sound that really made it seem like the real thing.

Nice Selection and Good Graphics

As in any collection of games, we found ourselves drawn to certain endeavors. As we mentioned, we felt the pinball was a good rendition and Shooting Gallery very reminiscent of the carnival midway. We really enjoyed the action of Foosball and Skeeball, while not an action-oriented sport, got us hooked on trying to aim for the center ring and the highest points. When we did well, we felt as though we should be able to carry away a stuffed animal! All six games give you various options such as playing solo, playing against a friend, playing against the clock, ball speeds, extra balls, various levels of play, and more. Overall, it's an interesting collection which you'll find at least two or three games to enjoy alone or with a friend. (one player; two-player simultaneous or alternating; reviewed on C64) Recommended (MSR $29.95)

ROADWARS (★★/★★) is a futuristic shooting and racing game from *Arcadia* (distributed by *Electronic Arts*). This one offers all-out, super-fast action as the player controls a Battlesphere (a sort of interplanetary tank) in a dizzying race down space roadways with magnetic side panels designed to keep vehicles from falling off. Unfortunately, the computer that controls the magnetic panels has gone haywire, causing some of them to become rogues and shoot sparks. The player's job is to shoot the rogue panels while moving at breakneck speeds, thus restoring the integrity of the walled-in roadway. And, of course, there are other problems, such as satellites that appear periodically to shoot laser beams at the player's Battlesphere, dangerous obstacles in the roadway, and another Battlesphere controlled by the computer or a friend. Graphics create a sort of 3-D effect with a roadway receding into the distance, but consider yourself warned that the pictures on the package appear to be from an arcade version which is far more detailed than this computer game. Play action is extremely fast but has little else to recommend it. The game is repetitive and has very little depth, although the two-player version is at least more interesting than the solo game. (Solo or 2-player competitive; Joystick or keyboard.) C64/128 version reviewed. Also available for Amiga and planned for Atari ST at $34.99. Not Recommended. (MSR $29.99).

SKY TRAVEL (★★★/★★★1/2) is a fascinating, versatile and well-designed package for learning and entertainment from *MicroIllusions* (distributed by *Mediagenic*, formerly Activision). The program puts the resources of a planetarium into your computer and provides a window to the skies and the universe beyond. SKY TRAVEL allows the user to observe any portion of the night sky from any location on Earth, move years forward or backward in time, simulate lunar or solar eclipses, plot star maps, trace constellations, and inquire about endless numbers of stars, constellations, and planets. The accompanying manual is thoughtfully written to provide a wealth of information for anyone from novice to veteran star-gazer. It provides a "Guided Tour of the Universe" and includes a large number of interesting forays into history, geography, navigation, and the possibilities of future space exploration. (As good as the manual is, there are some minor lapses, such as the failure to mention the fact that the user must press the Return key to advance from the title screen to the night sky representation.) SKY TRAVEL is an ideal program for exploring the wonders of astronomy, whether used in the home or the classroom. (Solo or group use; Keyboard or joystick; Printer optional.) C64/128 version reviewed; also available for Apple II ($49.95) and Macintosh ($6 9.95) Recommended. (MSR $49.95)

MAINFRAME (★★★1/2/★★1/2) is an action-adventure from *MicroIllusions* (distributed by *Mediagenic*, formerly Activision). The adventure takes place at the end of the 20th century when TriComplex II, the computer that controls the world, has begun thinking for itself. With its vast stores of data, the computer has come to the conclusion that man is a threat to its existence and thus it seeks the annihilation of man. With the aid of Orbiter, a secret satellite that has not yet bee n linked to the TriComplex III network, it is up to you to shut down the master computer's main power switches. Unfortunately, TriComplex III knows what you're up to and does its best to thwart your efforts by disabling Orbiter and generally getting in your way. The action encompasses a wide variety of screens and locations, from underground caverns to surface cities and an underground river. Your job is to assemble a variety of assault devices, try to keep TriComplex III's land-to-orbit lasers deactivated, and finally enter the master computer's control chamber to seek and turn off its four power switches. Throughout your efforts, the maddeningly meddlesome TriComplex III defends itself with great efficiency. The game is interesting, though quite frustrating in the early stages partly because of limitations in the documentation. For example, there is no explanation of why your laser firing power is so limited or what you should do to increase it. Clearer, more detailed instructions are definitely needed in action-adventure with any degree of complexity. (Solo play; Joystick; Pause.) Available for Commodore 64/128 only. MSR $39.95

Electronic Arts Announces New Amiga Releases

Amiga-owning fans of the original BARD'S TALE will be happy to learn that THE BARD'S TALE II: THE DESTINY KNIGHT (MSR $59.95) is now available for their system. Featuring a vast realm of wilderness, six complete cities and 25 dungeon levels, THE BARD'S TALE II incorporates advanced combat and magic systems. (THE BARD'S TALE II is also available for Apple II at $49.95 and Commodore 64/128 at $39.95). The Amiga version of WORLD TOUR GOLF ($39.95) accommodates up to four players on a selection of the world's classic golf courses, including St. Andrews in Scotland, Augusta in Georgia, and California's Pebble Beach. The program also includes a championship course comprising the world's most difficult holes. (The program is also available for Apple IIGS at $39.95 and for C64/128 or IBM/Tandy and compatibles at $19.95.) And Electronic Arts has expanded its line of "Deluxe" creativity programs for Amiga with DELUXEPHOTOLAB ($149.99). Designed as a companion to DELUXEPAINT II, DELUXEPHOTOLAB integrates the features of a paint program, color processor and poster maker to allow users to create and manipulate photographic-quality images with eight different levels of resolution in any of the Amiga's graphic modes. The program requires 1 MegaByte of RAM and is not copy protected.

SPEED BUGGY (★★★1/2/★★★) is an adaptation of the classic arcade racing simulation by Data East. The program includes five separate courses, each more tortuous than the last, over which the player steers the acrobatic little buggy with its oversized wheels. Racing against the clock, the player grabs flags, travels narrow bridges, passes through gates for extra points, and avoids lots of obstacles. There are logs on the courses that can send the buggy flying—perhaps over an obstacle or right into one. And the buggy can be tilted to drive on two wheels by hitting small obstructions just right. Fans of the arcade game will certainly enjoy this version of SPEED BUGGY, because the graphics are very similar, and the play action is very speedy. However, if you already own one or more auto racing games, you may want to check this one out before adding it to your collection since there is nothing especially original about it when compared to other racing games. (Solo play; Joystick or keyboard.) Atari ST version reviewed; also available for C64/128 at $29.95. MSR $39.95

ROAD RUNNER (★★★1/2/★★1/2) from _Mindscape_ pits the fast-moving Road Runner against his arch-nemesis, Wile E. Coyote, in an obstacle-strewn maze-chase across the deserts and mesas of the Southwest. The player controls the Road Runner, and unlike the cartoons, the coyote often wins in these chases. Like the C64/128 version of this game reviewed last month, the ST version is based on the arcade game. The graphics are much closer to the arcade this time, the music is appropriately frantic, but still no "BEEP BEEP!" Lest you think we are nitpicking, you should note that "Beep Beep!" appears twice in the cartoon artwork on the package and once on the instruction sheet. Somebody thinks that "Beep Beep!" is integral to the Road Runner character, but it's obviously not the people who programmed the sound effects in the game. Aside from the "Beep Beep!" issue, the game is undeniably cute and funny. Beyond the initial appeal of the wonderful characters, however, there really isn't a great deal of depth to the game. (Solo play; Joystick; Continuation feature.) Atari ST version reviewed; also available for C64/128 at $34.95. MSR $49.95

INDIANA JONES AND THE TEMPLE OF DOOM (★★★1/2/★★★1/2) is an adaptation by _Mindscape_ of the coin-op by Atari Games, which in turn is based on the movie of the same name. It is an action-adventure which is built around key scenes from the movie. Unlike most games of this type, INDIANA JONES allows the player to choose any of three difficulty levels. The object of the game is to have Indy recover three Sankara stones and return them to the village of Mayapore. Indy begins in the Mine Caverns, where he must free the imprisoned children, avoid Thuggee guards, and find the entrance to the Mine Tunnels. Once in the tunnels, it's a wild ride on the mine car to reach the Temple of Doom where one of the Sankara Stones lies in front of a statue of Kali. If Indy avoids the molten lava and reaches the stone, he returns to the Mine Caverns to begin his quest for the second stone. After the third stone is recovered, the final escape route is a rope bridge. Throughout the trials of his adventure, Indy defends himself with his wits and his trusty bullwhip.
Captures the Spirit of the Films
Anyone who has enjoyed the escapades of the Indiana Jones movies will appreciate this challenging action-adventure because it captures the spirit of the films. Even the familiar movie music is part of the game, adding another dimension to the fun of playing the role of Indiana Jones. The game itself has a variety of good action sequences, and we liked the fact that three difficulty levels are available. (Solo play; Joystick or keyboard.) Available for Atari ST only. Planned for C64/128, Nintendo System.
Recommended. (MSR $49.95)

BUBBLE GHOST (★★★★/★★★★) by _Infogrames of France for Accolade_ is an example of that rare breed: a truly original game. It's also just a bit wacky. Imagine—the spirit of a mad inventor haunts the halls of his old mansion. The inventor died in his bathtub while testing his latest invention, an electric bubble pipe. Now he spends eternity puffing at shiny bubbles, trying his best to move one of them unscathed through the 35 rooms of his old castle. And what a bizarre place! The old inventor filled every room with the results of his oddball tinkerings, leaving many a hazard likely to pop a delicate little bubble. The player

controls the movements and puffing of the ghost with mouse and shift key, trying desperately to keep the iridescent bubble from touching any walls or objects. When a bubble pops (inevitably), the ghost shakes his little white fist at the player and scowls. You have to see the ghost's reaction for yourself to appreciate how funny it is.

Wit, Flair and Style

BUBBLE GHOST is an utterly charming game. The graphics are beautifully detailed and very well animated. The game itself is refreshingly original and quite challenging. It requires precision and patience rather than speed. BUBBLE GHOST was designed and executed with wit, flair and great style. We love it, and we think that you will, too. (Solo or 2-player alternating; Mouse & keyboard; Pause.) Available for Atari ST only. Planned for C64/128, IBM/Compatibles, Apple IIGS, Amiga. Recommended. (MSR $39.95)

The COMPUTER ENTERTAINER READERS' HALL OF FAME Awards

The votes are in and counted, and our readers have selected this year's permanent member of the COMPUTER ENTERTAINER READERS' HALL OF FAME. Readers were asked to vote for their three all-time favorite entertainment programs. Results were compiled by assigning three points to each first-place vote, two points for second, and one point for third. This year's overwhelming readers' choice, cited by 55% of those voting, was THE LEGEND OF ZELDA by Nintendo for the NES. There were dissenters, of course, including one reader who commented, "We all know LEGEND OF ZELDA will win this year (boring game)." Honorable mentions go to the runners-up in the voting: METROID (Nintendo), SPACE HARRIER (Sega), MARBLE MADNESS (Electronic Arts for Amiga, Commodore 64/128), and CALIFORNIA GAMES (Epyx for C64/128). Readers voted for a wide variety of entertainment programs (over 200 in all)—one or two of which even WE had never heard of! Just over 60% of the votes went to computer games, with the others going to video games. All systems were represented in the voting, including a few of the discontinued ones. A seventh member of the HALL OF FAME will be added next year as Computer Entertainer completes seven years of continuous publication. And now, a round of applause for the six games that have earned their way into the COMPUTER ENTERTAINER READERS' HALL OF FAME:

> SUPER MARIO BROS. (Nintendo for NES)
> GUNSHIP (Microprose for C64/128)
> FLIGHT SIMULATOR II (SubLogic for all systems)
> ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari ST, Atari XE/XL, C64/128)
> ZORK TRILOGY (Infocom for all systems)
> THE LEGEND OF ZELDA (Nintendo for NES)

Acclaim to Enter Interactive VCR Game Market

Diversifying beyond its current involvement with games for the Nintendo Entertainment System, Acclaim Entertainment has announced its intention to enter the interactive VCR game market. As part of the new venture, Acclaim announced the signing of an exclusive agreement with Interactive VCR Games, Inc., the company that launched VCR gaming with NFL QUARTERBACK.

IBM PC & COMPATIBLES

THE LAST NINJA (★★★/★★★) now comes to IBM and compatibles from *Activision* with its blend of martial arts action and oriental adventure. This new version lives up to the excellence of the initial C64/128 game with superb graphics, fluid animation, varied combat, and an adventure storyline that sets the player on a quest to avenge the slaughter of his brother White Ninjas at the hands of the Shogun Kunitoki. THE LAST NINJA is one of the finest examples of martial arts gaming we've ever seen. Its combination of realistic fighting sequences with the challenge of recovering sacred scrolls and killing the Shogun is set into more than 130 screens with a wide variety of scenes, weapons, and puzzles to solve. No martial arts fan should miss this one. (Solo play; Joystick or keyboard; Pause; 512K RAM, CGA/EGA required; 5.25" & 3.5" disks supplied.) MS-DOS version reviewed (IBM PC/XT/AT/PS2/Tandy); also available for C64/128 ($34.95) and coming soon for Apple II ($34.95) and Apple IIGS ($39.95).
Recommended. (MSR $42.95)

MULTI-SYSTEM Software

ZORKQUEST: ASSAULT ON EGRETH CASTLE (★★★/★★) is the latest in the new Infocomics series from *Tom Snyder Productions and Infocom.* Infocomics are not games, but rather interactive entertainment meant to be enjoyed much as one would enjoy a book or movie. Simple graphics are spiced with cinematic techniques such as pans and zooms, and the stories can be followed along different paths that allow you to see portions of the action from the perspectives of different characters in them. This fantasy is to be the first in a ZORKQUEST series, and it sends a small band of travelers to the castle of an evil wizard for an adventure centered around a magic amulet. This is the second of the Infocomics that we've seen, and we found it somewhat less entertaining than the very humorous LANE MASTO-DON. Somehow it lacks the richness of its namesake interactive fiction series. And it didn't move fast enough for us. Even though there is some user control over the speed of the program, we found ourselves wishing that we could set a faster speed than the maximum permitted by the program. (Even the fastest speed seems suitable only for the average to slightly slower-than-average reader.) (Solo use; Keyboard.) Available for Apple II, C64/128, MS-DOS.
Not recommended. (MSR $12.00)

APPLE II Software

SOKO-BAN (★★★1/2/★★★1/2) from *Spectrum HoloByte's* International Series is now ready to tempt Apple II owners into many hours of addictive puzzle-play. The game is originally from Japan, where a soko-ban is a warehouseman, and its simple premise is to direct a warehouseman to push crates one at a time into a storage area within a maze of a warehouse. Scoring is based on the number of moves, the number of pushes, and the time required to stow all the crates. Strategy is the key and efficiency is the aim. There are fifty levels, any of them selectable by having the warehouseman choose his level while he's on an elevator. The Edit mode of the game allows the player to design and save up to 49 additional levels. As simple and banal as the game sounds when described, it turns out to be fascinating to play and almost impossible to stop playing! SOKO-BAN packs a lot of entertainment value in a reasonably priced package that's equally appealing to gamers of all ages. (One to four players; Joystick or keyboard; Pause.) Apple II version reviewed; also available for C64/128, IBM/compatibles.
Recommended. (MSR $29.95)

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

A Note about the Availability Update

One of the most difficult and time-consuming tasks in creating this newsletter every month is the maintenance of the Availability Update. And although we try to make it as accurate as possible, we know there are errors every month—even if we aren't sure exactly what the errors are! We must rely on a combination of news releases from software manufacturers plus their sending of review copies of titles as they are released. It is simply impossible for us to call every manufacturer every month to learn of each change that may have occurred. Sometimes titles "slip through the cracks," and we show an available title as unreleased. Sometimes titles are cancelled entirely, but we don't find out about the cancellations until the title has appeared for many months in the Availability Update. And, quite frankly, some manufacturers are more cooperative than others in providing the material we need to keep you informed. Occasionally a reader will call or write to point out an error, and we really do appreciate the information. We have been maintaining the Availability Update—complete with the inevitable errors—for more than six years. Have you ever noticed that NO publication has even attempted anything like it during that period? And with good reason: no publication wants to devote the man-hours required to fill just a page or a page-and-a-half!

New WIZARDRY Scenario Available for MS-DOS Systems

The newest installment in one of the best-loved fantasy role-playing series is now available in an MS-DOS version. Sir-Tech's WIZARDRY IV: THE RETURN OF WERDNA (MSR $59.95) supports EGA, CGA and Tandy graphics. Although the program is supplied on 5.25" disks, a 3.5"-disk version is available from Sir-Tech. The story is a reversal of the usual, because the player takes the evil role of Werdna as he attempts to escape prison, wreak revenge on his captors, and recover the amulet taken from him. And his jailers are none other than hundreds of adventurers developed by players of earlier WIZARDRY scenarios. The designers warn that this program is for expert players only.

Interesting New Game from Broderbund

Broderbund is readying Shufflepuck Cafe, a simulated air-hockey game for the Macintosh (msr $39.95) in which the player is pitted against nine different opponents, one at a time. All the opponents are regulars at the Shufflepuck Cafe, a seedy saloon reminiscent of the bar in *Star Wars*. Each opponent has his own unique style and all the game elements are adjustable, including paddle size, bounce, surface characteristics, and hit strength. You can even create your own opponent.

ULTIMA V Now Available for IBM

This month Origin Systems announced the release of {ULTIMA V: WARRIORS OF DESTINY for IBM and 100% compatibles (MSR $59.95). Greatly enlarged and enhanced beyond previous Ultima games, ULTIMA V features increased graphic detail, a more extensive cast of characters with more opportunity for interaction, and a variety of new battle options. The IBM version of ULTIMA V supports Tandy 16-color, EGA, CGA, and Hercules monochrome graphics modes and is available on 5.25" and 3.5" disks. The program is distributed by Broderbund.

Promised WILLOW Review Sabotaged by Bad Disk

The review of WILLOW by Mindscape for IBM/Tandy, promised for this issue, does not appear due to a bad second disk. We didn't think you'd want a review of the game's introduction, which is all we were able to see before the game crashed.

THE VIDEO GAME UPDATE

NINTENDO Software

RAMBO (★★★/★★★) takes a different approach to this familiar macho super-hero. Instead of creating yet another shoot-everything-that-moves game, the _Acclaim_ design team has crafted an adventure game spiced with action, one that requires as much thinking and planning as it does joystick dexterity. Some players may be disappointed that this RAMBO isn't violent enough for their tastes, but we enjoyed the addition of a quest to the expected heroics. The theme of the game is Rambo's mission to Vietnam, supposedly to photograph POWs still there after the war, but of course it becomes a rescue mission. But before Rambo ever reaches a POW, he encounters many dangers in the jungles of Vietnam, from cobras to enemy soldiers. He has more to do than simply avoid danger and fight enemies, however, as he can discover weapons and converse with many of the characters he meets. The dialogue in this game gives it an added dimension, and it is often [critical to Rambo's success since important orders and even hints may be part of a character's remarks to Rambo. The action-adventure format, as opposed to a straight-out action game, suits the Rambo character and story well and actually gives the player more of a sense of becoming the Rambo character. (Solo play; Pause; Continuation feature with password.) Available for Nintendo System only.
Recommended. (MSR $39.95).
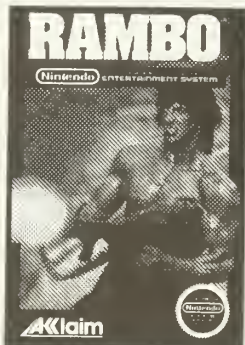
DOUBLE DRAGON (★★★★/★★★1/2) from _Tradewest_ is one of the most eagerly awaited titles of 1988 for the Nintendo System, largely due to the coin-op's tremendous popularity in the arcades. Like the coin-op game, the Nintendo version of DOUBLE DRAGON features the fighting twin brothers, Billy and Jimmy Lee, in a quest to save Billy's kidnapped girlfriend from the Black Warriors. Unlike the arcade version, this DOUBLE DRAGON does not permit cooperative play with the two brothers fighting side-by-side, but instead offers the option of head-to-head competition for one player against a computer-controlled opponent or for two players against each other. (In the standard two-player game, both players take turns at confronting the gang of bad guys.) In the standard game, fighting action against groups of Black Warriors takes place in four settings: city slums, an industrial area, the forest, and in the hideout of the mysterious Shadow Boss (who turns out to be none other than Billy's twin brother, Jimmy). The action builds in intensity as Billy defeats one Black Warrior after the other, bringing into play chains, whips, and even barrels that can be thrown. And not all the action occurs on the ground level, since there are areas where the characters can climb and fight on ledges.
Very Good Fighting Game
 DOUBLE DRAGON is a very good fighting game with many challenges and enough variety to keep the player interested, especially in the one-player and head-to-head games. Its repertoire of 11 separate fighting moves combines the elegance of the oriental martial arts with the savvy of street fighting. And the graphics are beautifully drawn and

very well animated. DOUBLE DRAGON unquestionably outshines its fighting-game competition (particularly the one-dimensional "Renegade"). However, coin-op fans who are especially devoted to the two-player DOUBLE DRAGON of the arcades that lets them play cooperatively with a friend will not be pleased with this Nintendo version. The lack of a cooperative mode won't be missed by many players, though, so it's not enough of a negative to complain about too strongly. However, we do have one very strong complaint about DOUBLE DRAGON, or rather about its instruction booklet. It was sent off to the printer before anyone bothered to finish it! There is not a single reference to the head-to-head mode of the game in the booklet. The selection screen offers four choices: one or two players in Mode A or Mode B, but the instructions don't mention this and don't ever explain Mode A and Mode B. It's reminiscent of the earlier days of video gaming when Coleco always had a piece in their booklets about the "fun of discovery." ColecoVision owners soon learned that the "fun of discovery" meant that it was up to them to figure out the parts of the game that Coleco neglected to mention in the instructions. ALL features of a game should be documented clearly in the instructions. (Solo, 2-player alternating or 2-player competitive; Pause.) Available for Nintendo System only; separate version planned for Sega System (by Sega).
Recommended. (MSR $44.95).

FREEDOM FORCE (★★★1/2/★★★1/2) is the latest from _Sunsoft_, and we think it's their best game yet. And they've made the best use yet of the Zapper light gun by building a game around a theme that's as topical as the evening news: the taking of hostages by terrorists. A group known only as the "Unknown Guerillas" has taken over a passenger jetliner sitting on the tarmac at an airport, and there are innocent citizen aboard. As either Rad Rex or Manic Jackson, your job is to terminate the terrorists with extreme; prejudice. (No matter how violent the action, the word "kill" never appears in a game for the Nintendo System.) The action moves through a series of scenes: exterior of the aircraft, jetway loading ladder, ticket counter lobby, airport entrance, and finally the Unknown Guerilla hideout. You must shoot the guerillas and avoid shooting the innocent hostages, making your way through fiercer opponents as play progresses. The game is very realistic, complete with splotches of red that appear on the chests of the terrorists when you shoot them. It's a game that will appeal to players of all ages for its sharpshooting action and topical storyline. (Solo or 2-player alternating; Pause; Zapper required.) Available for Nintendo System only.
Recommended. (MSR approx. $35-$40).

ZILLION II: THE TRI FORMATION (★★★1/2/★★) from _Sega_ bring's back Zillion's White Knights—you and your friends Apple and Champ—for another round of dangerous exploration in labyrinths built by the evil Norsa Empire. It scems that the Norsa Empire's base that you destroyed in the original ZILLION game was not thc cnd of Baron Ricks aftcr all. In the second game, Champ and Apple are trapped again, and it's up to you to infiltrate the] eight-level Norsa Battle Fortress to find them and get rid of the Norsas for once and for all. As J.J., Commander of the White Knights, you have your familiar Zillion Laser along with a new tool, the Tri Formation, a three-wheeled cycle. The Tri Formation is equipped with nuclear turbo for airborne feats and has the ability to transform into a flying suit of armor, the Armorater. Play alternates between levels with corridors and those with multi-story rooms as you face ever more dangerous opponents in your search for Champ and Apple. When you find your friends, you can change places with each of them once so that they can continue the battle against the Norsas. (Usually, this is done when your life encrgy level is very low.)

More Action, Less Strategy

ZILLION II has very crisply detailed graphics, good sound, and play action that is somewhat similar to the first ZILLION game. Thc sequel relies more on action and less on strategy than the original game. As a fast-action shooting game, ZILLION II is a good one, but we missed the strategic elements of the first game. Those who liked ZILLION primarily for its strategy/adventure emphasis may not enjoy thc sequel as much as the original. (Solo play; Continuation feature.) Available for Sega System only.
MSR approx. $36-$40.

ALEX KIDD: THE LOST STARS (★★★/★★★) is another sequel to a popular game by _Sega_. In the first game, Alex saved Aries, the Miracle World, from the evil Janken the Great and learned that he is actually the Crown Prince of Aries. In the second game, the adventure-some young prince finds himself repeating a quest undertaken by one of his ancestors: recovering Aries' twelve stars, which have been stolen by a mysterious evil figure known as Ziggarat or Jiggarat. (The instructions are a little confusing on this point. The charactcr is refcrred to by both names.) A wizard opens a magic doorway for Alex, scnding him on a quest through six alternate worlds. Two complete circuits of these worlds are required to find the 12 Miracle Balls in which Ziggarat hid the stars—two in each world. Alex walks, runs, swims, and flies through the fantastic Toy World, Machine World, World of Make Believe, Water World, Monster Worlds and The Giant's Body. After he completes each circuit of six worlds, Alex must enter the Shrine of Ziggarat to restore six stars to the skies over Aries.

Brilliantly Colorful Graphics

The strange worlds of ALEX KIDD: THE LOST STARS are popu-lated with quite an array of unusual charactcrs and tricky challenges, all painted in some of the most brilliantly colorful graphics we've seen in a Sega game. There is some use of voice synthesis: the introduction, a dog that barks, and Alex crying "ouch" each time he runs into something that saps his life meter. (We grew tired of hearing the "ouches" after a whilc.) The challenges are many, and they start immediately. (The first game started out a little more gradually.) Alex's fans will certainly enjoy the inventiveness of some of the difficult spots, especially in the Toy World. But we don't think that the sequel has quite the overall flair of the original game. We found ALEX KIDD: THE LOST STARS to be a good game, but not as inspiring as

ALEX KIDD IN MIRACLE WORLD. (Solo play; Continuation feature.) Available for Sega System only.
MSR approx. $40-$44.

SPACE HARRIER 3-D (★★★★/★★★★) becomes the latest in the 3-D line from _Sega_ and brings the popular title into an entire ncw dimension. By now most everyone knows the premise of the game as you take on the role of the intergalac-tic warrior (a human-oid with extra-ter-restrial capabili-ties) Space Harrier. You must enter the Land of the Drag-ons which is under attack from evil creatures which fill the sky and landscape. Euria, a magnificent white dragon, is hcld prisoner in a diabolical trap and you must set him free. You must fight through stage after stage (thirteen in all) with a captain of the Evil King doing battle against you at the end of each stage.

Great Graphics

Your perspective is behind your Space Harrier as he runs on the ground or flies through the air, shooting at all the enemies who swerve, and move all around as they approach you from the background of the screen. The gameplay is non-stop as you race through the levels, the difficulty factor becoming higher and higher. Obviously, the 3-D effect you get because of the glasses makes this version even more spectacular than its' 2-meg predessessor, also available for the Sega system. The colors are bright and vibrant, the movement great, and the 3-D effect when the Space Harrier is killed is something as he tumbles to the ground. The next and obvious question for those of you who already own the original Space Harrier is whether to spcnd the rather hefty price to buy this new version. What should be pointed out is that whilc there are new enemies and new settings, the game is basically the same. And, while the 3-D effect is stunning, the 2-meg version is no slouch in this area either! It becomes a truly personal decision as to whether you wish to buy the new version; we see this version really appealing to those who don't already have the the original. There are too many great _new_ titles coming to buy a second version of essentially the same game. For anyone who has recently purchased a Sega, this is the Space Harrier you should purchase (as long as you have the 3-D glasses!) (one player; pause; no continuous feature; 2-meg; requires SegaScopc 3-D glasses)
Recommended (MSR approx. $50.00)

The EPYX 500XJ Joystick makes another appearance in the newest version which is compatible with the Sega Master System. By now many of you are familiar with the basic design of the *Epyx* 500XJ: a short-throw, steel-shaft stick rising from a base with a rounded bottom

which is sculpted sculpted to rest in the palm of the left hand. The fingers of the left hand curl naturally around the base, with the index and middle fingers positioned over the curved firing bars. (This is strictly a right-hander's stick.)

Internal microswitch construction is sturdy and responsive, giving the tactile and auditory feedback that many gamers favor. The Sega version of the EPYX 500XJ also includes Auto-Fire, which gives continuous firing on some games when a firing bar is held down. We like this joystick, as we have the earlier versions for other systems. Not everyone agrees with us, for there are some gamers who definitely dislike the feel of the 500XJ's unusual base in their hand. But we find the 500XJ to be quick and responsive, often helping us to achieve much higher scores than with other controllers. That was certainly the case with the Sega version, as we improved our performance markedly on several games by switching from Control Pad to EPYX 500XJ. The 500XJ carries a 2-year warranty. (Sega version reviewed; also available in versions compatible with Nintendo System and with Atari and Commodore computer and game systems.)
MSR $24.95.

About the NEC PC Engine

The new Japanese game machine by NEC, the PC Engine, has received some favorable press lately. Unfortunately, an article about it in another publication gave the impression that its arrival in the U.S. market might be imminent. As a result, we received a flurry of calls from some of our readers demanding that we tell them exactly when and where the PC Engine would be available in the U.S.! We checked with our best game sources on this one, and there are absolutely NO plans to export this game machine to the U.S. at this time. If and when this situation changes, you can be sure to read about it here. Even without the PC Engine, there are more new and exciting gaming developments on the horizon than you or we can even imagine right now. It is the nature of technology to move forward—in the U.S. as well as in Japan—and we are aware of several secret projects related to gaming, although we do not have any details for you right now. Just keep reading Computer Entertainer, and we'll keep supplying you with the real news—not just wishful thinking.

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Rare Games Collectors Forum

The list of rare game collectors is growing...New this month are:

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Starship, Space War, Steeple Chase, Home Run, Realsports Baseball, Video Chess, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gavitar, Quadrun.

And, again from earlier...
Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: Has several rare cartridges available for 2600, 5200, 7800, ColecoVision and Intellivision (including rare Tutankham and Super Cobra for Intellivision). Write to him with your request.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month.
Happy hunting!

Related Information...
For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact:
Norman Castro, 809 W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are $2.00 per set; 10 for $16.00 (plus shipping/handling).

JAPANESE GAMER'S TIP OF THE MONTH

In Konami's Contra, before the title screen, use the control pad and press up, up, down, down, left, right, left, right, and B, A. This will give you 30 men! You will know when this tip works when the screen shows "Rest 30" after the main screen. This tip also works on 2 players. Just select 2 players after the tip above. After all 30 of your men are gone, your other two "continues" will still have 30 men when you start.

(thanks to Jeffrey Turner of Jackson, MS for this tip!)

ATARI 2600 Software

Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)

INTELLIVISION
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
THIRD QUARTER
Karateka (INT)
Super Pro Decathlon (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Wrestling (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
JUNE
x-Calif. Games (Epyx)
x-Commando (ACT)
JULY
Dark Chambers (AT)
Sprintmaster (AT)
AUGUST
Super Baseball (AT)
Super Football (AT)
SEPTEMBER
Pete Rose Baseball (ABS)
Tomcat F-14 Simulator (ABS)
OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)

ATARI 7800
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)

ATARI XE GAME
JULY
Ace of Aces (AT)
Commando (AT)
Crossbow (AT)
Crystal Castles (AT)
Mario Bros (AT)
AUGUST
Choplifter (AT)
Eagle's Nest (AT)
Karateka (AT)
SEPTEMBER
Crime Busters (AT)
Mean 18 Golf (AT)
Summer Games (AT)
OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)
THIRD QUARTER
Desert Falcoon (AT)
Food Fight (AT)
Necromancer (AT)

NINTENDO
JUNE
x-Double Dragon (TW)
x-R.B.I. Baseball (TEN)
JULY
Donkey Kong Classics (NIN)
Gauntlet (TEN)
Iron Tank (SNK)
Metal Gear (ULT)
Super Mario Bros 2 (NIN)
AUGUST
L Trevino Fighting Golf (SNK)
Legendary Wings (CAP)
SEPTEMBER
Adventure Island (HS)
Bases Loaded (JAL)
Battlefield Napoleon (BRO)
Bomberman (HS)
Cobra Command (DE)
Dr. Chaos (FCI)
Galaga (BAN)
Golgo 13 (VT)
Indiana Jones-Temple/Doom (MIN)
Jeopardy (GT)
Life Force (KON)
Magmax (FCI)
Milo n'a Secret Castle (HS)
Pac-Man (TEN)
Seicross (FCI)
Wheel of Fortune (GT)
Xevious (BAN)
OCTOBER
Adventure of Link (NIN)
Adventures/Bayou Billy (KON)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Ghostbusters (ACT)
Jackal (KON)
John Elway's Quarterback (TW)
Mickey Mouse (CAP)
1943 (CAP)
Racket Attack (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Simon's Quest (SUN)
Skate Or Die (ULT)
Superman (KS)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
NOVEMBER
Guerilla Wars (SNK)
Operation Wolf (TAI)
Paperboy (MIN)
Rampage (DE)
Sky Shark (TAI)
Track & Field II (KON)
Ultima (FCI)
DECEMBER
Blades of Steel (KON)
Blaster Master (SUN)
Dr. Jekyll & Mr. Hyde (BAN)
Legacy of the Wizard (BRO)
Robo-Cop (DE)
Street Fighter (CAP)
Teenage Mutant Ninja Turtles (ULT)
Tetris (TEN)
WWF WrestleMania (ACM)
Xenophobe (SUN)

SEGA
JULY
x-Alex Kidd: Lost Stars (SEG)
Blade Eagle 3-D (SEG)
x-Space Harrier 3-D (SEG)
Wonder Boy: Monster Land (SEG)
x-Zillion II: Triformation (SEG)
AUGUST
Monopoly (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Adaptor (SEG)
SEPTEMBER
Kenseiden (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Shinobi (SEG)
Spy Vs. Spy (SEG)
Thunder Blade (SEG)
OCTOBER
R-Type (SEG)
NOVEMBER
Double Dragon (SEG)
Poseiden Wars 3-D (SEG)
Rambo III (SEG)
Y's (SEG)
DECEMBER
A.L.F. (SEG)
Fantasy Zone: The Maze (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change. We must rely on mfrs for all shipping information; therefore, it is possible some titles have shipped and we have not been notified, resulting in errors in the Update.

COMMANDO (★★★/★★★1/2) comes to yet another system in this latest version by *Activision* for the Atari 2600. COMMANDO is the classic man-on-man military action game in which the player guides a lone Commando through hostile territory to reach the enemy stronghold. Armed with a machine gun that never runs out of ammunition and a few hand grenades, the Commando faces overwhelming odds against enemy soldiers likely to appear from any direction. Given the limitations of the Atari 2600, graphics are sparser than in any other version of COMMANDO, but they are good for this system and offer as much detail as can be expected. Play action is smooth and responsive, capturing the essence of the original coin-op game quite well. COMMANDO fans who don't already have one of the other home versions of the game will be pleased with the job Activision has done with this one. (Solo or 2-player alternating.) Atari 2600 version reviewed. Also available for Nintendo from Capcom; for Apple II, C64/128, IBM from Data East.
Recommended. (MSR $19.95)

CALIFORNIA GAMES (★★★1/2/★★★1/2) brings the fun and flair of the *Epyx* computer hit to the Atari 2600, complete with the music of "Louie, Louie," but with four events instead of six. Foot bag (also referred to by the trade name Hacky-Sack in California) involves keeping a small bag in the air by hitting it with feet, knees and head, with extra points awarded for stunts. Half Pipe Skateboarding also involves stunts, with a skateboarder building up speed moving back and forth on a U-shaped ramp. And BMX Bike Racing is a wild downhill with jumping ramps and every obstacle imaginable. The Surfing event demands that you keep your board on the face of the wave as long as possible without wiping out. All the events require plenty of practice and lots of finesse with the joystick. Graphically, the Epyx designers have achieved their usual very high level. Animated characters show a surprising amount of detail for this system. The only weak spot in the graphics is the representation of the wave in the Surfing event, which is simply too large a piece of animated scenery for this system to handle realistically. However, the surfer on his board looks great. CALIFORNIA GAMES is a must for the 2600 gamer's library. (1 to 8 players.) Atari 2600 version reviewed; also available for C64/128, IBM/compatibles, Apple II. Additional versions coming for Nintendo system from Milton Bradley and for Sega System from Sega.
Recommended. (MSR $24.50)

ATARI XE/XL
TIIIRD QUARTER
x-Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)
Napoleon in Russia (DS)
Ultima I (ORI)

ATARI ST
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Black Lamp (FIR)
x-Bubble Ghost (ACO)
Cosmic Relief (DS)
Fire Zone (DS)
x-Leatherneck (MD)
Lock On (DE)
Napoleon in Russia (DS)
Platoon (DE)
x-Road Runner (MIN)
Sorceror Land (DS)
x-Warship (SSI)
JULY
x-Dive Bomber (USG)
x-Goldrunner II (MD)
x-Indiana Jones/Temple (MIN)
x-Int'l Soccer (MD)
King of Chicago (CIN)
Shackled (DE)
Shiloh: Grant's Trial (SSI)
x-Speed Buggy (DE)
Starglider II (FIR)
AUGUST
Captain Blood (MIN)
Heroes of the Lance (SSI)
Master Ninja (PAR)
Sinbad/Throne Falcon (CIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Fright Night (MD)
Global Commander (DS)
Gridiron (BS)
Harpoon (TS)
Ice Thrashers (EPY)
Impossible Mission II (EPY)
Jet (SUB)
Karateka (BRO)
Music Construction Set (EA)
Omega Run (MD)
Rings of Triton (MD)
Scruples (LG)
Shadow World (MD)
Sports-A-Roni (USG)
Star Wars (BRO)
Technocop (USG)
Trials of Honor (EPY)
FOURTII QUARTER
RoboCop (DE)
Tower Toppler (USG)

COMMODORE 64/128
JUNE
Android Decision (DS)
Annals of Rome (DS)
x-Bard's Tale III (EA)
Black Lamp (FIR)
Cosmic Relief (DS)
Crossbow (ABS)
Enlightenment (FIR)
Fire Zone (DS)
x-Master Ninja (PAR)
Monopoly (LG)
Napoleon in Russia (DS)
Neuromancer (IP)
x-Platoon (DE)
x-Road Runner (MIN)
x-Roadwars (ARC)
x-Rockford (ARC)
x-Sinbad & Throne/Falcon (CIN)
x-Sky Travel (MI)
Sorceror Land (DS)
Tower Toppler (USG)
x-Zorkquest: Egreth Castle (INF)
JULY
Alien Fires (PAR)
x-Clubhouse Sports (MIN)
4th/Inches Team Const (ACO)
x-Karnov (DE)
x-L.A. Crackdown (EPY)
Lock On (DE)
Main Event (GAM)
x-Mainframe (MI)
Moses #1 (FR)
Pool of Radiance (SSI)
Rocket Ranger (CIN)
S.D.I. (CIN)
x-Stocker (CAP)

U.S.S. Ocean Ranger (ACT)
Zak McKracken (LF)
AUGUST
Battles of Napoleon (SSI)
Captain Blood (MIN)
Heroes of the Lance (SSI)
Indiana Jones/Temple (MIN)
720 (MIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Predator (ACT)
Prime Time (FR)
OCTOBER
Rampage (ACT)
Steel Thunder (ACO)
NOVEMBER
Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
THIRD QUARTER
Battle of Chickamauga (GDW)
Battleship (EPY)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Decisive Battles/Civ War V2 (SSG)
Deatroyer Escort (MIC)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
P-18 Hornet (ABS)
Paery Tale Adventure (MI)
Past Break (ACO)
Final Assault (EPY)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
Rack 'Em (ACO)
Red Storm Rising (MIC)
Risk (LG)
Sarge (Cap)
Scruples (LG)
Serve & Volley (ACO)
Space (ABS)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Ultima V (ORI)
FOURTH QUARTER
Carrier Command (FIR)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Mind-Roll (EPY)
Robocop (DE)
Street Sports Pootball (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)
Univ Military Simulator (FIR)
Victory Road (DE)
Vigilante (DE)

AMIGA
JUNE
Alt Reality 2: Dungeon (DS)
Black Lamp (FIR)
Cosmic Relief (DS)
Enlightenment (FIR)
x-Gettysburg Turning Pt (SSI)
x-Rocket Ranger (CIN)
Tracers (MI)
Turbo (MI)
x-World Tour Golf (EA)
JULY
x-Bard's Tale II (EA)
Battle Chess (IP)
x-DeluxePhotoLab (EA)
4th & Inches (ACO)
4th/Inches Team Const (ACO)
Master Ninja (PAR)
Questron II (SSI)
Starglider II (FIR)
JULY
x-Bard's Tale II (EA)
Battle Chess (IP)
x-DeluxePhotoLab (EA)
4th & Inches (ACO)
4th/Inches Team Const (ACO)
Master Ninja (PAR)
Questron II (SSI)
Starglider II (FIR)
FOURTII QUARTER
Gunship (MIC)
x-Sub Battle Simulator (EPY)

x-Superstar Ice Hockey (MIN)
Twilight's Ransom (PAR)
Univ Military Simulator (FIR)
AUGUST
Captain Blood (MIN)
First Expedition (INS)
Gauntlet (MIN)
Heroes of the Lance (SSI)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Honeymooners (FR)
Lords of Rising Sun (CIN)
Prime Time (FR)
TV Sports Football (CIN)
Twilight Zone (FR)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
TIIIRD QUARTER
Apollo 18 (ACO)
BattleDroidz (DS)
Battleship (EPY)
Bubble Ghost (ACO)
Dive Bomber (USG)
Final Assault (EPY)
4X4 Off-Road Racing (EPY)
GATO (SPE)
Global Commander (DS)
Gunship (MIC)
Harpoon (TS)
Ice Thrashers (EPY)
Land of Legends (MI)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Rockford (ARC)
Silent Service (MIC)
Star Wars (BRO)
Street Sports Basketball (EPY)
T.K.O. (ACO)
10th Frame (ACC)
Time Bandits (MD)
Train, The (ACO)
FOURTH QUARTER
Games: Summer Edition (EPY)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)

APPLE IIe/IIc
JUNE
Anc Art War/Sea (BRO)
Commando (DE)
x-King's Quest III-128K (SIE)
x-Questron II (SSI)
x-Superstar Ice Ilockey (MIN)
x-Test Drive (ACO)
x-Zorkquest: Egreth Castle (INP)
JULY
x-Soko-Ban (SPE)
x-Spiderbot (EPY)
Star Rank Boxing II (GAM)
Twilight's Ransom (PAR)
AUGUST
Battles of Napoleon (SSI)
Demon's Winter (SSI)
Dungeon Master's Asst (SSI)
Last Ninja, The (ACT)
Rampage (ACT)
SEITEMBER
Pool of Radiance (SSI)
Wizard Wars (PAR)
TIIIRD QUARTER
Card Sharks (ACO)
Crossbow (ABS)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Global Commander (DS)
Hunt for Red October (DS)
John Madden Football (EA)
Monopoly (LG)
Old Scores (DS)
Risk (LG)
Rubicon Alliance (DS)
Scruples (LG)
Sky Travel (yMI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Swords & Sorcery (DS)
The Games: Summer Edition (EPY)
The Games-Winter Edition (EPY)
FOURTII QUARTER
Gunship (MIC)
Legend of Blacksilver (EPY)

Mind-Roll (EPY)
Platoon (DE)
Street Sports Pootball (EPY)
Technocop (USG)
Tower Toppler (USG)
Univ Military Simulator (FIR)
Victory Road (DE)

APPLE IIGS
JUNE
x-Defender of Crown (CIN)
Mini Putt (ACO)
Questron II (SSI)
Sky Travel (MI)
Superstar Ice Hockey (MIN)
Tomahawk (DS)
JULY
Bubble Ghost (ACO)
Deja Vu (MIN)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
King of Chicago (CIN)
Last Ninja, The (ACT)
AUGUST
S.D.I. (CIN)
NOVEMBER
Battle Chess (IP)
Deja Vu II (IS)
TIIIRD QUARTER
Card Sharks (ACO)
Dark Castle (TS)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dream Zone (BAU)
Ebonstar (MI)
Paery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Galactic Invasion (MI)
Land of Legends (MI)
Pinball Wizard (ACO)
Serve & Volley (ACO)
Silent Service (MIC)
Silpheed (SIE)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)
FOURTII QUARTER
Puturemagic (EA)
Games: Summer Edition (EPY)
Pirates (MIC)
Street Sports Football (EPY)

MACINTOSII
JUNE
Anc Art War/Sea (BRO)
Harpoon (TS) Sky Travel (MI)
JULY
x-C Yeager Adv Flt Trainer (EA)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
x-Tetris (SPE)
Univ Military Simulator (FIR)
AUGUST
Colony (MIN)
OCTOBER
Guardians of Infinity (PAR)
NOVEMBER
Deja Vu II (IS)
TIIIRD QUARTER
Android Arena (SIL)
AutoDuel (ORI)
Fire Power (MI)
Hunt for Red October (DS)
Jet (SUB)
Might and Magic (NWC)
Orbiter (SPE)
Police Quest (SIE)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Train, The (ACO)
Ultima IV (ORI)
FOURTII QUARTER
Carrier Command (FIR)
Games: Summer Edition (EPY)

IBM PC/Compatibles
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Empire (INS)
Fire Zone (DS)
Graphics Studio (ACO)
King of Chicago (CIN)
Lock On (DE)
MISL Soccer (MIN)
Napoleon in Russia (DS)
Paperboy (MIN)
Shadowgate (MIN)
x-Skyfox II (EA)
Sorceror Land (DS)

Superstar Soccer (MIN)
Uninvited (MIN)
Visions of Aftermath (MIN)
Warship (SSI)
Wizard Wars (PAR)
x-Wizardry IV (SIR)
x-Zorkquest: Egreth Castle (INF)
JULY
Apollo 18 (ACO)
Card Sharks (ACO)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
x-L.A. Crackdown (EPY)
x-Last Ninja, The (ACT)
x-PHM Pegasus (LF)
Star Empire (INS)
Star Fleet II (INS)
x-Ultima V (ORI)
Victory Road (DE)
Wargame Construc Set (SSI)
Zak McKracken (LF)
AUGUST
Captain Blood (MIN)
Guardians of Infinity (PAR)
Heroes of the Lance (SSI)
King's Quest IV (SIE)
Pete Rose Pennant Fever (GAM)
Pool of Radiance (SSI)
Scavengers (INS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Carrier Command (FIR)
Red Storm Rising (MIC)
Sinbad & Throne/Falcon (CIN)
Starglider II (FIR)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Honeymooners (FR)
Main Event (GAM)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
Deja Vu II (IS)
TV Sports Football (CIN)
TIIIRD QUARTER
Bionic Commando (CAP)
Bubble Ghost (ACO)
Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
Faery Tale Adventure (MI)
Final Assault (EPY)
Pire Power (MI)
4X4 Off-Road Racing (EPY)
Futuremagic (EA)b
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Global Commander (DS)
Gold Rush (SIE)
Ilarpoon (TS)
Hat Trick (CAP)
Ice Thrashers (EPY)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Monopoly (LG)
Pirates (MIC)
Power at Sea (ACO)
President Is Missing (COS)
Rack 'Em (ACO)
Rubicon Alliance (DS)
Sarge (CAP)
Serve & Volley (ACO)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sporting Newa Baseball (EPY)
Stocker (CAP)
Street Sports Soccer (EPY)
Tag Team Wreatling (DE)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
Train, The (ACO)
Trials of Honor (EPY)
Victory Road (DE)
FOURTII QUARTER
Battleship (EPY)
Guerilla Wara (DE)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
Scruples (LG)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)

Program	Cost	Sys/Format	Quantity	Total
Alex Kidd: Lost Stars (Sega)	34.20			
Bubble Ghost (ST)	28.80			
Chuck Yeager's Advanced Flight Trainer (Mac)	36.20			
Chuck Yeager's Advanced Flight Trainer (I;Ap)	28.80			
Chuck Yeager's Advanced Flight Trainer (Co)	26.10			
Double Dragon (Nin)	37.80			
Epyx 500XJ joystick (Sega)	16.20			
Freedom Force (Nin)	30.85			
Indiana Jones/Temple (ST)	36.40			
Indiana Jones/Temple (Co*)	26.10			
Indiana Jones/Temple (Nin*)	35.20			
Karnov (Co - $22.30; Nin-$29.90)				
L.A. Crackdown (Co)	28.80			
L.A. Crackdown (I;Ap*)	36.20			
Last Ninja (Co;GS*)	28.80			
Last Ninja (Ap*)	26.10			
Main Frame (Co)	28.80			
Master Ninja (Co- $22.30; I- $26.10)				
Rambo (Nin)	32.60			
Road Runner (ST-36.40; Co - 26.10)				
Roadwars (Co - $22.30; Am - $26.10)				
Sky Travel (Co, Ap - $36.40; Mac - $47.70)				
Soko-Ban (Ap,Co,I)	22.30			
Space Harrier 3-D (Sega)	40.80			
Speed Buggy (ST- $28.80; Co - $22.30)				
Tetris (Mac;I;Ap*;GS*;Mac*;ST*;Am*)	26.10			
Tetris (Co)	18.70			
Zillion ll (Sega)	32.80			
Zorkquest (Ap,I,Co)	9.10			

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The Video Game Update

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New Titles from Infocom to Feature Graphics

This fall will mark the debut of a new group of Infocom games featuring color graphics, animation, and a redesigned, friendlier parser. The changes have been made carefully, heeding the desires and suggestions of Infocom fans as well as making use of the new hardware technologies available today. The company promises that the changes will not compromise the quality and depth that have been the hallmark of Infocom's all-text interactive fiction since 1979. The new programs are made possible by Infocom's new development system, a local-area network (LAN) of Macintosh II systems utilizing A/UX, Apple Computer Inc.'s UNIX-based operating system.

New Infocomic Plus Four Brand-New Works of Interactive Fiction

Later this month, Infocom will release the fourth Infocomic designed in collaboration with Tom Snyder Productions. ZORKQUEST II: THE CRYSTAL OF DOOM follows the tale begun in ZORKQUEST I: ASSAULT ON EGRETH CASTLE. Like the first three Infocomics, this one will be available for Commodore 64/128, Apple II and IBM/compatibles (MSR $12). For the many fans of the traditional Infocom blend of masterful storytelling and mind-stretching puzzles, the company has four brand-new challenges in development, beginning with another Zork tale. First there was the ZORK TRILOGY, then BEYOND ZORK, and now get ready for Steve Meretzky's ZORK ZERO, the prequel to the trilogy which will answer all those burning questions about the collapse of the Great Underground Empire. ZORK ZERO is Infocom's largest game ever, with over 200 locations and as many puzzles as the entire trilogy, and your job will be to save the kingdom from the curse of Megaboz. The program will include new graphical "games within games" such as Peggleboz, Snarfem and Double Fanucci, and it will introduce the new Infocom parser. Also featured are a mouse interface, on-screen hints, and an on-screen map. ZORK ZERO (MSR $ 49.95) will be available initially for Macintosh and Apple II, followed by Apple IIGS and IBM versions. The game will be released for Atari ST, Amiga and Commodore 128 in 1989.

New Styles of Gaming from Infocom

Also to be released for the same systems as ZORK ZERO (and at about the same time by system) are SHOGUN and JOURNEY ($49.95 each). SHOGUN is written by Dave Liebling in collaboration with James Clavell, author of the best-selling book that inspired the popular TV. mini-series. The game casts the player in the role of John Blackthorne, an English sea pilot on an uncharted route to the Japans. This game relies less on the player's ability to solve puzzles than on his or her ability to think and make decisions as Blackthorne would. Graphics in this game are in traditional 16th-century Japanese style and used as text borders, story illustrations, and as rewards for solved puzzles and successfully handled situations. JOURNEY introduces a new category of interactive story-telling, which Infocom calls Role-Playing Chronicles. Written by ZORK co-author, Marc Blank, JOURNEY is a fantasy epic in the Tolkien tradition which combines elements from interactive fiction with traditional role-playing gaming. Commands are selected from a menu in this game which incorporates over 100 graphic illustrations and includes theme music. The player guides a four-member party, taking part in their strategies and problem-solving, although the characters can (and do) act on their own. The |fourth new program from Infocom is a 31st-century role-playing game entitled BATTLETECH: THE CRESCENT HAWK'S INCEPTION, based on a popular series of entertainment products from FASA Corporation. Infocom states that BATTLETECH is the largest computer role-playing game ever, with over four million locations to which your party may travel. And Infocom emphasizes that BATTLETECH is unlike typical "hack-and-slash" role-playing games because it is "rich in storyline and plot." Graphic techniques in this game include emotive outtakes in the style of Monga, a type of Japanese comic, and zoom-ins on particular battle action sequences as your character goes head-to-head with an enemy BattleMech (30-foot-tall combat robot). BATTLETECH will be released first for IBM/compatibles (CGA/EGA/VGA/MCGA/Tandy graphic formats), and in early 1989 for Apple II and C64/128 ($49.95 except $39.95 for C64/128).

IMPORTANT NOTICE

Subscription Prices Will NOT Go Up!

Now that we've got your attention, let us explain! When the Postal Service passed along the rate increases which saw your 22¢ stamp go to 25¢, they raised all their other prices as well, some substantially. In addition, paper costs have recently gone up again. Because we were determined not to raise our subscription prices, we looked for other ways which would keep the costs down, but not affect the quality.

In meeting with Postal officials, we found that we could apply for a different type of mailing permit which would steady our costs, but not change the speed in which you are now receiving your newsletter. While the Post Office calls the service "2nd Class," it is anything but! In fact, magazines such as *Time, Sports Illustrated, and TV Guide*, all use this service. It is specifically for magazines but is handled exactly the same as First Class!

Third Class Option Discontinued

As we move into this new class of service with this month's issue, we are discontinuing the option of a third class subscription as all subscribers will now be handled with this new class of speedy service. (Our third class subscribers will note a huge improvement in service!).

Joint Venture Between Broderbund and Kyodai

Broderbund has announced a joint venture with 11 Japanese software companies to form Kyodai Software Marketing, Inc., which will convert, manufacture, publish and market popular Japanese computer software programs in North America. The 11 Japanese partners (listed below) will provide Kyodai with titles that have been successful in Japan.

First-year plans call for publishing and marketing more than 12 programs, primarily entertainment titles. While no specific titles have been announced, the programs will bear the original Japanese brand name and the Kyodai name.

The 11 Japanese partners are: Pony Canyon Inc.; MAC Inc (Humming Bird); T & E Soft Inc.; Xtal Soft Co.; Game Arts Co. Ltd.; Riverhill Soft Inc.; and Nihon Falcom Inc.

In The Arcades

Atari Games releases Namco's *FINAL LAP*, the first "linked game" for the coin op business. Each unit is actuall two games in one with two seats and two separate monitors linked together. Realistic player controls consist of a steering wheel with return-to-center steering, a hi/low shifter and accelerator and brake pedals. As many as four Final Lap units can be linked together for competition of up to eight players! Each player has a first person perspective of a race track and sees the cars of his competitors on his screen.

Also from Atari Games, is an inner-tube game where players paddle their way through a variety of rivers in *TOOBIN'*. The main characters are two humerous guys, Biff and Jet, racing through the white waters while attempting to hit every party along the way. There are 45 different rivers (Colorado, Styx, Nightmare, Yukon, Nile, etc) to choose from. In all, there are 200 ways to go down the entire river. A warp feature allows you to advance to more challenging play levels.

MULTI-SYSTEM Software

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME II, GAINES MILL TO CHATTANOOGA (★★★/★★★) is the second in a series from *Strategic Studies Group of Australia and distributed by Electronic Arts*. There are five battles from the middle years of th Civil War: Gaines Mill, Stones River, Gettysburg, Chickamauga, and Chattanooga. Once again, as in all SSG games, an easy-to-follow tutorial gets you into the action without a great deal of trouble. You can play against the computer or a friend as you become commander who must provide successful solutions to each battle scenario. The program includes SSG's Warplan, a construction kit that allows you to restructure historical battles or create your own original battles; and Warpain, a complete graphics editor for customizing icon and terrain symbols in both shape and color. Designers Roger Keating, Malcolm Power, and Ian Trout offer a fascinating portrayal of the period which any wargamer should find fascinating. (one player; two-player competitive; keyboard; reviewed on C64 and Apple II)
Recommended (MSR $39.95)

ATARI XE/XL Software

NAPOLEON IN RUSSIA (NA/★★★) is a strategic wargame designed by *Datasoft* and a rare entry for the Atari 8-bit machine (Atari 800 series only). The game takes you to Borodino in 1912 which was considered the turning point in Napoleon's fortunes as he allowed the Russians to escape, eventually forcing him to retreat back across Europe as the Russians reinforced their battalions. As the player takes the role of Napoleon, you can choose to take the same fate as the Little Emperor or alter the pages of history and prevail over the Russians. You have complete control over the infantry, cavalry, and artillery divisions with the choice of short skirmishes or the entire 3-day campaign. There are scrolling battle maps which recreate the area, honed from actual Russian military cartography.

You'll have the opportunity to use tactical hints and there are options which cover everything from fatigue, morale levels, to battle speed. This is a game which any wargamer will enjoy tremendously and Datasoft has remained one of the only companies still producing for the Atari 8-bit machine...hopefully, if you're an Atari owner, you like wargaming because your choices have quickly narrowed to virtually no new software at all as the 16-bit machines take over. (one player; two-player competitive; joystick required; Atari 800 or equivalent)
Recommended (MSR $24.95)

THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
3 STARS = GOOD   1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

IBM PC & COMPATIBLES

WARSHIP (NA/★★★) is the latest simulation from _Strategic Simulations Inc (SSI)_ and now distributed by _Electronic Arts_. Designed by Gary Grigsby, whose other works include Kampfgruppe, Carrier Force, War in Russia, and North Atlantic '86, the game gakes you to a Pacific setting in World War II in the years 1941 through 1945. Included is virtually every warship that actually fought in the Pacific in this time frame and you can choose from 79 classes of warships from the Allied or Japanese fleet, or you can modify ship data to create your own battleships. There are four scenarios included: 3 historical, 1 hypothetical). In addition, you can design your own maps allowing you to create virtually any Pacific engagement you'd like. While you're in battle, the computer will keep track of hits, as well as calculating damage based on the information received about where the shell hit, armor strength, etc. Unique to this game, damage control can, over the course of the battle, reduce the effects of shell hits which have caused fire, flooding, rudder and electrical damage.

This is an advanced simulation for the wargaming fan. SSI provides their usual complete documentation which includes descriptions and illustrations of the warships available. (one player; two-player competitive; reviewed on MS-DOS; color graphics adaptor required; also available for Atari ST; C64; Apple II; Atari 8-Bit)
Recommended (MSR $59.95)

Enhanced MOTHER GOOSE for Apple IIGS from Sierra

In addition to the initial versions for IBM/compatibles and Apple IIe/IIc, a new and enhanced version of MIXED-UP MOTHER GOOSE (MSR $29.95) is now available from Sierra. The program is an adventure game for young children whose object is to find the missing pieces of nursery rhymes. Designed by Roberta Williams, this program used digitized sound effects and voice synthesis in the new GS version and even includes 18 different songs. The child has the opportunity to choose a character with options of sex, hair color and race so that the child can truly feel that he or she is playing the role within the game.

Free Game Promotion from Spectrum HoloByte

Through October 31, 1988, you can purchase one of a group of Spectrum HoloByte games and obtain a second one free. The purchase choices are FALCON, PT-109, TETRIS, SOKO-BAN, DONDRA or SOLITAIRE ROYALE. When you purchase one of the qualifying games, you can send your proof-of-purchase with a coupon (obtainable in store displays, computer magazine ads or specially marked boxes) and $4 for shipping and handling to get a free copy of ORBITER, LUNAR EXPLORER, INTRIGUE!, WILDERNESS, TELLSTAR or ART STUDIO.

MULTI-SYSTEM Software

HOME VIDEO PRODUCER is the latest graphic aid for home movies, this time from _Epyx_. A very versatile program, it allows you to personalize your home movies with everything from pictures appropriate to the event (over 75 full-color graphics are included) to borders (eight), various typefaces, and six full-screen scenes. You'll find it easy to design your own approach as you can scroll in from one of the four directions, as well as wipes in nine directions. Speed can be adjusted, you can add your own little anecdotes to personalize the movie, etc. As you make your designs, you can place them anywhere on the screen and then, in very simple manner, port them over to your VCR by way of the video "in" plug. The program is extremely easy to use as pictures and icons represent the various commands. Simply use your joystick to move among them until you have the look you want. Now that so many people have portable VCR cameras and are recording everything from their child's birthday party to their graduation for posterity, this adds a truly personal touch that the whole family can participate in. (available for IBM PC and Commodore 64; coming for Apple II)
MSR $49.95

COMMODORE 64/128 Software

METROCROSS! (★★1/2/★★1/2) is an arcade-style action game from _U.S. Gold_, distributed by _Epyx,_ in which you must race through the tunnels of the city's subway system, racing against time. In this horizontally-scrolling game, you'll come across rats the size of cats, green slime on the tiles which will make you slip, as well as potholes, air vents, hurdles, and more. Grab on to one of the occasional skateboards that appears and you'll save lots of time and trouble as you roll smoothly past those troublesome slimy tiles. There are 24 levels to get through, each more difficult and more furious than the last.
Pretty Basic Stuff

While the game has pretty good graphics and action, we weren't overly impressed as it seemed so similar to so many others we've played in the past. We did like the variation of the skateboard aspect, however, allowing a slightly different way to barrel through the subway tunnels. If you just want to fill some time in an action game where you will have your reflexes tested, you may enjoy it. (one player; two player alternating; reviewed on C64; coming for Atari ST)
(MSR $24.95)

MONOPOLY (★★★/★★★) is a recognizable board game classic from _Parker Bros._ and now debuts on the Commodore system thanks to a very good adaptation from _Leisure Genius (a division of Virgin Games) for Electronic Arts._ Just about everyone knows the basics behind the game as you try to amass great fortunes, buy up property, railroads, utility companies, as you collect rent, build hotels and houses. The premise is simple – be the wealthiest player at the end of the game (or the only one with money) and you're the winner. Monopoly, in its' board version, can last hour after hour as the fortunes bounce around throughout the players. In this computer version, the

play remains true to the original, with the computer acting as banker (a big help for those of us who aren't math wizards) and keeping track of calculating rents, mortgages, and conducting mortgages. This version features a time clock (you can choose to play a "short game") and quick move option.

Translation Works

Anyone who has played the board game probably wonders how well a computer version works. After all, don't you need the Monopoly money, chance cards, etc. in front of you? We found that, while you obviously no longer have those items in front of you, this version works quite well and you have a good sense of the real thing. It shows the dice being rolled, a close-up of the few squares around your piece, etc. The feature we probably enjoyed the most was the ability, as just one person, to finally be able to play the game (against a computer opponent) without calling around trying to find friends to come over for a round or two. The game is set-up so any number, from 1-8, can play, (or, if you wish, watch a round of two computer opponents going after each other!) (1-8 players; reviewed on C64)
Recommended (MSR $29.95)

UP PERISCOPE (★★★1/2/★★★★) has been converted by _Action-Soft_ for MS-DOS owners and brings the submarine simulation to another format with graphic techniques and simulation animation licensed from SubLogic. In this World War II adventure, you'll pilot a submarine in one of fourteen different historical situations in six different scenarios (or go hunting on your own). The shakedown cruise takes place out of New London, Connecticut where you can engage in torpedo practice, as well as getting familiar with the various controls on board. There are also several views which can be used to advantage, including Bridge, radar, zoom, and binocular. There are many controls to learn as you watch oxygen, battery, fuel, torpedo status levels; the split screens allow you the control that any commander should have! All the land masses and major islands are correctly located, adding to the realism. Of course, there are uncharted Pacific atolls which you'll want to be careful that you don't run aground on.

Great Documentation

The program includes an extremely helpful, as well as entertaining, booklet entitled "Submarine Action in the South Pacific." This book, in addition to passing along hints, tactics, general characteristics, and the like, is a most interesting look at the Pacific theatre during the War. It's written by retired Naval Captain John Patten, who was also involved in the development of the program.

Good Depth to Game

Just as in the original Commodore 64 version, this game offers a great deal of different situations and patrols that you can engage in, as well as 3D animation and graphics that are very good, in typical SubLogic style. The effects are quite nice as you hear the "whoosh" as your torpedo leaves its' tube, with resulting ripple as the torpedo heads for its' target. Listen carefully for sounds as they will tip you off on such things as diving too deep (the hull creaks) or the distant explosions of one of your torpedoes making its' score. We felt this was a "bargain" when we reviewed it for Commodore and our feelings haven't changed. There's alot of gameplay, graphics, and sound , as well as booklets for the price. If you like action simulations, this one is a great addition to your library! (one player; reviewed on MS-DOS; also available for C64)
Recommended (MSR $29.95)

WHERE IN EUROPE IS CARMEN SANDIEGO (★★★1/2/★★★1/2) finds its' way to the Commodore computer from _Broderbund_ as Carmen is once again on a crime spree – this time through 34 countries around Europe as she and her band of thugs steal national treasures. You begin as a rookie gumshoe for the Acme Detective

Agency, moving up through the ranks as you solve the crimes and punish the perpetrators. There's a time deadline for solving each crime, with clues gathered from talking to witnesses, calls to tipsters, and examinations of different sites in different countries. You've got help

in the form of the included Rand McNally "Concise Atlas of Europe" and the built-in "Factfinder's Database" which can help narrow possibilitis when information such as currency, language, and flag colors are fed in for later use. You can also record various information about your culprit in your "Crimestopper's Notebook" such as hair color, various identifying features, etc. Once you've got enough information recorded, you can get a warrent for their arrest. Without the warrant, you can not apprehead your criminal. Each successive case is more difficult than the last to solve.

Great Fun

We've enjoyed the Carmen Sandiego series as she cavorted through the U.S. and now Europe. While having a perfectly entertaining time solving the crimes, you'll also pick up a good deal of geographical as well as cultural knowledge as you work your way through the various countries. Painless learning! There's plenty of animation and great graphics too which will be fun for the entire family. Worth noting is the easy-to-use menu bars which make it an extremely easy adventure to get around. (solo play; keyboard or joystick; reviewed on C64; also available for Apple II and IBM)
Recommended (MSR $39.95)

COMMODORE 64/128 Software

INDIANA JONES AND THE TEMPLE OF DOOM (★★★1/2/★★★1/2) from _Mindscape_ is an adaptation of the Atari Games coin-op of the same name, which in turn is based on the movie. (What a trail of licenses!) Like the initial version for Atari ST, this one for C64/128 follows the plot of the movie as the player controls the whip-wielding Indy on a mission to rescue children imprisoned by Thuggee guards and recover the three Sankara stones and return them to the village of Mayapore. The main difference between the Atari ST and C64/128H versions is that the ST allows a choice of difficulty levels, which is not possible in the C64/128 version. This does not detract from the game at all, since the difficulty automatically increases as you play anyway. Graphics and animation are quite good, and the action will definitely appeal to Indiana Jones fans. (Solo play; Joystick; Pause.) Commodore 64/128 version reviewed; also available for Atari ST at $49.95 and planned for Nintendo Entertainment System.
Recommended. (MSR $34.95)

MACINTOSH Software

SHUFFLEPUCK CAFE (★★★★/★★★★) finds you in a crazy neighborhood pub of the 25th century in which you can challenge a very strange crew of intergalactic misfits into a game of air hockey from _Broderbund._ The cafe, and its' inhabitants, will remind you of a scene

out of _Star Wars_...you expect the smoke to get thick any second. Once you choose your opponent, it's on to a rip-roaring game. First, however, you can make some adjustments in the size of your paddle as well as the power and feel of it. Each opponent, some relatively easy to beat, others virtually impossible, has his or her own uniqueness. For instance, Lexan Smythe-Worthington comes to the table with his glass of champagne. When he wins a point, he'll often take a sip of the bubbly. If you ram one past him, he'll likely give you a hiccup! Once that game is over, he'll slide under the table passed out. Vinnie the Weed will scare you with his growl when you score against him while the mysterious hooded figure, Nerual Ttoille has his own bag of scary looks under his cloak. The beautiful Princess Bejin is really a temptress with a wicked serve and an awesome game. Good Luck! There are nine opponents in all, each with a unique personality and style of play. What will some of them talk back to you! A couple of the opponents have weak sides - find them and you'll win the match easily! While the match is going on, a droid with a mechanical-type arm comes out and places a slash on the chalkboard as he keeps track of who's ahead.

Hilarious and Tough

We found ourselves laughing out loud with some of the traits these far-out characters had. From Visine's wiggling ears to DC3-ALSO's

Star Wars-type sounds, you'll find plenty of animation, sounds, and the like. And, the actual game can be quite good too. It sort of reminded us of a future version of the original game of Pong (vertical playing instead of horizontal, however)! Don't get us wrong – this is not a rehash of that venerable game; however, when we were working our paddle side to side, trying to put English on the puck, it flashed on us for just a minute! By the way, you'll love the sounds when you walk into the cafe...definitely something straight out of Star Wars! We really enjoyed this one and think you will too! It's addictive. (one player; reviewed on Macintosh)

Recommended (MSR $39.95)

AMIGA Software

SOLITAIRE ROYALE (★★★★/★★★★) has now made its' way to the Amiga and, in our opinion, it's still a winner. _Spectrum HoloByte's_ original version for Macintosh was what originally hooked us. The Amiga version, while identical, uses the brilliant color graphics which really bring the cards to life. There are eight different versions of solitaire including Pyramid, Golf, Corners, Reno, Klondike, Canfield, Calculation, and 3 Shuffles & a Draw. You can choose to play any game (on-screen instructions are available) or move into tournament competition (the same shuffle for all competitors). There are several deck styles to choose from, each with different designs on the back and different style of faces. In addition, there are three children's games included – Pairs, The Wish, and Concentration. You can play right or left-handed, restart a game with the same cards, etc.

Amiga Capabilities Used

In addition to the stunning color graphics, the programmers have added additional sound to the Amiga version as each new shuffle features the sound of the cards being dealt. If you should be so fortunate as to win a hand, you'll get a well-deserved round of applause (that's also found on the Mac version). All in all, any solitaire lover will find hours and hours of enjoyment in this game. After all, what's worse than the cards sliding all over the table as you try and deal a carefully aligned hand. Your deck will always be perfect this way! (one player; reviewed on Amiga; also available for Macintosh, Macintosh II, IBM; coming for Apple II)

Recommended (MSR $29.95)
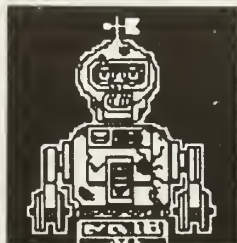
New Releases from Strategic Simulations, Inc.

In a flurry of new releases, SSI recently announced the availability of new versions of the World War II tactical game set in the Pacific theatre, WARSHIP, for Atari ST and IBM PC/compatibles (MSR $59.95), of WARGAME CONSTRUCTION SET for IBM PC/compatibles ($39.95), and of the fantasy adventure, QUESTRON II, for Apple II, Apple IIGS and Amiga ($49.95 except Apple II at $44.95). SSI also announced the release of Apple II and C64/128 versions of BATTLES OF NAPOLEON ($49.95), an advanced wargame construction set which allows the user to simulate almost any Napoleonic engagement on a detailed tactical level.

Mindplay Introduces Short-Story Creation Program

STORY SKETCHER (MSR $59.99) is a new Apple II program for ages ten to adult from Mindplay. The object of the package is to make the writing, editing, and illustrating of short stories easy and exciting. The program includes a library of graphics, word processing features, and a sample short story.

Commodore and Moniterm Corp. Introduce New Amiga Monitor

This month Commodore and Moniterm Corp. announced the introduction of the Viking 1, a 19-inch, high-resolution monochrome monitor for Amiga computers. The new monitor is designed to expand the Amiga 2000's reach into the graphic workstation market to support sophisticated applications such as desktop publishing, CAD/CAM, and graphic illustration.

News from Paragon Software

TWILIGHT'S RANSOM, an illustrated graphic adventure about the rescue of a young girl from her kidnappers, is now available in new versions for Macintosh, Atari ST and Commodore 64/128. (MSR $34.95) from Paragon Software (distributed by Electronic Arts). Apple II and Amiga conversions are in development and expected to be ready this fall. And Paragon has announced the signing of an exclusive licensing agreement with Game Designers' Workshop, Inc. to develop GDW's paper-based science-fiction role-playing adventure, TRAVELLER, to home computer formats. Initial versions will be developed for IBM PC/compatibles and Amiga and are expected to be released during the first half of 1989.

MicroProse Introducing Simulations to Japanese Market

Yet another U.S. software developer is poised to introduce American-style software to Japanese computer users. MicroProse will begin with PIRATES!, SILENT SERVICE and GUNSHIP for the NEC 8800 and 9800 and MSX systems. MicroProse president Bill Stealey views the company's role as "missionaries" in Japan, where they hope to interest Japanese consumers in real-life simulations.

Data East Bundles KARATE CHAMP and KUNG FU MASTER

Two classic martial arts games from Data East are to be bundled in a single Data East package for a retail price of $14.95. Both Apple II and Commodore 64/128 versions of KARATE CHAMP and KUNG FU MASTER will be included in the package.

News from Rainbird

Rainbird recently announced that new versions of UNIVERSAL MILITARY SIMULATOR will soon be available for Macintosh, Amiga, and Apple IIGS computers (MSR $49.95). The program allows the user to re-enact ancient historical battles or construct entirely new ones. Already popular with wargamers in its initial MS-DOS and Atari ST formats, UNIVERSAL MILITARY SIMULATOR will have the added enhancement of digitized sound in its newest versions.

Arcade-Style Action and Adventure from Rainbird

Rainbird has announced a value-priced line of software titles which will feature arcade-style action and adventure. The first two products in the line are ENLIGHTENMENT and BLACK LAMP, both available for Amiga ($24.95) and Commodore 64/128 ($19.95); BLACK LAMP is also available in an Atari ST version ($24.95). ENLIGHTENMENT is a fast-action game of five dungeon levels in which the player controls a druid attempting to rid the land of an evil wizard's influence. It includes 32 different magical spells and a variety of powers to help the druid in his quest. BLACK LAMP is a medieval quest in which Jolly Jack attempts to find enchanted lamps while battling a large variety of animated creatures. STARGLIDER, an earlier Rainbird title released in the U.S. under the Firebird label, will also be reissued as part of the value-priced software line. STARGLIDER will now be available at $29.95 for MS-DOS, $24.95 for Amiga and Atari ST, and $19.95 for Apple II and C64/128. This fall, Rainbird will add two new titles to the value-priced line: VIRUS and SPACECUTTER.

Computer Version of Boardgame, SCRUPLES

New from Virgin Games (distributed by Electronics Arts) is A QUESTION OF SCRUPLES, based on the popular board game that deals with provocative moral dilemmas. Playable by one to ten people, the game for Atari ST (MSR $39.95) is infinitely replayable because no two games are ever the same.

More WIZARDRY for Commodore Computers

Sir-Tech Software, Inc. recently released WIZARDRY II: THE KNIGHT OF DIAMONDS for C64/128 (MSR $39.95) so that players who have developed characters in PROVING GROUNDS OF THE MAD OVERLORD can test them further in the six-level, 3-D full-screen maze of the second scenario.

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

Taito Introduces Its First Computer Games

With plans to introduce a variety of arcade-based computer games across several systems by the end of this year, Taito has recently released five titles for Commodore 64/128: ALCON, ARKANOID, BUBBLE BOBBLE, RENEGADE, and RASTAN. (Retail price is $34.95 on all but the first two, which are $29.95 each.) Additional titles planned for C64/128 are GLADIATOR, QIX and SKY SHARK at $29.95 and OPERATION WOLF at $39.95. IBM/Tandy versions will be available on 5.25-inch or 3.5-inch disks for seven of the nine Taito games (all but OPERATION WOLF and RASTAN). IBM versions will be $34.95 each, except for BUBBLE BOBBLE and RENEGADE at $39.95 each. Apple II versions of the Taito arcade games will also run on the GS and include ARKANOID ($29.95), BUBBLE BOBBLE, QIX and RENEGADE ($34.95 each). All the Taito games but SKY SHARK are planned for the Atari ST ($39.95 each, except ARKANOID at $34.95). Amiga versions ($39.95) are slated for all but ALCON and ARKANOID.

The Taito Games

Interplanetary combat is at the]heart of ALCON, a game that features lasers, homing missiles, bombs and shields as you battle the aliens. ARKANOID is ostensibly a space-themed game, too, but the play action is similar to the classic "Breakout," although with lots more special features. BUBBLE BOBBLE contains 100 screens of humorous bubble-blowing and bursting and stars a pair of cute brontosauruses named Bub and Bob. GLADIATOR is a fighting game set in ancient Rome, while RENEGADE features street fighting against thugs in the city subways. RASTAN is an action-adventure set in a world of magic and dragons in which the player takes the role of an ancient warlord. QIX is a classic puzzle game which places as much emphasis on thinking as it does on eye-hand coordination. OPERATION WOLF and SKY SHARK both feature military-style action, the first in a hostage rescue operation, and the second at the controls of a World War II P-40 Tiger Shark aircraft behind enemy lines. (See Availability Update for projected release dates.)

IBM PC & COMPATIBLES

ALIEN FIRES - 2199 A.D. (★★1/2/★★1/2) is a graphic role-playing adventure from *Paragon Software* (distributed by *Electronic Arts*). Set at the cusp of the 22nd century, the game casts the player in the role of a Time Lord charged with the task of finding an insane scientist and his time machine at Galaxy's End. The Time Lord must destroy the machine before the scientist does the unthinkable: travels to the dawn of time, views the Creation of all that exists, and likely destabilizes the temporal structure on which the universe rests. The game begins with the player's creation of his or her Time Lord character, choosing relative strengths of the Time Lord's skills: fighting, marksmanship, diplomacy, dexterity, understanding, tracking, quickness. The initial portion of the game is a three-dimensional maze rendered in vector graphics style, the mining colony at Galaxy's End. The object at this stage is to get a ride to the Octo space station aboard a cargo freighter or starship, interacting with the characters the Time Lord meets in order to gather valuable information and clues. Combat is possible, but not such a good idea at this early stage while your Time Lord is still relatively defenseless. The heart of the game is the actual search for the scientist, Samuel Kurtz, at the Octo space station.

Not Especially Compelling

The premise of this game sounded interesting enough, but we did not find the adventure especially compelling as we explored and interacted

with other characters. The parser is a simple one, with far more emphasis on the graphic elements and combat sequences. Graphics, even in EGA mode, are not inspiring. Unfortunately for the unsuspecting IBM gamer, the box art contains only Amiga screens and refers to the "digitized rock music and sound effects" which, of course, do not exist in the IBM version. We would suggest getting a look at this one before you decide to purchase, if possible. (Solo play; Keyboard; Includes 5.25" & 3.5" disks; Blank disk required for game-saving; Requires DOS 2.1 or greater, 512K & CGA or EGA.) IBM PC/compatibles version reviewed; also available for Amiga and Atari ST at $39.95.

Not recommended. (MSR $44.95)

SHADOWGATE (★★★★/★★★★) is just as irresistible in its latest IBM/Tandy-compatible incarnation as it has been on other computer systems. Developed by *ICOM Simulations for Mindscape*, SHADOWGATE follows the highly interactive graphics-and-text adventuring style of its predecessors, "Deja Vu" and "Uninvited" by drawing the player inexorably into its story of gothic horror. For those not familiar with ICOM Simulations' stylish way with adventures, text entry is kept to a bare minimum by allowing the player to manipulate pictured objects directly and through the use of click-on menus for frequently used commands such as "examine" and "go." The pictorial approach is easy and natural, a result of the game's original development in the Macintosh environment. The storyline is appropriately scary, as you enter the foreboding, ruined castle of the Warlock Lord who aims to raise the titan Behemoth and destroy the land. The place is overrun with every kind of creepy creature imaginable, from dragons and trolls to wizards and demons. This one is a must for anyone who loves a scary story. (Solo play; Mouse, joystick or keyboard; Blank disk required for game-saving; Requires 640K & CGA; Installable on hard disk.) IBM PC/XT/AT/Tandy version reviewed; also available for Macintosh, Amiga, Atari ST.
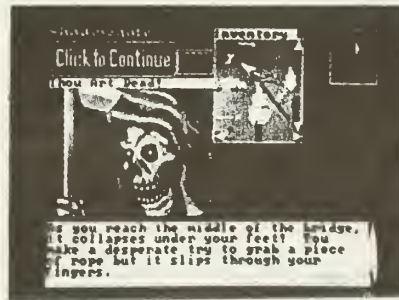
Recommended. (MSR $44.95)

ZAK McKRACKEN AND THE ALIEN MINDBENDERS (★★★1/2/★★★★) is the latest bit of craziness from the talented *Lucasfilm Games* group, whose products are now distributed by *Mediagenic* (formerly Activision). Those who have played Lucasfilm's earlier graphic comedy-adventure, "Maniac Mansion," will recognize the style of ZAK McKRACKEN: the easy, point-and-click interface that eliminates typing (and guessing at parsers), the multiple, cartoon-like characters, the cinematic touches such as cut-scenes which show what's happening elsewhere in the story. As much as we liked "Maniac Mansion" (we gave it four stars for gameplay, too), we like the zany and irreverent ZAK McKRACKEN even better. The plot is outrageous: McKracken is a writer for The National Inquisitor, one of those tabloids with screaming, improbable headlines ("Two-Headed Squirrel Attacks Two Campers at Once"), and he

discovers a genuine extraterrestrial plot designed to reduce every human's I.Q. to single digits. It seems the aliens, who wear Groucho Marx-style nose glasses and cowboy hats to appear like humans, have infiltrated the phone company to send out their mind-sapping signals to humans everywhere! Poor Zak, who wants nothing more than to finish his latest bizarre assignment for the Inquisitor and begin his novel, finds himself in the middle of the alien plot, trying to stop it before the brainpower of the entire human race turns to rice pudding. He enlists the help of a young woman, head of the Society of Ancient Wisdom, and her two friends to do the job. And of course, your help is required as well!

Hilarious Adventure

The Lucasfilm design team has outdone their previous "Maniac Mansion" effort by a good measure in this hilarious adventure. The comfortable interface makes the game friendly to beginners, yet there is sufficient depth to keep experienced gamers chuckling for many hours. Puzzles have multiple solutions, and your characters aren't needlessly or easily "killed," so the frustration level is bearable. The ability to "change places" with other characters in the game, even to the point of cooperation among characters to solve some puzzles, adds depth to the game. The animated graphics are charming. And the story is nothing short of inspired! ZAK McKRACKEN is definitely the best and most entertaining product yet from the Lucasfilm Games group—don't miss it! (Solo play; Mouse, joystick or keyboard; 256K; Includes 5.25" & 3.5" disks; Supports EGA/CGA/VGA/MCGA/Hercules; Not copy-protected.) IBM PC/XT/AT/PS2/Tandy version reviewed; also coming soon for 128K Apple II and Commodore 64/128 at $34.95. Recommended. (MSR $44.95)

PHARAOH'S REVENGE (★★1/2/★★★1/2) is a multi-level, ar-cade-style climbing adventure in the classic manner of "Lode Runner" or "Jumpman." The game was designed by Ivan Manley and published by _Publishing International_, a company which has previously concentrated on easy-to-use, value-priced productivity and utility software for MS-DOS computers. However, Publishing International was started by Brad Fregger, a man with more than one dream. Fregger burns with a missionary's zeal, not only to create productivity programs that "do the things people want to do with a computer" at a reasonable price, but also to "help fine products get a place in the market," including entertainment programs such as Manley's PHARAOH'S REVENGE, which had been rejected by several of the large software publishers. We do not know these companies' reasons for rejection, but we assume that the absence of flashy graphics in PHARAOH'S REVENGE may have had something to do with it.

Deceptively Simple-Looking

This deceptively simple-looking game contains 250 levels of basic rock structures—the ancient tombs of the Pharaohs—with precious golden ankhs suspended from the ceilings. You are the archaeologist-explorer with a limited supply of ladders, seeking the golden treasures guarded by the vengeful Pharaoh's tomb guards, the mummies. For a bunch of very old and very dead guys, these mummies are tough to avoid as they chase your character around the tombs. Your ability to complete the levels depends not only on plotting the best routes to the ankhs, but also on learning how to lead the mummies astray and give your character precious extra seconds. There are four game variations from Beginner to Championship, all of them challenging and utterly addictive. And if you want something much easier or more difficult than what the designer has provided, you can use the game's built-in construction kit, referred to as "Create Your Own Craziness" in the instructions, to make endless variations on the tombs. This game won't blow you away with breathtaking graphics because it uses very basic figures and backgrounds. However, the play value is solid and satisfying. We found the game a difficult one to put away. PHARAOH'S REVENGE is the perfect antidote for an overdose of complex, cerebral computer games. It's easy to learn, difficult to master, loads of fun to play—and definitely habit forming! (Solo play; Joystick or keyboard; Pause; Blank disk required for game-saving & construction set; Not copy-protected; IBM version available on 5.25" or 3.5" disk.) Apple II and IBM/Tandy versions reviewed; also planned for Commodore 64/128.
Recommended. (MSR $29.95 except $32.95 for 3.5" IBM version)

MULTI-SYSTEM Software

COSMIC RELIEF: PROF. RENEGADE TO THE RESCUE (★★★1/2/★★★1/2) is an inspired bit of looniness from _Datasoft_ in the form of an improbable action-adventure. Designed by the British developers, _Grand Slam Entertainment Ltd._, the game is full of characters and situations that would be quite at home in a Monty Python skit. According to the story, a certain Professor K.K. Renegade predicted 40 years ago that a giant asteroid was hurtling toward Earth. No one believed him then, but now there's this rapidly approaching piece of space rock the size of Louisiana... Important people decide that the best person to save Earth from imminent disaster is the very fellow who predicted the catastrophe years ago. Unfortunately, the professor
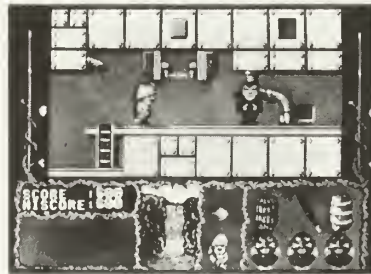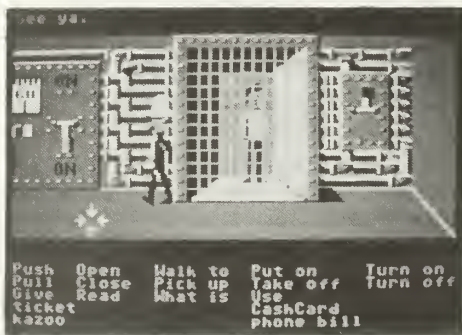
has become a recluse, and no one knows just where he might be. This is where you come in, as you control one of five internationally famous adventurers on a quest to find Prof. Renegade and persuade him to build an anti-asteroid deflector. Up to this point, the story is reasonably ordinary-sounding. Sure it is—until you meet the adventurers: Fortisque Smyth, the British Lego weapons expert and self-confessed "sixth Beatle"; Big John Cayne, the 6'14" explorer who got a case of the willies upon meeting the legendary dog known as Goofy at Disneyland; Wu Pong, the Chinese/Japanese/Irish/Swedish/Tex-Mex adventurer and photographer of such dangerous things as the Ayatollah sunbathing; Herr Krusche, the German Pink Baron ("Red" was already taken), and Henri Beaucoup, the laughing Frenchman known for preparing exotic dishes such as Platypus Tartare. And then there are the tools and treasures to be found and used on your adventurer's trek to find Renegade, such as teacups, unicycles and flying vacuum cleaners, to name just a few.

Bizarre Landscape
Your adventurer travels through a bizarre landscape full of strange objects and even stranger creatures, most of them leftover creations made by Prof. Renegade himself. There are flying lizards, stone snakes and great blue drops of acid rain. Some objects you find are merely curious but necessary to the completion of the quest. Others are useless red herrings, and it's up to you to figure out which are which by trial and error. We haven't found the professor yet, but we've certainly had a lot of fun trying. COSMIC RELIEF combines amusing situations, very well animated graphics, and a slightly wacky adventure for an entertaining and original piece of gaming. This one is ideal for all ages. Kids will love the colorful characters and general silliness, while adults will definitely appreciate the off-the-wall British humor the permeates the entire game. (Solo play; Joystick or keyboard; Pause.) Atari ST and Commodore 64/128~ versions reviewed. Coming soon for Amiga; planned for Apple II and IBM/compatibles.
Recommended. (MSR $34.95 ST, $24.95 C64/128)

ATARI ST Software

TYPHOON THOMPSON in SEARCH FOR THE SEA CHILD (★★★★/★★★★) for the Atari ST is billed as the "deluxe version" of the Apple II game, "Airheart." It is a most unusual arcade-style game by Dan Gorlin (who also designed "Choplifter!") for *Broderbund*, a game that defies comparison because there isn't anything else quite like it. When we reviewed "Airheart" almost two years ago, we loved the fluid animation, dazzling double hi-res graphics, and fascinating play action of the game. Now that the game has been moved to the Atari ST, a machine with inherently greater graphics capability than the Apple II, we're again impressed with Gorlin's ability to maximize the potential of the system he's using. And though the graphics (and superb sound) of TYPHOON THOMPSON create the initial gee-whiz impression, the wonderful play action supports that impression with challenging, solid entertainment value.

The Rescue
TYPHOON THOMPSON's story is set in the 22nd century when a passenger transport flight over the ocean planet of Aguar crashes into the sea. Though it is unlikely that anyone could have survived the crash, a faint biotracking signal seems to indicate that a tiny human child lives. As the adventurer, Typhoon Thompson, you are dispatched to Aguar to find and rescue the child, who has been hidden by the Sea

Sprites in an observatory dome. Aided by Spirit Guardians, you seek the tools needed for the ultimate rescue. You pilot a wave-skimming Jet-Sled, controlling its swooping, sweeping movements with your mouse as you force Flyers from their island hiding places to capture their pilots, the Sea Sprites. When you've collected all the Sprites from a village's seven islands, you can claim the item you seek from village's Treasury Dome. Then it's on to further, more difficult missions as you move ever closer to rescuing the child.

Extraordinary Game
TYPHOON THOMPSON is an extraordinary game on many levels. First impression sights and sounds are alive with superb animation and excellent music. After a little practice, the control scheme of mouse-flight over and under water is sheer exhilaration. Response is instantaneous as you change directions, swoop down to nab a Sprite, and careen toward another island. The game has the ability to make you feel as if you're soaring—a feeling like no other game we've played. And the variety of challenges is enough to keep you playing for hours. Don't miss this one! (Solo play; Mouse & keyboard; Pause.) Atari ST version reviewed; also planned for Commodore 64/128.
Recommended. (MSR $34.95)

DIVE BOMBER (★★★/★★★) is a flight simulation and combat game from the British company, *U.S. Gold*, which is distributed in the U.S. by *Epyx*. It is a semi-factual re-creation of the 1941 mission to sink the famous German battleship, the Bismarck. The motive for the mission was heavily tinged with revenge, as the Bismarck had sunk the British ship, HMS Hood, with a crew of 1400 seamen aboard. The British Admiralty rushed a complement of torpedo bombers to the aircraft carrier, Ark Royal, in preparation for the hunt. You get to pilot one of those torpedo bombers, albeit one that never took part in the actual sinking of the Bismarck. The Grumman Avenger (codenamed Blackhawk) was only a prototype in 1941, but for the purposes of DIVE BOMBER, the deadliest torpedo bomber of World War II is in your hands.

Sink the Bismarck!
DIVE BOMBER gives you the opportunity to become familiar with the Avenger through flight training missions so that you'll be better prepared for the real thing. The program includes separate training missions for takeoffs, landings aboard the carrier Ark Royal, and the seek-and-destroy portion of the simulation when you go after the Bismarck. These training sessions are critical, because the actual sink-the-Bismarck mission is unforgiving—you get only one chance to torpedo the ship. During training, you'll become familiar with the four positions you'll be monitoring: pilot's screen, engineer's screen, navigator's screen and tail-gunner's screen. There is a lot to keep track of, but players who are comfortable with flight simulation games should have no real problems. When you're ready for the actual mission, the captain of the Ark Royal has you draw straws: the shorter the straw, the more difficult the mission. And there's more to the mission than simply finding and destroying the German battleship. There are intelligence reports to be monitored and plenty of trouble from the German Navy in the form of Dornier aircraft, E-boats, mines and U-boats. DIVE BOMBER offers a good blend of flight simulation, strategy and combat action that will be especially appealing to those who appreciate historical simulations. Graphics are clean and realistic, and the sound effects add a sense of being part of an actual mission. (Solo Play; Joystick or mouse & keyboard; Pause.) Atari ST version reviewed; coming soon for Amiga. Also coming soon for Commodore 64/128, Apple II and IBM PC/compatibles at $39.95.
MSR $49.95

CAPTAIN BLOOD (★★★★/★★★★) is a stylishly futuristic graphic adventure by _Infogrames of France for Mindscape_. The story is something of a programmer's nightmare—literally. You play the role of the programmer, who is known by his pseudonym, Captain Blood. Determined to create the ultimate science-fiction adventure, Blood lavished months on his complex game-world of Hydra and gave the adventurer-hero his own name. When he executed the final "Run" command, something very strange happened as Blood was drawn into the screen, literally sucked into his own game. But during the last space-warp, Blood's genetic structure was fragmented, giving life to five Captain Blood clones. Unfortunately, the clones are scattered and hidden somewhere in the galaxy. Even more unfortunately, the clones absorbed most of Blood's vital fluids, shortening his life expectancy alarmingly. Now he must race against time to find and capture; the clones, regain his vital fluids, and simply survive. What ensues is a quest of gigantic proportions: 32,768 planets to visit and 14 alien races to encounter in your role as Captain Blood.

The Quest for the Clones

The game begins with a picture through the viewport of your space craft, your biomechanical arm poised at the controls below the view through space to a planet. (The galaxy is recreated each time you play, so you never see the same planet at the beginning when you re-boot.) Cockpit controls include galaxy map, zoom-in planetary surface viewer, planet destruct activator and OORXX landing activa-

tor, among others. That first planet is critical to your success, because it is inhabited. You could spend years hyper-warping among more than 32,000 planets to find the few inhabited ones, and you have something more like hours than years before your lack of vital fluids reaches the critical point. So you send down the OORXX, a remote-controlled reconnaissance craft, to fly above the fractally generated landscape of the planet. Land the OORXX, and you will have the chance to communicate (via the icons of UPCOM—Universal Protocol of Communication) with the resident alien of the planet, who will offer clues to guide your quest for the clones. Of course, not all planets are hospitable nor all aliens friendly in Hydra. If you do manage to find all five clones, however, the last one will give you the coordinates of the planet where Torka, the beautiful Ondoyaknte, is waiting. You can count on her to be VERY friendly.

Fabulous Graphics

CAPTAIN BLOOD is a great adventure full of witty moments, fabulous graphics, vast areas to explore, bizarre alien beings, and a wonderful variety of challenges. Without any keyboard entry required, the mouse is your direct connection with the game and its story, so it's very easy to become totally involved in the quest. Terrific story, superb graphics, randomness for repeat playability—CAPTAIN BLOOD is a winner. (Solo play; Mouse; Blank disk required for game-saving.) Atari ST version reviewed; coming soon for Amiga and IBM/compatibles. Also planned for Commodore 64/128.
Recommended. (MSR $49.95)

WARLOCK (★★★1/2/★★★1/2) is an arcade-style, action-adventure from _Three-Sixty_, and it was designed by Infogrames of France. (This seems to be the month for software designed in France!) As you might guess from the title, the game involves a male witch or wizard type of character-\-a good one in this case. The warlock, controlled by the player, travels the split-level screens of the game in search of eight magical objects and his ultimate goal, the precious jewel of the Underworld known as the Karna. The evil creature who stole the Karna and hid it away will stop at nothing to keep his booty. He lays traps for the warlock. He sends out his dark servants: zombies, fire-breathing animals, nasty butterflies, carnivorous fish, and lots of other fantastic creatures. The warlock can shoot with his wand or jump out of the way—but he must avoid contact with any of the bad guys to keep his vitality level up. Being a magical creature himself, the warlock has more than a few tricks up his voluminous sleeves. There are many places in the game where he can travel instantly up or down between the two horizontal levels of the game screen. The game is full of scary stuff, but it's done with a light touch and ends up being more humorous than horrifying. But most of all, WARLOCK is highly entertaining, from its very detailed graphic treatment to the variety of its challenges. Though it is somewhat reminiscent of the arcade games "Ghosts'n Goblins" or "Castlevania," WARLOCK has an amusing style all its own. We had a lot of fun with this one. (Solo play; Joystick or keyboard; Pause.) Atari ST version reviewed; coming soon for Amiga. Also coming soon for Apple llGS at $39.95 and for Commodore 64/128 at $29.95.   Recommended. (MSR $34.95)

JET Now Available for Atari ST

SubLOGIC recently released a new version of JET (MSR $49.95) for the Atari ST. The flight simulation program gives the player a choice between the F-16 Fighting Falcon and the carrier-based FA-18 Hornet. The ST version features free flight, combat, and dogfighting and offers multiple solid 3-D ground targets. SubLOGIC also announced the availability of an ST version of their JAPAN SCENERY DISK ($24.95) for use with either JET or FLIGHT SIMULATOR II.

The Video Game Update

More Nintendo Software Delays: Link, Super Mario Bros. 2

The continued delays and shortages of product for the Nintendo Entertainment System are adding up to a frustratingly old story by now. We learned recently that SUPER MARIO BROS. 2 has been bumped to mid-September, and ZELDA II: THE ADVENTURE OF LINK is now slated for early December. (Do we hear a collective groan out there from the 55% of our readers who own the Nintendo system?!) To make matters worse, we understand that LINK has just been released in Canada—happy news for our Canadian subscribers, but just added misery for the U.S. Nintendo players who have been waiting for the ZELDA sequel for almost a year now. What are the folks at Nintendo thinking as people get angrier and angrier?? And as unhappy as gamers are about the shortages, the retailers and manufacturers are just as displeased, especially as the very important pre-Christmas selling season approaches.

NINTENDO Software

GAUNTLET (★★★★/★★★★) is finally available for the Nintendo Entertainment System from *Tengen*, and it is THE definitive home version of this Atari Games Corp. coin-op favorite. We've seen the computer versions, and Tengen's adaptation outshines them all. This GAUNTLET boasts sparkling, colorful graphics and highly challenging play action. For those who haven't seen any version of GAUNTLET before (there might be one or two of you out there), it's a multi-level maze-action game viewed from an overhead perspective. One or two players choose characters to control (warrior, valkyrie, wizard or elf), guiding them through the labyrinths full of every kind of danger imaginable, along with treasures and helpful items. Over 90 mazes comprise the Five Worlds, where progress becomes ever more difficult on the way to the final goal: the recovery of a Sacred Orb.

Worth Looking for

GAUNTLET in all of its versions is one of those games that you just can't stop playing. Fortunately for NES owners, Tengen has maintained the allure of the original coin-op and programmed this new version for smooth control, wonderful sound and crisply detailed graphics. This version also includes the cooperative two-player game that so many arcade fans enjoy. And since we've commented so often on badly written instruction booklets, it's worth noting that Tengen's booklet for GAUNTLET could serve as a model for <the way these booklets should be written. It contains full explanations of game elements and many illustrations. Like just about everything for the NES these days, GAUNTLET may be a little difficult to find, but it's worth looking for. (Solo, 2-player cooperative or competitive; Pause; Password feature.) NES version reviewed. Also available from Mindscape for Commodore 64/128 and Atari XE/XL at $34.95, for Apple II and IBM/compatibles at $39.95, for Apple IIGS at $44.95, and for Amiga and Atari ST at $49.95. Recommended. (MSR $44.95)

Sega Plans 3-D Version of OUT RUN

Currently in the works at Sega is a new, 3-D version of the car-racing favorite, OUT RUN, for use with the SegaScope 3-D glasses. Watch for this one during the first quarter of 1989. Like the recently released 3-D version of SPACE HARRIER, OUT RUN 3-D is expected to be similar to the original OUT RUN game in play action but with enhanced graphic additions.

New Game Accessory

Tamrac has just announced a portable storage unit which will work for your Nintendo, Sega, or Atari XE game system. *The System Keeper* is a storage unit is made of sleek black, weather-resistant Cordura nylon with separate compartments to hold the game unit, controllers, light gun, cords, and a basic supply of game carts with instruction
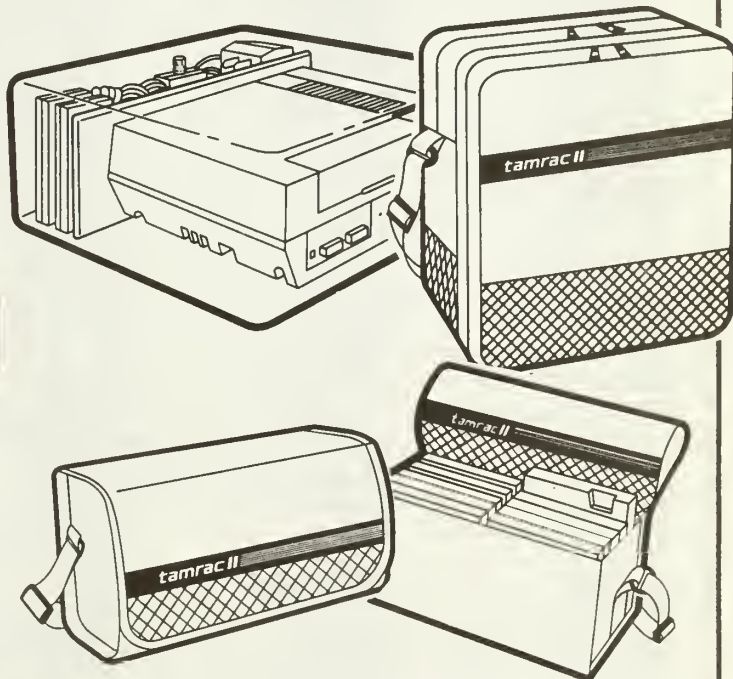
booklets. It's foam-padded for protection and perfect for carrying your system to a friend's house. The suggested retail is $43.95.

Tamrac has also announced the *Game Keeper*, a companion for the System Keeper. This unit provides padded, dust-free storage and portability for ten NES cartridges. The retail for this unit is $16.50.

Coming from Capcom for Nintendo system

The title previously announced as MICKEY MOUSE by Capcom for the Nintendo Entertainment System has undergone a slight name change. The new name is MICKEY MOUSECAPADES, and we hope to have an early review copy in time for next month's issue. The action-adventure stars the lovable Disney characters, Mickey and Minnie Mouse.

BASES LOADED Clarification

In our June, 1988 issue we stated that Jaleco's BASES LOADED for the Nintendo Entertainment System "actually arrived in the U.S. but had to be recalled due to a defective chip." As was pointed out to us by a Jaleco representative, we were misinformed because the cartridge never arrived in the U.S. at all. The defective chip was actually discovered during the manufacturing process at the plant in Japan, thus delaying the release of BASES LOADED. We did not state, nor did we mean to imply, that the cartridge had been released in the U.S., because the term "released" means to us that a product has actually been shipped to at least some U.S. retailers and/or distributors. We apologize to Jaleco and to our readers for this error.

Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
Empire (INS)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Fire Zone (DS)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Futuremagic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Global Commander (DS)
Gold Rush (SIE)
Graphics Studio (ACO)
Harpoon (TS)
Hat Trick (CAP)
Ice Thrashers (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Monopoly (VIR)
Napoleon in Russia (DS)
Paperboy (MIN)
Pirates (MIC)
Power at Sea (ACO)
President Is Missing (COS)
Rubicon Alliance (DS)
Sarge (CAP)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sorceror Land (DS)
Sporting News Baseball (EPY)
Star Empire (FR)
Star Fleet II (INS)
Stocker (CAP)
Street Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
Train, The (ACO)
Trials of Honor (EPY)
Uninvited (MIN)
Victory Road (DE)
Visions of Aftermath (MIN)
Wizard Wars (PAR)
FOURTH QUARTER
Alcon (TAI)
Battleship (EPY)
Bubble Bobble (TAI)
Carrier Command (RAI)
Falcon/AT EGA (SPE)
Gladiator (TAI)
Guerilla Wars (DE)
Leisure Suit Larry II (SIE)
Manhunter: New {York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
PT-109 (SPE)
Qix (TAI)
Renegade (TAI)
Scruples (VIR)
Sky Shark (TAI)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)

INTELLIVISION
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
THIRD QUARTER
Karateka (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
SEPTEMBER
Pete Rose Baseball (ABS)
Tomcat F-14 Simulator (ABS)
OCTOBER

River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
THIRD QUARTER
Dark Chambers (AT)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)

ATARI 7800
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)

ATARI XE GAME
SEPTEMBER
Crime Busters (AT)
Mean 18 Golf (AT)
Summer Games (AT)
OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)
THIRD QUARTER
Ace of Aces (AT)
Choplifter (AT)
Commando (AT)
Crossbow (AT)
Crystal Castles (AT)
Desert Falcon (AT)
Eagle's Nest (AT)
Food Fight (AT)
Karateka (AT)
Mario Bros (AT)
Necromancer (AT)

NINTENDO
JULY
x-Gauntlet (TEN)
x-Iron Tank (SNK)
x-Metal Gear (ULT)
AUGUST
Donkey Kong Classics (NIN)
L Trevino Fighting Golf (SNK)
x-Legendary Wings (CAP)
SEPTEMBER
Adventure Island (wHS)
Bases Loaded (JAL)
Battlefield Napoleon (BRO)
Bomberman (HS)
Cobra Command (DE)
Dr. Chaos (FCI)
Galaga (BAN)
Golgo 13 (VT)
Indiana Jones-Temple/Doom (MIN)
Life Force (KON)
Magmax (FCI)
Milon's Secret Castle (HS)
Pac-Man (TEN)
Seicross (FCI)
Super Mario Bros 2 (NIN)
Wheel of Fortune (GT)
Xevious (BAN)
OCTOBER
Adventures/Bayou Billy (KON)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Ghostbusters (ACT)
Jackal (KON)
Jeopardy (GT)
John Elway's Quarterback (TW)
Mickey Mousecapades (CAP)
1943 (CAP)
Racket Attack (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Simon's Quest (SUN)
Skate Or Die (ULT)
Superman (KS)

Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
NOVEMBER
Operation Wolf (TAI)
Paperboy (MIN)
Rampage (DE)
Sky Shark (TAI)
Track & Field II (KON)
Ultima (FCI)
DECEMBER
Adventure of Link (NIN)
Blades of Steel (KON)
Blaster Master (SUN)
Dr. Jekyll & Mr. Hyde (BAN)
Legacy of the Wizard (BRO)
Robo-Cop (DE)
Street Fighter (CAP)
Teenage Mutant Ninja Turtles (ULT)
Tetris (TEN)
WWF WrestleMania (ACM)
Xenophobe (SUN)

SEGA
JULY
x-Alex Kidd: Lost Stars (SEG)
x-Fantasy Zone: The Maze (SEG)
x-Space Harrier 3-D (SEG)
x-Zillion II: Triformation (SEG)
AUGUST
Blade Eagle 3-D (SEG)
Monopoly (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Adaptor (SEG)
Wonder Boy: Monster Land (SEG)
SEPTEMBER
Kenseiden (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Shinobi (SEG)
Spy Vs. Spy (SEG)
Thunder Blade (SEG)
OCTOBER
R-Type (SEG)
NOVEMBER
Double Dragon (SEG)
Poseiden Wars 3-D (SEG)
Rambo III (S EG)
Y's (SEG)
DECEMBER
A.L.F. (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO....Accolade
ACT...Activision
ARC...Arcadia
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FR... First Row S/W
GAM...Gamestar
GDW..Game Designer's Workshop
GT...GameTek
HAL...Hal America
HJC...HJC S/W
HS...Hudson Soft
INF...Infocom
INS...Interstel
IP...Interplay
IS...ICOM Simulations
JAL...Jaleco
KON...Konami
KS...Kemco-Seika
LF...Lucasfilm Games
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...Microlllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computisng
ORI...Origin Systems
PAR...Paragon
PB..Parker Bros.
POL...Polarware
PSY...Psygnosis
PI...Publishing Int'l
RAI...Rainbird
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SPE...Spectrum HoloByte

SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultrax
USG...U.S. Gold
UXB...UXB S/W
VIR...Virgin Games
VT... Vic Tokai

Japanese Game Fanatics' Tip of the Month

Our thanks to Zaki Husian from Canfield, Ohio who passes along some tips for Sega owners.

In *Aztec Adventure*, select round by pushing up on the control pad five times before the scroll opens on the title screen. Then push 3 times to the right when Nino throws the money. Then push left when the characters walk off the screen.

In both *Space Harrier and Space Harrier 3-D* , go to the sound test on both and play these numbers in order: 7,4,3,7,4,8,1. You can become a jet on Space Harrier and you'll get a secret message on Space Harrier 3-D.

A Note About Game Screens

We use them whenever possible; however, because we often get review copies before they are even available for sale, the companies don't always give us screen artwork. If we can find a good rendition within the documentation, we'll use that as we know how important the screens are to you. We also know, however, you don't want to wait an additional month or two for the review just so we can get a picture! So, if there's no screen shown, we were not able to get it for you.

Attention Collectors

Be sure and write in to us (no phone calls, please) and indicate what you're looking to buy, trade, or sell (rare and discontinued items only) with your name and address. Space permitting, we will print your request with your address so other readers can contact you directly should they be able to help you in your search.

NINTENDO Software

METAL GEAR (★★★1/2/★★★1/2) is the first Nintendo game from _Ultra Games_ and takes us to Outer Heaven, a small nation on the outskirts of South Africa where Colonel Vermon CaTaffy has taken control as the sole tyrant and radical dictator. Now he has turned his villagers into mercenaries for a global terrorist network as he has de-

veloped the Ultimate Super Weapon, called Metal Gear. The covert unit of "Fox Hound" is called into action and your mission as Solid Snake is to seek out and destroy Metal Gear. No easy task as you must proceed through all sorts of jungle and en-emy strongholds along the way, rescuing hostages as well as capturing needed weapons and equipment to accomplish your mission. Throughout the mission, it is critical to communicate with Com-mander South who is back at Fox Hound's headquarters. Whenever you see a flashing "call sign" on the screen, it means he's trying to reach you with key information. Move to your transceiver screen in order to receive and send messages. Within the strongholds there are one to three floors which you'll move between using elevators. Get those hostages who can also give you crucial information about the location of Metal Gear. Capturing weapons is critical as you will need the various weapons (via a weapon screen) later in various situations. You'll need everything from a rocket launcher, plastic explosives, and Baretta M92F, to a silencer. The same is true for equipment as you'll need the gas mask, infrared goggles, mine detector, rations, and much more. You'll need to do everything from checking the various floors, to the insides of parked trucks to find the items you need. Meanwhile, the enemy takes on many forms as it can be everything from a seemingly sleeping sentry to killer dogs.

Action And More

While this offers the "typical" fighting action-type game, it also requires strategic planning and careful thought as you must gather the right items to make it through to your ultimate goal. The gameplay is very challenging as it's much more than just "shoot and kill," then moving on to the next screen. The graphics are crisp and colorful with lots of varied parts of the jungle, as well as entering the backs of trucks, the transceiver screen, etc. Our one, albeit very small, complaint is that as you move from screen to screen, there are a couple of seconds where the screen goes blank as it "resets" for the next area. All in all, however, it is a very solid piece of entertainment that offers much more than just the "point and shoot" variety of gameplaying. (One player; continue feature)
Recommended (MSR $39.95)

Know Your Subscriber Number!

It's the quickest way to identify your subscription when renewing, changing an address. etc. Also, _THE ONLY WAY YOU WILL GET SUBSCRIBER PRICING IS TO GIVE US THAT ALL-IMPOR-TANT 4-DIGIT NUMBER_. Without it, you will be charged regular pricing! The number is easy to find...look at your mailing label and is the LAST four digits of the number above your name. The first digit is _ALWAYS_ a letter and that's following by three numbers. When placing an order by phone or by mail, you MUST provide that number!

LEGENDARY WINGS (★★★/★★1/2) from _Capcom_ was sneak-previewed in our May issue based on a pre-release cartridge without instructions. It is a heavily action-oriented adventure in which the player controls a winged warrior out to save the world from Dark, a super-computer run amok. The game features shooting and flying action in a blend of vertically and horizontally scrolling screens of fantastic scenes. While we always appreciate the opportunity to pre-view games in advance of release for our readers, we look forward to the complete package with instructions, assuming that we might have missed something important in the game when working by trial and error. We called the game "a good one, but certainly not a great one" in the preview with the cautionary note that we could have missed important features. Unless those important features remain undocu-mented in the scanty instructions, we didn't miss a thing. Unfortu-nately, we're still very much in the dark about certain things, such as how to go about killing the circling faces that appear after the large whirlpool in the first level—if it is even possible to kill them. Short of a call to Capcom's game counselors, which shouldn't be necessary, we'll never know unless we stumble on the solution by ourselves. We're not trying to pick on Capcom, but merely to emphasize a point that we've already made many times: too many game manufacturers are not providing nearly enough information in the instruction booklets for their games. And based on our readers' input in out recent survey, many gamers agree with us. (Solo or cooperative play; Pause.) Avail-able for Nintendo Entertainment System only.
MSR $34.95

ATARI XE/XL
JULY
x-Napoleon in Russia (DS)
x-Graphica Companion ll (DS)
THIRD QUARTER
Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)

ATARI ST
JULY
x-Black Lamp (RAI)
x-Captain Blood (MIN)
x-Cosmic Relief (DS)
x-Dive Bomber (USG)
x-Goldrunner II (MD)
x-Indiana Jones/Temple (MIN)
x-Int'l Soccer (MD)
x-Scruples (VIR)
x-Speed Buggy (DE)
x-Twilight's Ransom (PAR)
x-Typhoon Thompson (BRO)
AUGUST
Alcon (TAI)
Arkanoid (TAI)
Bubble Bobble (TAI)
Heroes of the Lance (SSI)
x-Japan Scenery Disk (SUB)
x-Jet (SUB)
Master Ninja (PAR)
Sinbad/Throne Falcon (CIN)
x-Warlock (TS)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Deja Vu ll (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Art & Film Director (EPY)
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Fire Zone (DS)
Frank'n'Ernest Adv (POL)
Fright Night (MI)
Global Comman der (DS)
Gridiron (BS)
Harpoon (TS)
Ice Thrashers (EFY)
Impossible Mission ll (EPY)
Karsteka (BRO)
King of Chicago (CIN)
Lock On (DE)
Music Construction Set (EA)
Napoleon in Russia (DS)
Omega Run (MD)
Platoon (DE)
Rings of Triton (MD)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorceror Land (DS)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Technocop (USG)
Trials of Honor (EFY)
FOURTH QUARTER
Gladiator (TAI)
Operation Wolf (TAI)
Orbiter (SPE)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
RoboCop (DE)
Tetris (SPE)
Tower Toppler (USG)

COMMODORE 64/128
JULY
x-Alcon (TAI)
x-Arkanoid (TAI)
x-Black Lamp (RAI)
x-Bubble Bobble (TAI)
x-Bubble Ghost (ACO)
x-Clubhouse Sports (MIN)
x-Cosmic Relief (DS)
x-Enlightenment (RAI)
x-Graphics Companion ll (DS)
x-Home Video Producer (EPY)
x-Indiana Jones/Temple (MIN)
x-Karnov (DE)
x-L.A. Crackdown (EPY)
x-Mainframe (MI)
x-Metrocross (EPY)
x-Monopoly (VIR)
x-Napoleon in Russia (DS)
x-Rastan (TAI)
x-Renegade (TAI)
x-S~tocker (CAP)
x-Twilight's Ransom (PAR)
x-Wizardry ll (SIR)
AUGUST

Captain Blood (MIN)
x-Decisive Battles V2 (SSG)
Heroes of the Lance (SSI)
Operation Wolf (TAI)
Pool of Radiance (SSI)
720 (MIN)
x-Where/Europe Is C Sandiego (BRO)
Wizard Wars (PAR)
ZorkQuest II (INF)
SEPTEMBER
Battles of Napoleon (SSI)
Beyond Dark Castle (TS)
Fast Break (ACO)
Gladiator (TAI)
Predator (ACT)
Prime Time (FR)
Qix (TAI)
SpaceCutter (RAI)
Virus (RAI)
OCTOBER
Rack 'Em (ACO)
Rampage (ACT)
Serve & Volley (ACO)
Steel Thunder (ACO)
NOVEMBER
Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battleship (EPY)
Bionic Commando (CAP)
Black Tiger (CAP)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Destroyer Escort (MIC)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
F-18 Hornet (ABS)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Fire Zone (DS)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Lock On (DE)
Main Event (GAM)
Moses #1 (FR)
Navcom 6: Gulf Defense (COS)
Neuromancer (IP)
Old Scores (DS)
President Is Missing (COS)
Red Storm Rising (MIC)
Risk (VIR)
Rocket Ranger (CIN)
S.D.I. (CIN)
Sarge (Cap)
Scruples (VIR)
Sorceror Land (DS)
Space (ABS)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Tower Toppler (USG)
Trojan (CAP)
U.S.S. Ocean Ranger (ACT)
Ultima V (ORI)
Warlock (TS)
Zak McKracken (LF)
FOURTH QUARTER
Carrier Command (RAI)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Mind-Roll (EPY)
Pharaoh's Revenge (PI)
PT-109 (SPE)
Robocop (DE)
Sky Shark (TAI)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)

APPLE IIe/IIc
JULY
x-Soko-Ban (SPE)
x-Spiderbot (EPY)
x-Tetris (SPE)
AUGUST
Arkanoid (TAI)
Battles of Napoleon (SSI)

Tower Toppler (USG)
Trials of Honor (EPY)
Unv Military Simulator (RAI)
Victory Road (DE)
Vigilante (DE)

AMIGA
JULY
x-Bard's Tale II (EA)
x-Black Lamp (RAI)
x-Carrier Command (RAI)
x-DeluxePhotoLab (EA)
x-Enlightenment (RAI)
x-Solitaire Royale (SPE)
x-Sub Battle Simulator (EPY)
x-Superstar Ice Hockey (MIN)
x-Univ Military Simulator (RAI)
AUGUST
Bubble Bobble (TAI)
Captain Blood (MIN)
Cosmic Relief (DS)
First Expedition (INS)
Gauntlet (MIN)
Heroes of the Lance (SSI)
x-Questron ll (SSI)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Honeymooners (FR)
Lords of Rising Sun (CIN)
Prime Time (FR)
TV Sports Football (CIN)
Twilight Zone (FR)
Twilight's Ransom (PAR)
NOVEMBER
Deja Vu ll (IS)
Guardians of Infinity (PAR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Battle Chess (IP)
BattleDroidz (DS)
Battleship (EPY)
Bubble Ghost (ACO)
Craps Academy
Apollo 18 (ACO)
Dive Bomber (USG)
Final Assault (EPY)
4X4 Off-Road Racing (EPY)
4t h & Inches (ACO)
4th & Inches Team Const (ACO)
Global Commander (DS)
Gunship (MIC)
Harpoon (TS)
Ice Thrashers (EPY)
Land of Legends (MI)
Master Ninja (FAR)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Rockford (ARC)
Silent Service (MIC)
Star Wars (BRO)
Starglider II (RAI)
Street Sports Basketball (EPY)
Time Bandits (MD)
Tracers (MI)
Train, The (ACO)
Turbo (MI)
Warlock (TS)
FOURTH QUARTER
Games: Summer Edition (EPY)
GATO (SPE)
Gladiator (wTAI)
Operation Wolf (TAI)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
Sky Shark (TAI)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tetris (SPE)
Tower Toppler (USG)
Trials of Honor (EPY)

APPLE IIGS
JULY
x-Mixed-Up Mother Goose (SIE)
x-Questron ll (SSI)
x-Tetris (SPE)
x-Univ Military Simulator (RAI)
AUGUST
S.D.I. (ICIN)
OCTOBER
Journey (INF)
NOVEMBER
Battle Chess (IP)
Deja Vu ll (IS)
Serve & Volley (ACO)
Shogun (INF)
Zork Zero (INF)
THIRD QUARTER
Art & Film Director (EPY)
Bubble Ghost (ACO)
Card Sharks (ACO)
Dark Castle (TS)
Deja Vu (MIN)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Galactic Invasion (MI)
King of Chicago (CIN)
Land of Legends (MI)
Last Ninja, The (ACT)
Mini Putt (ACO)
Pinball Wizard (ACO)
Silent Service (MIC)
Silpheed (SIE)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
Warlock (TS)
FOURTH QUARTER
Futuremagic (EA)
Games: Summer Edition (EPY)
Pirates (MIC)
Street Sports Football (EPY)

MACINTOSH
JULY
x-C Yeager Adv Flt Trainer (EA)
x-Orbiter (SPE)
x-Shufflepuck (BRO)
x-Solitaire Royale/Mac ll (SPE)
x-Tetris (SPE)
x-Twilight's Ransom (PAR)
x-Univ Military Simulator (RAI)
AUGUST
Colony (MIN)
OCTOBER
Guardians of Infinity (PAR)
Journey (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
Deja Vu ll (IS)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Anc Art War/Sea (BRO)
Android Arena (SIL)
AutoDuel (ORI)
Fire Power (MI)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Might and Magic (NWC)
Police Quest (SIE)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Train, The (ACO)
Ultima IV (ORI)
FOURTH QUARTER
Carrier Command (RAI)
Games: Summer Edition (EPY)
Tetris/Mac ll (SPE)

IBM/Tandy
JULY
x-Alien Fires (PAR)
x-Home Video Producer (EPY)
x-L.A. Crackdown (EPY)
x-Last Ninja, The (ACT)
x-FllM Pegasus (LF)
x-Ultima V (ORI)
x-Wargame Construc Set (SSI)
x-Warship (SSI)
AUGUST
Arkanoid (TAI)
Captain Blood (MIN)
Guardians of Infinity (PAR)
Heroes of the Lance (SSI)
King's Quest IV (SIE)
Pete Rose Pennant Fever (GAM)
x-Pharaoh's Revenge (PI)
Pool of Radiance (SSI)
Scavengers (INS)
x-Zak McKracken (LF)
ZorkQuest II (INF)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Sinbad & Throne/Falcon (CIN)
Starglider II (RAI)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Honeymooners (FR)
Main Event (GAM)
Rack 'Em (ACO)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
BattleTech (INF)
Deja Vu ll (IS)
Journey (INF)
Serve & Volley (ACO)
Shogun (INF)
TV Sports Football (CIN)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Neuromancer (IP)
Scooby-Doo (MI)
THIRD QUARTER
Alt RXeality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Apollo 18 (ACO)
Bionic Commando (CAP)
Bubble Ghost (ACO)
Card Sharks (ACO)

Type! Price Lowered

Broderbund has announced a new, lower price for Type!, a touch-typing instruction program. Formerly $44.95 for Apple II and Commodore 64, and $49.95 for Macintosh and MS-DOS, the new pricing is $26.95 for Apple II and MS-DOS; $19.95 for Commodore 64; and $29.95 for Macintosh.

Datasoft Releases Graphics Companion II

Graphics Companion II, for use with Video Title Shop, has been released and features new graphics canvases for school and business, and six new character fonts. In addition, the program includes *Clip-Art fonts*: graphics covering sports, outdoor events, business, school, holidays, and general subjects; and a wide selection of borders that can surround entire canvases or just a few words of text. The retail price is $19.95.

Rare Games Collectors Forum

A New Request this month...
John Bonavita, PO Box 95, Haesite, NY 11743 looking for a Vectrex game system. He also has a list of ADAM software for sale.

And, from earlier...
Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Starship, Space

War, Steeple Chase, Home Run, Realsports Baseball, Video Chess, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gavitar, Quadrun.

Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: Has several rare cartridges available for 2600, 5200, 7800, ColecoVision and Intellivision (including rare Tutankham and Super Cobra for Intellivision). Write to him with your request.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month.
Happy hunting!

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

BITS AND PIECES...

Activision Signs Third-Party Agreement with Sega

With a recently signed agreement, Activision Video Games becomes the second third-party licensee of Sega Enterprises, Ltd., which will mean games available to Sega owners carrying the Activision brand name. (Parker Bros. was the first such Sega licensee, announced at the Summer Consumer Electronics Show in May of this year.) Activision thus becomes the first company to have third-party licensing agreements with both Sega and Nintendo. The company also announced its first three titles for the Sega Master System, all scheduled for shipment during the next five months. RAMPAGE, the arcade game of city-bashing monsters, will be the first release, followed by SUPER RIVER RAID, a strafing, bombing, aerial combat game, and CYBORG HUNTER, a futuristic action game involving tracking and battling cybernetic monsters. Activision also plans to develop additional titles for the Sega Master System during 1989.

Continuing Chip Shortage Causes More Delays

Two more major titles, originally expected to be available in time for Christmas of 1988, have been delayed. Konami's THE ADVENTURES OF BAYOU BILLY and Ultra's TEENAGE MUTANT NINJA TURTLES have been rescheduled for Spring of 1989.

RED STORM RISING Due This Month from MicroProse

After eighteen months of design and development, Microprose is prepared to release the initial Commodore 64/128 version of RED STORM RISING (MSR $44.95) this month. The program focuses on the tactical operations of a modern American nuclear attack submarine after a Warsaw Pact invasion of Western Europe. The game of undersea cat-and-mouse, played against an overall strategic view of the worldwide war, is the result of a close collaboration between best-selling author, Tom Clancy, and Sid Meier, the admired software designer of earlier MicroProse hits, including "Silent Service" and "Gunship." Conversions of RED STORM RISING for other computer systems are in development now for release during the first half of 1989.

QUARTERSTAFF: Fantasy Role-Playing from Infocom

Infocom has just announced one more entry in its new line of adventures with graphics. QUARTERSTAFF: THE TOMB OF SETMOTH (MSR $49.95) is slated for Macintosh Plus/SE/Mac II and will require one megabyte of RAM and a single 800K disk drive. Color graphics for Mac II will be available for an additional $10 through an in-package offer. Said to closely approximate the experience of playing a traditional paper-based fantasy role-playing game, QUARTERSTAFF casts the player as an adventurer recruited for a mission to discover what fate has befallen the gentle souls of the Tree Druid colony. The game was previously released by Simulated Environment Systems, but the Infocom team has collaborated with the original writers of the game, Scott Schmitz and Ken Updike, to produce what they believe to be a more exciting story, color graphics (Mac II version only), and an advanced hierarchical interface. The game features digitized sounds, on-screen mapping, and realistic inter'actions of characters and objects within the environment of the story. Owners of the original version of QUARTERSTAFF will be able to purchase an upgrade directly from Infocom for $20 with proof of purchase.

ATARI ST Software

BUBBLE GHOST (★★★1/2/★★★★) has just been released in a version for Commodore 64/128. Designed by *Infogames of France for Accolade*, this is a charmingly witty and original game that captivated us in its initial Atari ST version. The C64/128 version is just as unique, with its impish little ghost trying to move bubbles through the 35 rooms of a] castle full of Rube Goldberg contraptions just waiting to pop a shiny, soapy orb. BUBBLE GHOST requires patience and precision, not speed and abandon from the player. It's a nice change of pace from the usual arcade-style games, offering a personality and originality all its own. (Solo or 2-player alternating; Joystick or keyboard; Pause.) Commodore 64/128 version reviewed; also available for Atari ST and coming soon for IBM PC/Tandy, Apple IIGS and Amiga at $34.95.
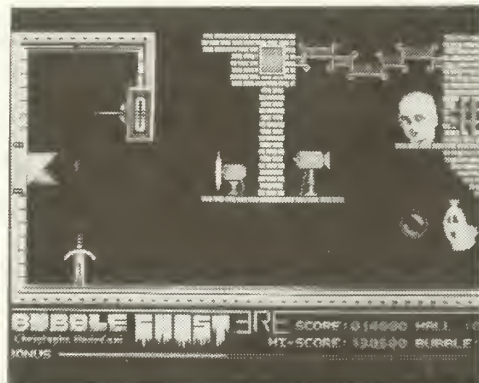
Recommended. (MSR $29.95)

MACINTOSH Software

BALANCE OF POWER: THE 1990 EDITION (★★★★/★★★★) updates the award-winning classic from author Chris Crawford to take into consideration the political changes since the original in 1985 as

well as bringing new challenges to the game. This new edition, also released through *Mindscape*, has the same basic premise as its' predessessor. Assume the role of either the President of the United States or the General Secretary of the Soviet Union. Complete eight years in office (1989-1997) without initiating a nuclear conflict and collect more prestige points than the opposing superpower. The program features a new multipolar level, allowing 80 countries to ship weapons and troops and fight wars. The non-superpower countries pursue active foreign policies which, although they cannot involve

themselves in nuclear confrontation, they definitely can affect you by their actions. You must, as a superpower, monitor their policies and use your influence to protect your interests. The number of countries in this version have been upped from 62 to 80 with four levels of play. The database has been updated, with vastly more information. As a

result, the complexity of this edition far outdistances its' predessessor. You can access vast amounts of information regarding countries, all in a faster operation.

Still Fascinating

We were big fans of the first version and we find ourselves once again captured by its depth and possibilities. As many hours as the first edition can take, this one will, undoubtedly, involve even more of your time. The graphics have been upgraded also, as the world takes on a slightly curved look. While this is an entertainment program, there is a tremendous amount of educational value as so much can be learned about the various countries – from background and history to relations with other countries. You can also get worldwide information on such statistics as ownership of TVs, school enrollment, telephones per capita, literacy, GNP, and much more! You'll learn a great deal while enjoying yourself immensely. This version also allows a one or two-player game. If you are already hooked on Balance of Power, this one is a must. If you haven't tried it out yet and you like "thinking" games, this one will definitely make you use your brainpower! (one or two player; requires 800K disk drive; not compatible with Multifinder™; reviewed on Macintosh; coming for IBM and Amiga)

Recommended (MSR $49.95)

New Arcade-Style Games from Rainbird

Rainbird recently released two new arcade-style games for Amiga and Atari ST, VIRUS and SPACECUTTER (MSR $29.95 each), which are distributed in the U.S. by Mediagenic. VIRUS places the player in the pilot's seat of a hoverplane in order to destroy the Seeder, which is spreading the spores of a deadly, poisonous virus and polluting the Earth. The game features fast scrolling with multi-directional movement in a 3-D environment. SPACECUTTER combines traditional outer-space shooting action with problem-solving elements.

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = **ENTERTAINMENT PROGRAMS** (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)

★ = **APPLICATION PROGRAMS** (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)

NA - Not Applicable (i.e. all-text programs not rated for graphics)

THE COLONY (★★★★/★★★★) is an absolutely fascinating adventure from _Mindscape_ which features vector graphics, a sophisticated 3D modeling system, digitized sound effects, and an interesting story somewhere out in space at a frontier outpost. You take on the role of a space marshall assigned to investigate mysterious disappearance at this outpost in deep space. There are missing colonists which you must locate as you search through six levels of endless hallways and rooms looking for clues. There are hostile aliens roaming about which will test your reflexes. This is a "first-person" adventure as your point-of-view is always from your viewpoint. With simple keyboard commands, you can quickly look right and left, behind you, as well as firing your laser. As you explore this space colony Delta 5-5 which has been overrun by aliens, you'll use your mouse to send you on your way (crosshairs on the screen help you with directions). If you "walk" right up to an object such as the control panel, desk, book, etc., a smaller screen will come up, representing the item in a two dimensional (bitmap mode). In that state, you can check out the item. For instance, you can open the drawers of the desk, check out what's on the computer screen, even check out the burning cigarette left on the desktop. In a more advanced level, you'll find a pair of scissors in the bottom drawer. Drag and click the mouse to put them on the desktop and you can actually have the scissors cut open an envelope!
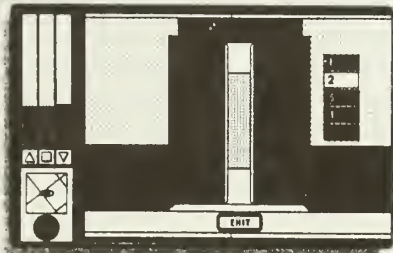
Really Unique

As you make your way through the colony, you'll want to refer to the map provided in the documentation as some of the doors are extremely difficult to find. At one point, we found ourselves wandering around in a bathroom...we moved up to the tub and the sounds of the shower began. We even heard the toilet flushing! The technical wizardry was achieved by author David Smith's _FLY-BY Environment Simulator System_. As he explains in the documentation, he considers _Battlezone_ "the best computer game in the world" when he decided to write a computer game five years ago. He wrote four different programs. The first is the _FLY-BY ESS_, the second an homage to _Battlezone_. The other two are a floorplan blueprint program that allows you to create walls, doors, etc., and the fourth program was used to design the bitmapped scenes which "pop up"

when you move up to an item. The sound effects are just fine, adding realism to this very interesting game. The only drawback to the game
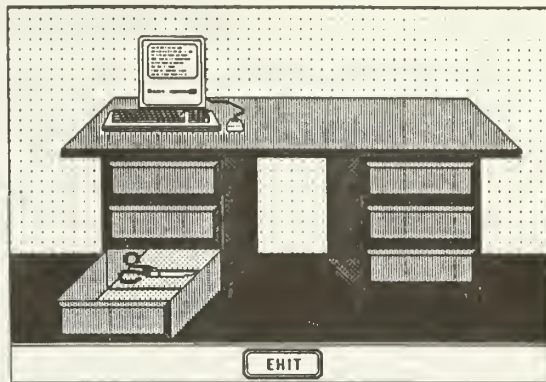
is that it is, quite naturally, a memory hog. For easiest use, it requires a hard disk drive. At the least, it must have an 800K disk drive; however, if you only have one 800K drive and you wish to use the sound effects (on a separate disk), you'll have to constantly switch out the disks. Of course, you can run the game without the sounds, but that's half the fun! We installed the main disk on our hard drive and ran the sound effects in the 800K drive and everything worked just fine. (one player; full screen support for Mac II- monochrome only; see notes preceding regarding disk drive requirements; reviewed on Macintosh; coming for IBM)
Recommended (MSR $49.95) •

Two for the Apple IIGS from Sierra

Sierra recently released Apple IIGS-specific versions of two popular 3-D animated adventures, KING'S QUEST II: ROMANCING THE THRONE and SPACE QUEST II: VOHAUL'S REVENGE (MSR
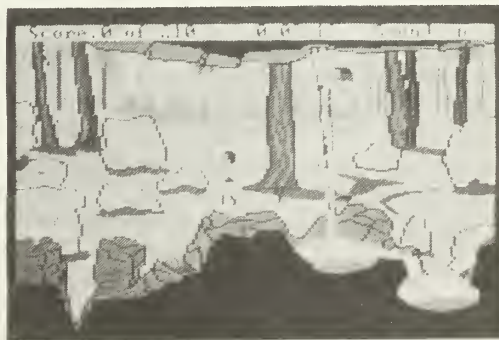
$49.95 each). Each program includes two 3.5-inch disks and has been greatly enhanced from the original IBM version. GS owners who have played any of Sierra's 3-D animated adventures will recognize the high-quality graphics. The liberal use of music and extensive digitized sound effects really make these animated adventures come alive on the GS.

THE SPORTING NEWS BASEBALL (★★★★/★★★★) is the latest baseball simulation, rich in graphics, gameplay and statistics. Developed by _Epyx_ under license from the Major League Baseball Players Association, it's also endorsed by the "Bible of Sports," _The Sporting News._ You can choose your line-up from 1987's twenty-six major league teams or a roster of Hall of Famers which consists of over 150 of past baseball greats. There's quite a bit of flexibility as you can go with the computerized lineup, trade players, add Hall of Fame players, and more. Once your team is in place it's time to "Play Ball."

It's All There

Once the Home Plate Screen (a drawing – not completely indicative, graphically – is included below) comes up, you can see you've got everything you need. You view, from behind the batter, is the main portion; however, the screen also gives you views of all three bases as well as the basic information needed such as balls, strikes, ERA, etc.

A feature we particularly liked was the "target box" provided for the strike zone. If you're pitching you can pitch from a wind-up or set position and have several choices on type of pitch and what part of the strike zone, whether it's inside, high, etc. You can also try and pick-off that runner on a base. Watch out though...this game can catch you on a balk! Number of pitches throughout the game can cause pitcher fatigue, allowing the opposing team to take advantage in the late innings. You may have to bring in a pitcher from the bullpen. On offense, you'll have all the choices as in the real game. Move your fielders, steal, slide, initiate a hit and run play. You can use designated hitters, really everything you'd have in the real thing. The graphics add tremendously to the enjoyment of the game as you have so much available to you, from the home plate screen to the infield and outfield screens during the action when a ball is hit. Control is easy once you master the various movements necessary with your joystick. By the way, if you get called away in the middle of a hot game, simply save the game in progress on a blank disk and come back later. This game is definitely right up there with the best in the baseball genre. It gives you great action, great graphics, and all the statistics you could possibly want. (one player; two player simultaneous; joystick required; reviewed on C64/128; coming for Apple II and MS-DOS) Recommended ($39.95)

Sierra On-Line, Inc. Announces Stock Offering

A registration statement for an initial public offering was filed recently by Sierra On-Line, Inc. The offering is expected in early October, and a copy of the preliminary prospectus may be obtained from Piper, Jaffray & Hopwood Inc., Piper Jaffray Tower, 222 Ninth St., Minneapolis, MN 55402.

PLATOON (★★★1/2/★★★1/2) comes as a realistic computer rendition from _Data East_ of the highly acclaimed film of the same name. In this strategic military combat simulation, you are a platoon of five men who must survive the mission, keep your sanity and morale intact, and return to base safely. As in the movie, there is no winner. In the first section, you must successfully lead your platoon through a jungle, pick up a box of explosives left by a previous platoon and blow up a bridge. Of course, the enemy is everywhere, hiding in the trees as snipers, setting off booby-trapped trip wires, and more. Once through the jungle, you'll find yourself in a village where you must search the huts for helpful objects such as a map and torch and then locate a secret trap door. Find that and you're in the third section, an underground tunnel network (now you know why you needed that torch!) where you must fight sneaky guerrillas and find needed items such as ammunition and medical supplies in the many rooms that exist below ground. You must also find the boxes of flares and a compass which you'll need for the fourth section, The Bunker. You'll find yourself in the Bunker at night. Fight off the Viet Cong by lighting the night sky with your flares and shooting them with your machine gun. Your job isn't done yet as you head through the jungle again as you search for Sergeant Elias, your platoon leader. But there's news of an impending napalm air strike. You must head for a safe area immediately. You then find that you must continue to a foxhole where another Sergeant, Sergeant
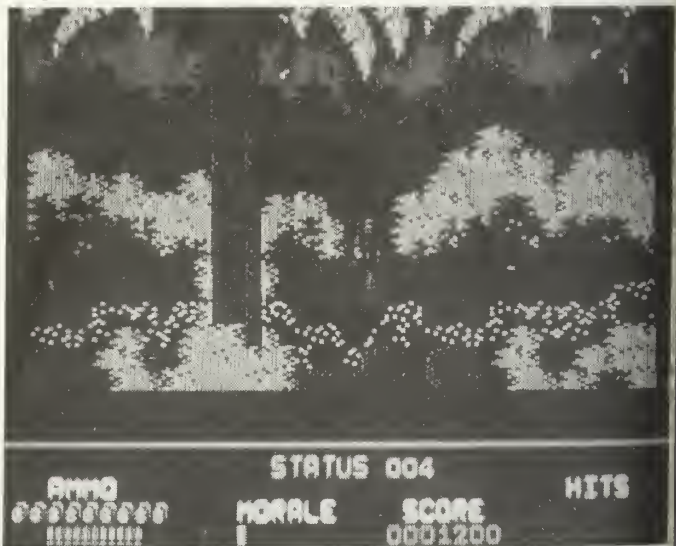
Barnes is holed up. You'll learn about this unsavory story when playing as he was partially responsible for Elias' death by not aiding him. But, the war goes on around you and you must escape with the Sergeant using grenades.

Action-Packed

The game is loaded with action and surprises, requiring quick reflexes and fast thinking. The enemy is everywhere and coming from every direction. It's a question of survival! The graphics are colorful and depict the ominous jungle, frightening tunnels, and other scenes well. The opening screen is very familiar as it is a grimly realistic reminder of the black and white silhouette screen used in the movie of the soldiers in that country halfway around the world filled with jungles and enemies unlike anything our country had encountered before. (one player; joystick required; reviewed on C64/128; coming for MS-DOS and Atari ST)
Recommended (MSR $39.95)

APPLE II Software

VCR COMPANION is the latest home productivety/entertainment packages from *Broderbund* and allows you to create titles, credits, intermissions, special effects, etc., for your home (or business) videotapes. Menu-driven, the program is easy to use including several borders, even including one that looks like the frame to a photograph put in a family album. There's also background patterns, several typestyles, various animations as well as full background pictures which include a birthday cake, "The End", balloons, and even the MGM lion. Once you've created your masterpiece, it's easy to transfer it to your VCR with the easy instructions in the book which comes with the program. A simple-to-use program with all the elements you come to expect from Broderbund, it's a good utility program. (Reviewed on Apple II)
(MSR $49.95)

STAR RANK BOXING II (★★★★/★★★★) is the "upgrade" of the original Star Rank Boxing by *Gamestar* and distributed by *Medigenic* (formerly Activision). This newer version of a popular boxing game, adds such things as better control of the boxers, improved sound, and better animation. Upon start-up you can choose to go into a practice bout against a friend or the computer; choose tournament play to match your best fighter against the computer in one or more fights; or manager if you wish to retire one of your players onto disk. There are three divisions – welterweight, middleweight, and heavyweight, with the ability to create up to five fighters in each class. Then you're ready to go into training as you choose number of weeks to train, and scheduled rounds. The four things to train on are the light bag, heavy bag, sparring time, and running. Once you're through training, it's time to move into the ring against your opponent. There it's a question of endurance, strength, quick moves, and knockout skills as you move through the bout. As a round ends, the three judges show their scores. The scores are tallied for the winning boxer at the end of the fight, if there's no knockout.

Improved Movements

You'll note improved movements, additional footwork, as well as better joystick control in the fight in this newer version of Star Rank Boxing. As a result, the fighters have a much more realistic feel and look to them. Gamestar has always been one of, if not the best, in creating sporting events for various computers, and this one is no exception. (one player; two-player simultaneous; reviewed on Apple II; also available for MS-DOS and C64)
Recommended (MSR 34.95)

TETRIS (★★1/2/★★★1/2) has just been converted for Apple II from *Spectrum Holobyte*. Originating in the Soviet Union and a favorite among C64, IBM and Macintosh owners, the premise is simple, yet deceptive. All you have to do is rotate and position various moving shapes into solid rows as they free-fall downward. You want your objects to fill in the area as solidly as possible for the highest score. Speed also factors in on your score. There are ten levels of play, with the pieces falling faster and faster through the levels. As the game moves through its' paces, the background pictures change to depict various Russian scenes such as a cosmonaut, the Kremlin, the Russian ice hockey team, etc.

Graphically Not As Good

The Apple II version, due to the limitations of the machine, is just not as good as earlier versions we've seen and reviewed. The Russian scenes don't begin to have the definition of the earlier versions and the pieces themselves are much "blockier" and less clearly defined than the earlier ones. However, it should be pointed out that this is really a game of concentrated play and coordination. The graphics are just an added plus, but not integral to the game being worthwhile. By the way, Spectrum Holobyte has done something that will be lauded by many...both an Apple II version and an enhanced Apple IIGS version are packaged together (see GS review following immediately). The reasoning is that many Apple II users have either already upgraded to a GS or may in the future. This is a great marketing idea that dealers will like as much as the users! (one player; keyboard; 5-1/4" Apple II disk; 3-1'2" Apple IIGS disk; also available for IBM, C64, Macintosh; coming for Atari ST, Amiga, Macintosh II)
Recommended (MSR $39.95)

APPLE IIGS Software

TETRIS (★★★★/★★★1/2) for the Apple IIGS is packaged in the same box as the Apple II version reviewed above. *Spectrum Holobyte* brings both versions together for Apple II owners who have either recently upgraded or who may do so in the future.

Enhanced

This "Rubik's Cube of software" has been enhanced in the IIGS version. In addition to the dazzling graphics which the GS offers, the game has been given new features for this machine (these features are available in other 16-bit machines as well). An advanced mode has been added which triples the speed of the pieces from levels 0 through 4 (good luck!!) and doubles the speed at levels 5 through 9. A tournament mode allows up to four players to compete against each other for high scores when given identical falling pieces. Several original songs using Russian folk music themes have been composed for the game as well. Because of these additional features, as well as the enhanced graphics, the game is, of course, much more satisfying on the GS than the Apple II. Again, we really like both versions packaged together as it takes care of the Apple II user today who may purchase a GS later on. (one to four players; 3-1/2" GS disk; 5-1/4" Apple II disk; also available for IBM, C64, Macintosh; coming for Atari ST, Amiga, Macintosh II)
Recommended (MSR $39.95)

MOVED??

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

MACINTOSH Software

SPACE QUEST II: VOHAUL'S REVENGE (★★★★/★★★★) now comes to the Macintosh screen in this very humorous sequel to the popular _Sierra_ game, _Space Quest_. Our hapless her, Roger Wilco the space janitor, returns after foiling the destructive plans of evil scientist Sludge Vohaul in the first game. Vohaul is madder than ever and his new plan is (horrors!) to dump hordes of obnoxiously pushy insurance salesmen who are genetically engineered, all over the world! Could there be a worse fate?? Now's your chance to show you're not as klutzy as everyone says you are as you get ready for an alien more hideous than your great Aunt Hildegard! You must head for the jungle planet Labion as your stumble around trying to find Vohaul's asteroid fortress. Can you stand such adventure, so many suspenseful moments? Moreover, can you stand all this silliness??
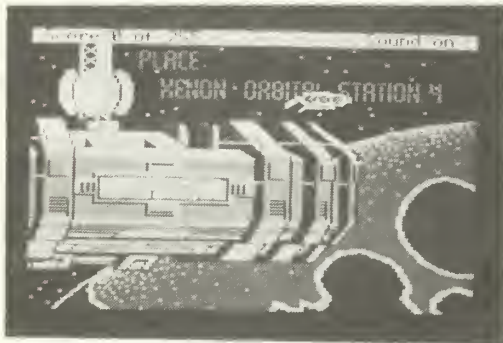
Wit and Terrific Graphics

This game packs more wittiness than its' predessessor, and is tremendously entertaining too. The graphics are up to Sierra's typical excellence with the Macintosh particularly adaptable to the game. The pull-down menus for your commands, mouse which can move Roger around, etc., make it pretty easy...even for first-time adventure gamers. This 3-D animated adventure is a real winner, packed with entertaining moments which will have you chuckling throughout all the silliness! (reviewed on Macintosh; requires double-sided disk drive; game is in color on Macintosh II; also available for IBM; coming for Amiga, Atari ST, Apple IIGS.) Recommended (MSR $49.95)
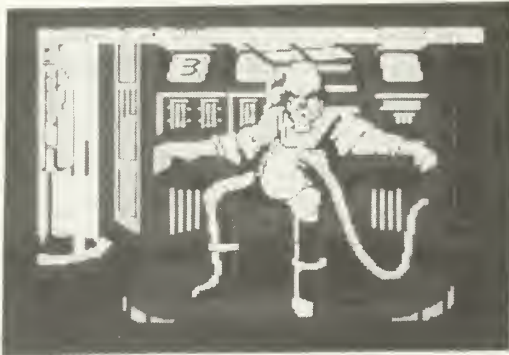
POLICE QUEST: IN PURSUIT OF THE DEATH ANGEL (★★★★/★★★★) is another _Sierra_ 3-D animated adventure delight to make its' way to the Macintosh. Here you'll take the role of a small-town police officer dealing with the day-to-day problems of handing out tickets, attending briefings, bantering with the other cops in the locker room, and more. This is a factual account as told by ex-police officer Jim Walls with 15 years on the police force! As street cop Sonny Bonds, dealing from day to day, you may be asked to "go undercover" in an assignment to infiltrate the "Death Angel's" gang...that is, if you're a good cop. There's a growing problem of drug traffic in this town where low-crime has always been the case in the past. You must carefully follow police procedure as outlined in the manual – after all, this isn't _Miami Vice!_

Entertaining and Educational

We really enjoyed this game when it was introduced for IBM and continue to find the game extremely strong as it is translated. With its' eye for detail and accuracy, not only are you getting an entertaining adventure in police work, but you're also in for a truly fascinating look at what police work is really about, not the "shoot-'em-up" _Dirty Harry_ variety! Obviously, the drug-related theme is extremely topical now as the nightly news is filled with that type of news and a realistic crime computer provides access access to vital information on the suspects. In additional there are over 100 city streets and 4 highways providing the background for leads and high speed pursuits. Again, the pull-down menus make it very easy to get around in the program. With multiple solutions, strong graphics, and a game which should spark some thoughtful discussions, this is a great addition to any family's library. (reviewed on Macintosh; requires double-sided disk drive; game is in color on Macintosh II; also available for IBM; coming for Amiga, Atari ST, Apple IIGS) Recommended (MSR $49.95)
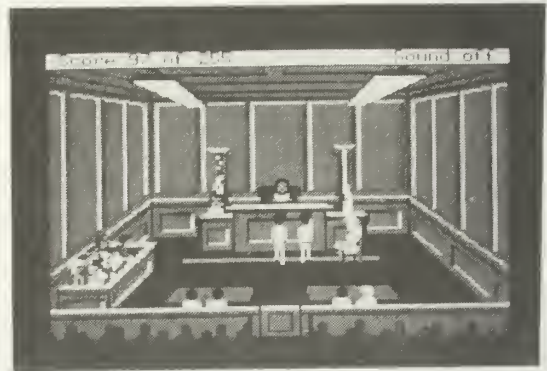
Sierra Supports Macintosh II

Anyone who owns a Macintosh II need not worry about purchasing a Sierra 3-D animated adventure (two are reviewed in this issue), as the same disk which works on other Macintosh's has the color graphics capability built-in. Upon booting, the disk looks to see if it's being run on a Macintosh II and, if so, comes up in color. In addition to the _King's Quest_ series, _Space Quest_ series, _Leisure Suit Larry_, _Mixed-Up Mother Goose_, and _Police Quest_, an enhanced version of _Black Cauldron_ is currently being designed to further improve graphics for the color Macintosh.

COMMODORE 64/128 Software

TOWER TOPPLER (★★1/2/★★1/2) is a cute action/arcade-style game from *U.S. Gold*, distributed by *Epyx*. There are eight mysterious, rotating towers which have risen from the ocean floor on the planet Nebulus. Surrounded by a toxic sea, you as the senior operative for Destructo, Inc., must topple them back into the murky depths. Once your sub drops you off at the first tower, you must scale elevators, work through doorways, all as the tower rotates. As you attempt to scale the slippery walls, there are all sorts of mutant molecules, boulders, ledges which disintegrate, and more destructive things. In addition, you're racing against the clock...there are only minutes to reach the top. You're only armed with a snowball gun which work against some of the enemies. Others you must carefully avoid as they are indestructible. Once you topple one tower, it's on to the next as you attempt to work your way through all eight.

Cute Game

Nothing involved here, just some cute and quick action which should be enjoyed, especially by the age group including teens. The graphics are nice, with our fellow from Destructo Inc., a cute little guy. (one player; joystick required; reviewed on C64; coming for Apple II, MS-DOS, Atari ST, Amiga)
(MSR $39.95)

OCEAN RANGER (★★★1/2/★★★1/2) puts you in charge of a next generation missile ship, Ocean Ranger, in one of four of the major military "hot spots" of the world. This simulation from *Activision* allows you to move up the ranks from basic training to regular forces, including


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TOP SECRET
U. S. S.  OCEAN RANGER PERSONNEL DOCKET

LIEUTENANT  Put  YOUR  Name  Here ! ! !
ACTIVE DUTY              0  PTS    0  YRS
        BASIC TRAINING DUTY
            REALISTIC WAR GAMES
            AGAINST MOVING TARGETS
        BERING SEA TOUR OF DUTY
            PROTECTION OF AMERICA'S
            NORTHERN FRONTIER
MOVE POINTER - PRESS FIRE TO SELECT


[DELETE] [THEATER] [LEVEL] [CAPTAIN] [BRIEFING]
```

covert CIA activities, and finally to elite National Security Council assignments. As you begin you'll use the Personnel docket where there's a current "active duty" officer status report. You can either enter a new name or reactivate a captain which you've saved from an earlier encounter. Once that's done you must choose a duty assignment and theater of operation. The assignment details are levels of skill, and the four areas of operation are in graduated difficulty with the Bering Sea assignment the easiest, the Persian Gulf the toughest. You'll need to go to a briefing session where the top secret information you need will be given to you via a "slide show." Then you must move on to correctly provision your ship with its' arsenal as well as fuel. Now you are ready to head off for your assignment. You will take control from the bridge as you view the action in any of the four directions. Crew members are automatically given their assignments so you can keep track of them, as well as any problems via the computer "maintenance crew" key. In addition, there are various navigation aid charts from a full-screen chart showing land areas, ship's position, etc., to the coordinate chart. Within your mission you will engage in battle with planes, submarines, mines, destroyers, and more, as your arsenal includes 76mm cannons,

Sea Sparrow and Harpoon missiles, depth charges, Chaff, and an ECM Radar Jammer.

Good Tactical Simulation

This is a fine tactical simulation with plenty of action as you enter the areas of conflict. The opening sequences in which you are in the briefing room getting your orders via a slide show, are quite dazzling graphically. There's lots of attention to detail, not only in the gameplay but in the graphics as well. You should garner several hours of enjoyment from this one. (one player; joystick required; reviewed on C64; coming for MS-DOS)
Recommended (MSR $34.95)

4 X 4 OFF-ROAD RACING (★★★★/★★★★) is another beauty from *Epyx* as you enter the world of off-road racing where the terrain is anything but predictable. You have your choice of four terrains – Baja which is 1000 miles of rough and tough desert, dried lake beds, and more; Death Valley which is HOT desert terrain; Georgia where some of the slimiest mud anywhere will do its' best to bog you down; and Michigan where there's snow, ice, mud, and all the unprectability of a Northern winter. There are four levels of skill and four different types of basic trucks to use, each one rated in different areas such as power, endurance, weight, fuel capacity, etc., all important based on which terrain you've chosen. Once you've bought your basic rig, you must equip and customize it. Head into the auto-parts shop and carefully pick the right parts to aid you in the terrain you've chosen. Then it's on to the customizing shop where you can pick up those special tires, extra fuel tank, etc. The Auto Mart will have some other items that will come in very handy as you can pick-up extra oil, coolant, battery, a map, flashlight, and more. Then it's on to the race. As you attempt to pass the others ahead, keep an eye out on your dashboard which will give you clues to any engine parts in trouble, damages, low fuel, etc. There are checkpoints throughout the race which you can pull into to make repairs; however, can you spare the time? Then it's back on the bumpy, icy, muddy track as you attempt to stay upright and win the race!

A Racer's Delight

There's loads of action for any racing fan as you bump, spin, bounce, topple, and more in your off-road vehicle. The graphics throughout are spectacular as the details are just terrific. We also found all the strategy at the beginning as we walked from store to store outfitting our rig gave it added dimension...you don't just race and race 'til you're bleary. Lots of action, lots of strategy, and lots of fun! (one player; joystick required; reviewed on C64; also available for IBM)
Recommended (MSR $39.95)

Commissioner's Disk Ships

Electronic Arts has just shipped the Commissioner's Disk for IBM and compatibles. This disk is designed for use with the very popular Earl Weaver Baseball and provides players with all sorts of tools to manage a major league team. With the disk, you can review all the available draft picks, hire free agents, run drafts, update player and team files, as well as print them. You can trade up to five players at a time as you operate an entire league. You can also print and customize league schedules. You can easily edit stats for the players, change the players' eligibility status and print stat cards for individual players and teams. In addition, there's a Ball Park Editor included with allows you to design your own ballpark or redesign the classics that are already out there. You can change the capacity of the stands or even the wind conditions. The suggested retail is $19.95

MS-DOS COMPATIBLE

LOCK-ON (★★1/2/★★1/2) is a home conversion of _Data East's_ own combat flight simulation of the same name. The player is in control of a fighter plane in a combat mission to demolish as many enemy aircraft as possible, using the fighter plane's guns and its tracking "Lock-On" missiles. Of course, the enemy planes fire on the player's aircraft as well, and there are also missiles, including heat-seekers, out to abort the player's mission. Maneuvering the fighter plane is a straightforward matter of manipulating the joystick or using directional keys on the keypad, because LOCK-ON does not require the complex sets of controls typical of a true computer flight simulator. The only unusual control is the ability to make the fighter hover, although this cannot be done for a long period of time because of engine overheating. (You will probably find, as we did, that this game is much easier to control with a joystick than with the keyboard.) Basically, LOCK-ON is a simple shooting game augmented with the ability to launch tracking missiles and the window dressing of a flight simulator. In between waves of enemy planes, there are tunnels to subsequent stages, and bonus points are awarded for accurate flying in the tunnels. Players who are looking for the complexity of a true flight simulator are likely to be disappointed, and even the arcade-oriented players are in for a fairly repetitive shooting game. We just couldn't get excited about this one. And there was one minor point that we found annoying: the designers have not provided a way to exit the demo and move into the actual game without rebooting the entire system. To give a bit of credit where it is due, however, we were happy to see Data East run actual screen shots of the IBM EGA version of this game on the box, rather than the arcade shoots they have typically used for other computer games in the past. (Solo play; Joystick or keyboard; Pause; 256K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/compatibles version reviewed; also available for Atari ST at $44.95. Not recommended. (MSR $39.95)

IKARI WARRIORS (★★★/★★★) is a new version of the classic arcade game of guerilla warfare. Licensed from SNK, the home version for IBM, Tandy and compatibles is from Data East and follows the original coin-op action very closely. IKARI WARRIORS can be played by one person against the computer or as a two-player cooperative effort. (If you play with a friend, only one of you can use a joystick, while the other must control a character from the keyboard.) The action scrolls vertically as your commando character runs into enemy territory and plenty of enemy resistance. The fighter's initial weapons are a machine gun (limited bullets) and some hand grenades. As your character fights his way more deeply into enemy terrain, additional ammunition can be found, along with new weapons, including rocket launchers and tanks. The action is fast and challenging, the scrolling smooth, and the graphics fairly detailed, even in CGA mode. Data East has done a good job translating this arcade hit to IBM format, and it comes off better on this system than some other arcade translations for IBM that we've seen. (Solo or 2-player cooperative action; Joystick and/or keyboard; Pause; 256K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/ compatibles version reviewed. Also available for Apple II and from SNK for Nintendo Entertainment System; for Commodore 64/128 at $29.95 Recommended. (MSR $39.95)

KARNOV (★★★1/2/★★★1/2) is a new arcade translation for IBM and compatibles from _Data East_, and the designers have done a fine job of capturing the look and feel of the coin-op. The hero of the game, Jinborov Karnovski, is a former Russian circus strongman with a unique talent for shooting fireballs, and his job in the game is to recover the lost Treasure of Babylon for his village. It seems that the evil dragon, Ryu, and his demonic cohorts have made off with the treasure, and it's up to Karnov to get it back. His trek through the horizontally scrolling countryside is fraught with danger and some of the most fantastic monsters you're likely to encounter in a computer action-adventure. Karnov must outmaneuver the dragon's minions, using his endless supply of fireballs and a variety of special items that he can find throughout the countryside, including super jumping boots, ladders, bombs, wings, and others. After our disappointment with the sluggish Commodore 64/128 version of KARNOV, we were happy to find that the IBM version is lively, well animated, and lots of fun to play. By the way, we recommend that you play this one with a joystick if possible. Although keyboard control is possible, it's not nearly as quick and easy to manage with the keyboard. (Solo play; Joystick or keyboard; Pause; 512K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/compatibles version reviewed. Also available for Nintendo Entertainment System; for Commodore 64/128 at $29.95. Coming for Atari ST at $44.95. Recommended. (MSR $39.95)

EMPIRE by Interstel Now Available for IBM

One of the most popular of all computer strategy games is now available in a new version for IBM/Tandy and compatibles (MSR $49.95) from Interstel (distributed by Electronic Arts). The program, supplied on both 5.25-inch and 3.5-inch disks, requires 512K RAM and CGA or EGA, and it supports mouse control. EMPIRE is a strategic simulation of global conflict and empire building among two or three opposing forces in a fictional setting. The program allows one to three human or computer-controlled opponents with multiple levels of difficulty and battle records maintained on each player.

Updates from MicroIllusions

MicroIllusions has a host of projects in the works for release over the next few months. FAERY TALE ADVENTURE and FIREPOWER are each coming in three new versions: Commodore 64/128, MS-DOS and Macintosh. A Macintosh version of the text adventure, ROMANTIC ENCOUNTERS, is also coming soon. There are also four games in development using the classic Hanna-Barbera cartoon characters: SCOOBY DOO (MS-DOS, Apple IIGS), JETSONS (Macintosh II, Amiga), FLINTSTONES (MS-DOS, C64/128, Apple IIGS), and JOHNNY QUEST (MS-DOS, C64/128). The first of the Hanna-Barbera games are expected shortly before Christmas, with the balance due in the early part of 1989. According to the company, all of the Hanna-Barbera titles will feature accurate graphics and sounds from the original cartoon series.

Accolade Signs Jack Nicklaus for Three-Year Association

Accolade and Jack Nicklaus Productions have signed an agreement for a three-year association to Produce home computer golf simulations. The first will be JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF, a program for IBM/compatibles, Commodore 64/128, Apple IIGS and Amiga to be based on Nicklaus' recently released videotape from the ABC Sports Video Library. The computer program, scheduled for pre-Christmas release, will feature Nicklaus' favorite 18 holes of championship golf plus two additional Nicklaus-designed courses not seen in the videotape. The program will allow players to try their skills against a computerized Jack Nicklaus or a variety of other opponents.

COMMODORE 64/128 Software

ADVANCED DUNGEONS & DRAGONS: POOL OF RADI-ANCE (★★★1/2/★★★★) is the first product in the eagerly awaited series of games that will result from the collaboration of *Strategic Simulations, Inc. with TSR, Inc.*—the producer of the ADVANCED DUNGEONS & DRAGONS (AD&D) fantasy role-playing system.

POOL OF RADI-ANCE, distributed in North America by Electronic Arts under its Affiliated Label program, is a game of mammoth proportions which is set in the magical world known as the Forgotten Realms. The story of POOL OF RADI-ANCE is based on the RUINS OF ADVEN-TURE scenario writ-

ten by TSR, and the game allows the player to assemble and control a party of up to eight characters on a quest to rid the city of Phlan from evil forces. Monsters, items and spells are taken from the AD&D Monster Manuals, Dungeon Masters Guide and Players Handbook. Character races, classes and alignments also adhere to AD&D standards, creating an immediately familiar playing environment for fans of the AD&D system. As a computer realization of the AD&D style of fantasy role-playing, POOL OF RADIANCE offers first-person travel through a city and wilderness in 3-D perspective, individual animated portraits of monsters and player characters, self-mapping, and a choice of player-controlled tactical [combat or computer-controlled quick combat complete with animated fighting scenes more realistic than is typical for games of this type. Typical of SSI games, documentation is detailed and lengthy, but with a wealth of hints and clues. (A separate book of clues and maps is scheduled for October availability.) This is not the game for any player not prepared to devote many hours to its exploration—and even to preparation for play. (There are eight disk sides, which SSI advises the player to copy onto playing disks to preserve the originals.) However, for those who relish the complexity of this kind of gaming, POOL OF RADIANCE is a rich experience with all the combat, magic, problem-solving and exploration to be desired. (Solo play; Joystick & Keyboard; Blank disks required.) Commodore 64/128 version reviewed. Coming soon for IBM/compatibles, Apple II at $44.95.
Recommended. (MSR $39.95)

Hawaiian Sweepstakes Announced by IntelliCreations

IntelliCreations recently announced a promotion for its computer game, THE HUNT FOR RED OCTOBER, which is available on the company's Datasoft label. Three round-trip vacations for two~ to Hawaii will be awarded during the Hawaiian Sweepstakes, which runs from September 15, 1988 to February 28, 1989. Entry forms are available inside HUNT FOR RED OCTOBER packages, from special displays at participating computer software dealers, and directly from Datasoft. (No purchase is required.) The vacation package includes round-trip airfare to Kona, Hawaii, accommodations at the Hotel King Kamehameha, rental car, and a half-day tour of a fully operational submarine.

ATARI ST Software

SINBAD AND THE THRONE OF THE FALCON (★★★★/★★★1/2) is finally available from *Cinemaware* for the Atari ST, and this "interactive movie" is every bit as dazzling as it was { in the original Amiga version. The hero of the game and the player's on-screen alter ego is the legendary Sinbad, who has returned to his home of Damaron at the urgent request of the Princess Sylphani. Her father, the Caliph, has fallen prey to a conjurer's spell and been transformed into a falcon. As Sinbad, the player's task is to learn the secret needed to save the Caliph before he is forever trapped in his current falcon form, protect the princess, and keep the armies of the evil Black Prince from taking over Damaron.

Complex and Challenging

The game, although easy enough to learn, is complex, multifaceted, challenging, and never quite the same when replayed. SINBAD is a role-playing adventure: help Sinbad find the secret of the Caliph's transformation. It's a game of exploration by land and sea, with crucial meetings with key characters. It is also a whole series of arcade-style action games, from shooting down the Black Prince's spy birds to navigating dangerous reefs, from sword-fighting duels to escapes from earthquakes. And threaded through all of this is a strategic wargame that pits the Caliph's forces against those of the Black Prince. There's quite a lot going on in the game, and Sinbad has to attempt to stay on top of all of it, even when it seems that everything is happening at once. It's a very large game in scope, taking up three disks (referred to as reels in Cinemaware's movie-oriented parlance). Because of the game's size, the designers recommend one Megabyte of RAM, which allows most of the game to be loaded into RAM. The second-best setup (with less than one Megabyte) is to have two disk drives. Be warned that playing this game on a standard 520 ST with a single disk drive requires a tremendous amount of very frequent disk-swapping, which can detract from the player's enjoyment of the game. SINBAD is a very beautifully drawn game with great music (it even keeps playing during disk swaps—how do they do that?) and plenty of very enjoyable action and strategy gaming. (Solo play; Joystick.) Atari ST version reviewed; also available for Amiga.
Recommended. (MSR $49.95)

Two New Titles from Psygnosis

Psygnosis recently announced two new game titles scheduled for release this month in versions for Atari ST and Commodore Amiga. MENACE, an arcade-style game, will be released under Psygnosis's new Psyclapse label. The game is described as an action-packed journey through six very different worlds where lightning-fast reflexes and furious fire-button action are your only hopes for survival. Your mission is to destroy the planet Draconia, an unnatural world formed over many centuries by six of the most feared rulers that have ever existed. The second new title from Psygnosis is their first adventure, CHRONO-QUEST, a multi-disk epic created by the French development house, Infomedia. The story casts the player as the chief suspect in a murder, complicated by the fact that the murder victim is the suspect's father. The player's task is to find dear old dad's time machine and learn to use it to move into the future, where the real murderer has escaped. An IBM version of CHRONO-QUEST is in development for future release.

MULTI-SYSTEM Software

A QUESTION OF SCRUPLES (★★★/★★★) is a computer adaptation of the Milton Bradley boardgame. The electronic version of this lively game of moral dilemmas was created by Virgin Games of Great Britain, released under the trademark of *Leisure Genius,* and distributed in North America by *Electronic Arts*. Playing with as few as one or as many as ten human players, the game has you set up a personality profile, rating yourself on qualities such as personal and professional integrity, greed, shyness, family and partner relations, and others. Each of the available 64 computer characters also has a distinctive personality profile. All players are dealt a number of "dilemma" cards and a single "answer" card: "yes," "no" or "depends." The object of the game is to be the first to get rid of all your dilemma cards, which is accomplished by figuring out which other player is likely to answer a particular dilemma question on one of your cards in a way that matches the answer card you hold currently. This means staying on your toes and doing your best to read the personalities of the other players. It's quite fascinating played by yourself against two or more computer players, but SCRUPLES can be even more fun when a few more humans enter into the competition. The interactions and reactions of players to the dilemmas are revealing and provocative, tending to foster some lively discussions and challenges to certain answers. Try this one out at a party or family gathering as a guaranteed ice-breaker. A note to the publishers: the instruction manual explains the game well enough, but it should have been better edited to remove several very obvious errors. (3 to 10 human and/or computer players; Keyboard; Joystick option in C64/128 version.) Apple II and Commodore 64/128 versions reviewed. Also available for Atari ST.
Recommended. (MSR $39.95)

DUNGEON MASTERS ASSISTANT VOLUME I: ENCOUN-TERS is part of the line of products beginning to appear as a result of the association between software developer Strategic Simulations, Inc. and TSR, Inc., developers of the well-known Advanced Dungeons & Dragons (AD&D) fantasy role-playing system. DUNGEON MASTERS ASSISTANT is not a game, but rather the first AD&D utility program. It is meant to be used by Dungeon Masters (DM's) to cut game preparation time in generating encounters for AD&D campaigns. The pro{gram's large database includes over 1000 encounters and more than 1300 monsters and characters, including all monsters from the AD&D Monster Manuals I and II. Existing data in the program can be used as is, modified, or added to by DM's. Results can be printed or stored on disk for recall during a game. The program also simplifies the DM's bookkeeping chores by keeping track of treasure, spells, experience points, armor and weapons. For anyone who enjoys playing the classic AD&D games, this program is a must because it lets you get down to the point of actually playing the game much sooner. (Available now for Apple II; coming soon for Commodore 64/128, IBM/compatibles; Not copy-protected.)
Recommended. (MSR $29.95)

Two More Versions of BUBBLE GHOST Released by Accolade

Just at presstime, we received copies of two new versions of Accolade's BUBBLE GHOST. The latest versions are for IBM PC/Tandy (256K, CGA/EGA) and Amiga.

APPLE II Software

DEMON'S WINTER (★★★1/2/★★★1/2) is a new fantasy role-playing adventure from *Strategic Simulations*, and it was designed by Craig Roth and David Stark, who were also responsible for "Shard of Spring." In fact, the initial territory you'll explore in DEMON'S WINTER is similar to that of "Shard of Spring," although the action in this new story takes place some 5000 years later than the first game. And the scope of DEMON'S WINTER is much larger and more complex. The story begins near the remains of Ildryn, a village laid waste by a band of Kobolds led by goblins. The player controls a five-member adventuring party, each member individually created from a wealth of choices, including race, class, traits, and various skills including magic. The adventurers' first task is dealing with the Kobolds, but they soon learn of the threat of the evil demon Malifon. Even though he is trapped in a volcano, his power is so great that he is able to cast a spell of icy winter over the land and turn the oceans to crimson blood. The ultimate goal of the quest is to search for the spells needed to trap Malifon permanently and release the frigid grip of his spells over the land of Ymros and beyond. The search takes the party through towns and wilderness, over vast seas and into deep, dark dungeons full of traps. As in all such fantasy games, combat is a key element. In DEMON'S WINTER, combat offers many options, depending upon the weapons skill of the adventuring characters. (Karate and Kung Fu are among the many possibilities.) Those who enjoy a deep and complex fantasy role-playing game will find this one enjoyable and reasonably priced. (Solo play; Keyboard; Blank disks required.) Apple II version reviewed. Coming soon for Commodore 64/128.
Recommended. (MSR $29.95)

DIVE BOMBER (★★★/★★★), a flight simulation and combat game from *U.S. Gold* and distributed by *Epyx*, has been converted for Apple II owners. It's a semi-factual re-creation of the 1941 mission to sink the German battleship, the Bismarck. This heavily secret mission sends the torpedo bomber, Avenger, to a waiting aircraft carrier, Ark Royal, where you must take-off from to sink the Bismarck before dawn. You must practice take-offs, landings and torpedo runs before you enter actual combat duty. Make sure you are fully prepared as there's only one run at the Bismarck! There are four screen views: pilot's screen, engineer's screen, navigator's screen, and tail-gunner's screen. During your combat run there are enemy aircraft to shoot down, intelligence reports to be monitored, minefields, etc. The navigator's screen consists of four views which allow the pilot to create flight plans and monitor reports of enemy locations. In this simulation, you'll have to work hard to be successful! (one player; joystick required; Apple II version reviewed, also available for Atari ST; coming for Amiga, MS-DOS, C64)
(MSR $39.95)

CORRUPTION from Rainbird and Magnetic Scrolls

Rainbird will soon release a new game of illustrated interactive fiction written by Magnetic Scrolls (well known for "The Pawn"). CORRUPTION is billed as a game of power, profit, double-dealing and deceit in which the player becomes the victim of a frame-up as the chief suspect in an insider trading scandal. Versions of CORRUPTION are planned for IBM/compatibles, Macintosh, Apple II, Commodore 64/128, Amiga and Atari ST.

THE VIDEO GAME UPDATE

NINTENDO Software

BASES LOADED (★★★★/★★★) has been an eagerly awaited title from *Jaleco* as it features, in addition to the ever-popular game of baseball, also "real voices and sounds." The game features both a 2-player version and the "pennant" mode, a 132 game series against the computer. If you win 80 games, there'll be a special celebration in your
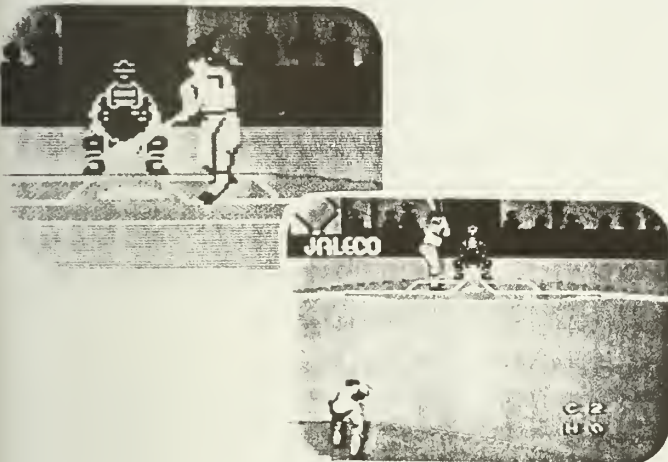
honor. The program features a password system which keeps track of your wins and losses against the computer. In both versions there are twelve teams to choose from. The starting line-up for the teams is pre-determined by the computer, except for the pitcher. You choose that man from a group of 12 pitchers which have their ERA's listed.

Play Ball

As pitcher, you have a choice of pitches to make. By careful movement of the control pad, you can choose a fast, medium, or slow pitch. In addition, you can choose the location of the pitch, from low outside to high inside; however, you cannot choose curves and such. When you're batting, there are also a number of choices via the control pad. Swing high, swing low and into the pitch, step away from the pitch; or choose to bunt. When fielding, you control all the players, but only one at a time. Whichever player is closest to the ball is the one you control. When your fielder gets ready to throw the ball into a base, the control pad will direct which base the ball is thrown to. You can bring in a pitcher from the bullpen at any time, as well as bringing in a pinch hitter. When pitching, you can make a quick move and pick a runner off base. While the computer will automatically advance a runner if the batter has hit the ball, you manually advance the runner(s) in any other situation, or if you wish to take additional bases.

Graphics and Sound Superb

Graphically, this game has it all over the original Nintendo *Baseball*. The players are large and very well-defined (reminiscent of Coleco's

and Atari's baseballs for their game ColecoVision and Atari 5200 respectively), and there are several views which give you a true sense of what's going on. Initially it's the close-up confrontation of the batter and pitcher (a small diamond diagram is always in the left-hand corner to keep track of runners). Then it's a great overhead view of the portion of the field where the action is. The ump announces all the balls and strikes, as well as when you're out in clear, easily understandable voice. You'll get a kick out of the antics when there's a homerun. The big "diamondvision" screen shows the pitcher in his anger, as the runner makes his triumphant run around the bases, being greeted by his teammates as he crosses home plate. By the way, watch out for the pitcher who "beans" a batter...the benches may clear on to the field for a real melee! The choice of swings in this game is something you don't have in the original Nintendo Baseball, and there are more pitching choices. We do have one complaint, however. In Nintendo's Baseball we complained about the lack of control of the fielders. While this game indicates you have control (and, in fact, you can definitely move them around giving the sense you are in complete control), we accidently discovered something. Our eyes left the screen due to a distraction as the ball was being hit to the outfield. We found the outfielder doing a fine job of nabbing the ball without our help! We then tried the same experiment a few more times with virtually the same result over 90% of the time! Very seldom did we have to exert any energy moving a man under the ball. Of course, the fielder would not throw the ball without our direction, but we were disappointed with the lack of concentration we could exert in the field. (one player; two-player simultaneous)
(MSR $44.95)

LIFE FORCE (★★★★/★★★★) is the latest from *Konami*, a company which has been very consistent in graphics and gameplay. This sequel to Gradius is no different as there are spectacular graphics, more choice of weapons than the original as well as extremely challenging gameplay. Yes, you've saved the people of Gradius from the Bacterions. But now there's an even deadlier enemy as you fight against Zelos, an all-engulfing, planet-eating alien who will swallow galaxies with a single gulp. You must enter the terror-zones which include awesome perils. Before you even reach Cell Stage 1, you must shoot your way through an area filled with enemy craft and red power pods. The first stage is where you'll find the dreaded death hand which will sway and move, doing its' best to grab you out of the sky. But that's not all as the walls of this area fill in as you fly through...touch the wall and you've lost your ship. There's the volcanic stage where molten lava spits out at you. Then there's the scorching fire creatures in the Prominence Stage. Needless to say, you've got your work cut-out for you.

Dazzling Graphics and Wild Gameplay

Typical of Konami excellence, this one does not disappoint as the various stages offer one gorgeous graphic stage after another. Colorful, crisp, and detailed, you'll feel as though you're in an arcade. The gameplay is not for the timid as it's a rip-roaring adventure of lightening-fast response and quick timing. Shooting all the way as you maneuver around enemies you can't kill, this one definitely gets the "numb thumb" award. By the way, in the two-player mode, you will be joined by a second ship as the two of you work cooperatively shooting down the enemy. This one is loads of fun for any action lover out there. (one player; two-player simultaneous in cooperative mode; continue feature)
Recommended (MSR $39.95)

SEGA Software

WONDER BOY IN MONSTER LAND (★★★/★★★1/2) is the light-hearted and easy-to-learn sequel to _Sega's_ "Wonder Boy." In the sequel, the little boy Tom-Tom is a nearly-grown adolescent, but the people of Wonder Land remember his feats in conquering the evil King. Now danger threatens again as a ferocious, fire-breathing dragon has turned Wonder Land into Monster Land, and Wonder Boy sets off on a 12-round quest to rid the country of demons and monsters.

Starts Easily

The game starts easily, unlike many Sega action-adventures. (We actually made it through the initial stage on our first try.) Of course, it doesn't stay easy for very long, but at least we didn't get overly frustrated right at the beginning! Wonder Boy walks, climbs, swims and flies in this one. He starts with nothing to help him but a sword and a life potion, but there is much to be found or bought along the way. There are many locations in the game that can be entered for a rest or the opportunity to purchase something—sometimes even a helpful hint. We enjoyed WONDER BOY IN MONSTER LAND as much as we did the first game—although we missed that skateboard from his first adventure. If you liked the original WONDER BOY, be sure to add his adventure in Monster Land to your collection. (Solo play; Pause.) Available for Sega Master System only.
MSR approx. $40-45

Late News Flash from Vic Tokai

Just as we were about to go to press with this issue, we learned that Vic Tokai has acquired the rights to market the Nintendo version of the classic arcade game, BUMP'N JUMP (MSR approximately $35). The game is expected to be available just in time for Christmas gift-giving.

New Publication Dates

Computer Entertainer publication dates have changed for the balance of the year. Dates the issues will be mailed are:

<div align="center">

October 15

November 21

December 19

</div>

Our December issue will feature the publication dates for 1989.

In The Arcades

SNK has released P.O.W. (Prisoners of War), a dedicated, 2-player, simultaneous game which lets the player use a number of moves to overcome the enemy. Besides kicking and punching, players can steal the knives and guns from the enemis and use them to fight.

Dive Bomber Promotion

Epyx has announced a Dive Bomber Sweepstakes (review of the game in this issue) where you can win an Avirex WWII leather flight jacket and silk aviator scarf! Mail in the entry form found in the Dive Bomber boxes. Promotion ends March 31, 1989.

SNEAK PREVIEW
NINTENDO Software

MICKEY MOUSECAPADE (★★★1/2/★★★) is a charming action-adventure scheduled to be available from _Capcom_ next month. Licensed from Walt Disney Co. and Hudson Soft of Japan, the game stars two of everyone's favorite cartoon characters, Mickey and Minnie Mouse, in a fast-paced adventure in search of their mystery friend. The game's action takes place over five settings: the Fun House, by the Ocean, in the Woods, on the Pirate Ship, and in the Castle. The full adventure begins in the Fun House, but it's also possible to select the other scenes to play for variety. Mickey takes the lead with Minnie following him closely. In the Fun~ House, they encounter lots of enemies who try to keep them from getting their shooting stars and the wizard's key to the next level. Some of the enemies will look familiar to Disney fans, such as the bewitched brooms that look like the ones from the Sorceror's Apprentice segment of Fantasia. And there is even a crow that sometimes appears to kidnap Minnie away from Mickey. (He must find her because they must complete the adventure together.)

Appealing to Youngsters

The other game stages are full of equally varied characters and plenty of pitfalls. Typical of action-adventures in general, this one becomes progressively more difficult as you play. However, the overall difficulty level is somewhat easier than the usual action-adventure, making MICKEY MOUSECAPADE playable for the youngsters to whom it will be very appealing. Older players, especially Disney cartoon fans, will enjoy it as well because it's not so easy to play that it is without challenges. And we must comment that Capcom has done a better job on their instruction booklet this time than they have with several of their earlier games. The only thing missing is some sort of readout that explains the symbols and scoring that appear across the top of the screen. Overall, MICKEY MOUSECAPADE is a cute and charming game. (Solo play; Pause.) Available for Nintendo Entertainment System only.
Recommended. (MSR approx. $40)

Atari 7800 Games: Higher Prices

Owners of the Atari 7800, accustomed to a $20-$25 typical price range for their new games from Atari, may be surprised to see much higher price tags on some new releases. In keeping with the upward trend of prices for Nintendo and Sega games, two of Atari's newest for the 7800, SUMMER GAMES and WINTER GAMES will probably sell for about double the price of the earlier releases for that system. Our information is based on reports from retailers carrying the 7800 line who report a wholesale cost on these titles which is considerably higher than the manufacturer's suggested retail price of the previous 7800 games. If the higher prices continue for additional new 7800 releases, this would negate the previous Atari price advantage over Nintendo and Sega games.

King of Chicago (CIN)
Land of Legends (MI)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Monopoly (VIR)
Napoleon in Russia (DS)
Pirates (MIC)
Power at Sea (ACO)
Rubicon Alliance (DS)
Sarge (CAP)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sorceror Land (DS)
Sporting News Baseball (EPY)
Star Empire (FR)
Star Fleet II (INS)
Stocker (CAP)
Strweet Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Train, The (ACO)
Trials of Honor (EPY)
Uninvited (MIN)
Visions of Aftermath (MIN)
Wizard Wars (PAR)
FOURTH QUARTER
Alcon (TAI)
Battleship (EPY)
Bubble Bobble (TAI)
Carrier Command (RAI)
Chrono-Quest (PSY)
Gladiator (TAI)
Guerilla Wars (DE)
Jack Nicklaus Golf (ACO)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
PT-109 (SPE)
Qix (TAI)
Renegade (TAI)
Swcruples (VIR)
Sky Shark (TAI)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)
FIRST QUARTER '89
Battle Chess (IP)
Legend of Blacksilver (EPY)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
T.K.O. (ACO)

INTELLIVISION
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
THIRD QUARTER
Karat}eka (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
SEPTEMBER
Pete Rose Baseball (ABS)
Tomcat F-14 Simulator (ABS)
OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
THIRD QUARTER
Dark Chambers (AT)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)

ATARI 7800
AUGUST
x-Desert Falcon (AT)
x-Summer Games (AT)
x-Winter Games (AT)
SEPTEMBER
Super Huey (AT)
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)

Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Hat Trick (AT)
Impossible Mission (AT)
Super Baseball (AT)

ATARI XE
SEPTEMBER
Crime Busters (AT)
Mean 18 Golf (AT)
Summer Games (AT)
OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)
THIRD QUARTER
Ace of Aces (AT)
Choplifter (AT)
Commando (AT)
Crossbow (AT)
Crystal Castles (AT)
Desert Falcon (AT)
Eagle's Nest (AT)
Food Fight (AT)
Karateka (AT)
Mario Bros (AT)
Necromancer (AT)

NINTENDO
AUGUST
x-Bases Loaded (JAL)
L Trevino Fighting Golf (SNK)
x-Legendary Wings (CAP)
SEPTEMBER
Adventure Island (HS)
Battlefield Napoleron (BRO)
Bomberman (HS)
Cobra Command (DE)
Dr. Chaos (FCI)
Galaga (BAN)
Golgo 13 (VT)
Indiana Jones-Temple/Doom (MIN)
x-Life Force (KON)
Magmax (FCI)
Milon's Secret Castle (HS)
Pac-Man (TEN)
Seicross (FCI)
Super Mario Bros 2 (NIN)
Wheel of Fortune (GT)
Xevious (BAN)
OCTOBER
Bionic Commando (CAP)
Bubble Bobble (TAI)
Ghostbusters (ACT)
Jackal (KON)
Jeopardy (GT)
John Elway's Quarterback (TW)
Mickey Mousecapade (CAP)
1943 (CAP)
Racket Attack (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Simon's Quest (SUNa)
Skate Or Die (ULT)
Superman (KS)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
NOVEMBER
Guerilla Wars (SNK)
Operation Wolf (TAI)
Paperboy (MIN)
Rampage (DE)
Sky Shark (TAI)
Track & Field II (KON)
Ultima (FCI)
DECEMBER
Adventure of Link (NIN)
Blades of Steel (KON)
Blaster Master (SUN)
Dr. Jekyll & Mr. Hyde (BAN)
Legacy of the Wizard (BRO)
Robo-Cop (DE)
Street Fighter (CAP)
Tetris (TEN)
WWF WrestleMania (ACM)
Xenophobe (SUN)
FIRST QUARTER '89
Adventures of Lolo (HAL)
Air Fortress (HAL)
Airwolf (ACM)
Alcon (TAI)
Black Tiger (CAP)
California Games (MC)
Chester Field (VT)
Cycle Shooting (TAX)
Desert Tank Force (KS)
Empire City 1931 (ACM)
F-1 Grand Prix (DE)
Flying Dragon I (CB)
Flying Dragon II (CB)
Friday the 13th (LJN)

Guardian Legend (BRO)
Hydlide (FCI)
Joust (I1AL)
Ken (TAX)
Kid Kool (VT)
Magic of Scheherazade (CB)
Mappy-Land (TAX)
Marble Madness (MB)
Marvel's X-Men (LJN)
Millipede (HAL)
NFL Football (LJN)
Ninja Gaiden (TEC)
Platoon (SUN)
Predator (ACT)
Roller Ball (HAL)
Rastan (TAI)
Secret Warriors (KS)
720 (MIN)
Spy Vs. Spy II (KS)
Starship Hector (HS)
Super Chinese Hero (CB)
Terminator (SUN)
Terra Cresta (VT)
Tetris (TEN)
Titan Warrior (CAP)
Touchdown Fever (SNK)
Vegas Dream (HAL)
Who Killed Roger Rabbit (LJN)
Willow (CAP)
World Games (MB)
Zombie Master (ACT)

SEGA
AUGUST
Rapid Fire Control Stick (SEG)
Rapid Fire Adaptor (SEG)
x-Wonder Boy: Monster Land (SEG)
SEPTEMBER
x-Blade Eagle 3-D (SEG)
Kenseiden (SEG)
Miracle Warriors (SEG)
Monopoly (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Shinobi (SEG)
Spy Vs. Spy (SEG)
Thunder Blade (SEG)
OCTOBER
R-Type (SEG)
NOVEMBER
Double Dragon (SEG)
Poseiden Wars 3-D (SEG)
Rambo III (SEG)
Y's (SEG)
DECEMBER
A.L.F. (SEG)
FOURTH QUARTER
Cyborg Hunter (ACT)
Rampage (ACT)
Super River Raid (ACT)
FIRST QUARTER '89
California Games (SEG)

King's Quest (PB)
Out Run 3-D (SEG)
Reggie Jackson Baseball (SEG)
Summer Games (SEG)
Walter Payton Football (SEG)
Where/Carmen Sandiego (PB)
World Games (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed } nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

A Note About Your Mailing Label...

We get a lot of questions about Subscriber numbers, when a subscription is coming due, etc. Here's a quick read on how to decipher your mailing label, telling you everything you need to know! The label will look something like this—P059010026R947. The four digits following the P tell you when your subscription expires (in this case, May of 1990. The next five digits are your zip code. The last four digits (always including a letter, in this case R947) is your subscriber number. That number will always remain the same, unless your subscription has expired for more than one month (then, upon your renewal, a new number is assigned automatically by the computer).

ATARI XE/XL

AUGUST
x-Bismarck: N Sea Chase (DS)

ATARI ST

AUGUST
Alcon (TAI)
Arkanoid (TAI)
Bubble Bobble (TAI)
x-Global Commander (DS)
Heroes of the Lance (SSI)
x-Japan Scenery Disk (SUB)
x-Jet (SUB)
Master Ninja (PAR)
x-Sinbad/Throne Falcon (CIN)
x-Warlock (TS)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Chrono-Quest (PSY)
Menace (PSY)
x-SpaceCutter (RAI)
x-Virus (RAI)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Art & Film Director (EPY)
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Fire Zone (DS)
Fright Night (MD)
Gridiron (BS)
Harpoon (TS)
Ice Thrashers (EPY)
Karateka (BRO)
King of Chicago (CIN)
Lock On (DE)
Music Construction Set (EA)
Napoleon in Russia (DS)
Omega Run (MD)
Platoon (DE)
Rings of Triton (MD)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorceror Land (DS)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Technocop (USG)
Trials of Honor (EPY)
FOURTH QUARTER
Gladiator (TAI)
Operation Wolf (TAI)
Orbiter (SPE)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
RoboCop (DE)
Tetris (SPE)
Tower Toppler (USG)
FIRST QUARTER '89
Journey (INF)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
Zork Zero

COMMODORE 64/128

AUGUST
Captain Blood (MIN)
x-Decisive Battles/Civ War V2 (SSG)
x-Global Commaonder (DS)
Heroes of the Lance (SSI)
x-Navcom 6: Gulf Defense (COS)
Operation Wolf (TAI)
x-Pool of Radiance (SSI)
x-Scruples (VIR)
720 (MIN)
x-Where/Europe Is C Sandiego (BRO)
Wizard Wars (PAR)
ZorkQuest II (INF)
SEPTEMBER
Battles of Napoleon (SSI)
Beyond Dark Castle (TS)
Fast Break (ACO)
Gladiator (TAI)
Pharaoh's Revenge (PI)
Predator (ACT)
Prime Time (FR)
Qix (TAI)
Red Storm Rising (MIC)
SpaceCutter (RAI)
Virus (RAI)
OCTOBER
Fire Power (MI)
Rack 'Em (ACO)

Rampage (ACT)
Serve & Volley (ACO)
Steel Thunder (ACO)
Warlock (TS)
NOVEMBER
Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Johnny Quest (MI)
THIRD QUARTER
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battleship (EPY)
Bionic Commando (CAP)
Black Tiger (CAP)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Destroyer Escort (MIC)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
F-18 Hornet (ABS)
Faery Talae Adventure (MI)
Final Assault (EPY)
Fire Zone (DS)
x-4X4 Off-Road Racing (EPY)
4th & Inches Team Cons Disk (ACO)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Lock On (DE)
Main Event (GAM)
Moses #1 (FR)
Neuromancer (IP)
Old Scores (DS)
President Is Missing (COS)
Risk (VIR)
Rocket Ranger (CIN)
S.D.I. (CIN)
Sarge (Cap)
Sorceror Land (DS)
Space (ABS)
x-Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
x-Tower Toppler (USG)
Trojan (CAP)
x-U.S.S. Ocean Ranger (ACT)
Ultima V (ORI)
Zak McKracken (LF)
FOURTH QUARTER
Carrier Command (RAI)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
Mind-Roll (EPY)
PT-109 (SPE)
Robocop (DE)
Sky Shark (TAI)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Trials of Honor (EPY)
Univ Military Simulator (RAI)
Victory Road (DE)
Vigilante (DE)
FEBRUARY '89
BattleTech (INXF)
FIRST QUARTER '89
T.K.O. (ACO)

AMIGA

AUGUST
Bubble Bobble (TAI)
Captain Blood (MIN)
Cosmic Relief (INS)
First Expedition (INS)
Gauntlet (MIN)
Heroes of the Lance (SSI)
x-Questron II (SSI)
x-Rockford (ARC)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Chrono-Quest (PSY)
Honeymooners (FR)
Lords of Rising Sun (CIN)
Menace (PSY)
Prime Time (FR)
x-Space Cutter (RAI)

TV Sports Football (CIN)
Twilight Zone (FR)
Twilight's Ransom (PAR)
x-Virus (RAI)
OCTOBER
Warlock (TS)o
NOVEMBER
Balance of Power: 1990 (MIN)
Deja Vu II (IS)
Guardians of Infinity (PAR)
DECEMBER
Jetsons (MI)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Battle Chess (IP)
BattleDroidz (DS)
Battleship (EPY)
x-Bubble Ghost (ACO)
Craps Academy
Dive Bomber (USG)
Final Assault (EPY)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Cons Disk (ACO)
Global Commander (DS)
Gunship (MIC)
Harpoon (TS)
Ice Thrashers (EPY)
Land of Legends (MI)
Master Ninja (PAR)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Silent Service (MIC)
Star Wars (BRO)
Starglider II (RAI)
Street Sports Basketball (EPY)
Time Bandits (MD)
Tracers (MI)
Train, The (ACO)
Turbo (MI)
FOURTH QUARTER
Games: Summer Edition (EPY)
GATO (SPE)
Gladiator (TAI)
Jack Nicklaus Golf (ACO)
Operation Wolf (TAI)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
Sky Shark (TAI)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tetris (SPE)
Tower Toppler (USG)
Trials of Honor (EP{Y)
FIRST QUARTER '89
Journey (INF)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
T.K.O. (ACO)
Zork Zero (INF)

APPLE IIe/IIc

AUGUST
Arkanoid (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
x-Decisive Battles/Civ War V2 (SSG)
x-Demon's Winter (SSI)
x-Dungeon Master's Asst (SSI)
Graphics Companion II (DS)
Last Ninja, The (ACT)
x-Pharaoh's Revenge (PI)
Rampage (ACT)
x-Scruples (VIR)
x-Star Rank Boxing II (GAM)
ZorkQuest II (INF)
SEPTEMBER
Pool of Radiance (SSI)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
OCTOBER
Journey (INF)
Shogun (INF)
Zork Zero (INF)
THIRD QUARTER
Anc Art War/Sea (BRO)
Card Sharks (ACO)
Crossbow (ABS)
x-Dive Bomber (USG)
Global Commander (DS)
Home Video Producer (EPY)
Hunt for Red October (DS)
John Madden Football (EA)

Monopoly (VIR)
Old Scores (DS)
Risk (VIR)
Rubicon Alliance (DS)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
The Games-Summer Editiozn (EPY)
The Games-Winter Edition (EPY)
x-VCR Companion (BRO)
FOURTH QUARTER
Gunship (MIC)
Legend of Blacksilver (EPY)
Mind-Roll (EPY)
Platoon (DE)
Qix (TAI)
Renegade (TAI)
Street Sports Football (EPY)
Technocop (USG)
Tower Toppler (USG)
Victory Road (DE)

FEBRUARY '89
BattleTech (INF)

APPLE IIGS

AUGUST
x-King's Quest II (SIE)
x-Pirates (MIC)
S.D.I. (CIN)
x-Space Quest II (SIE)
OCTOBER
Journey (INF)
Warlock (TS)
NOVEMBER
Battle Chess (IP)
Deja Vu II (IS)
Serve & Volley (ACO)
Shogun (INF)
Zork Zelro (INF)
THIRD QUARTER
Bubble Ghost (ACO)
Card Sharks (ACO)
Dark Castle (TS)
Deja Vu (MIN)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
4th & Inches (ACO)
4th & Inches Team Const Disk (ACO)
Galactic Invasion (MI)
King of Chicago (CIN)
Land of Legends (MI)
Last Ninja, The (ACT)
Mini Putt (ACO)
Pinball Wizard (ACO)
Scooby-Doo (MI)
Silent Service (MIC)
Silpheed (SIE)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Superstar Ivce Hockey (MIN)
Sub Battle Simulator (EPY)
FOURTH QUARTER
Futuremagic (EA)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
Street Sports Football (EPY)
FIRST QUARTER '89
Red Storm Over London

MACINTOSH

AUGUST
x-Balance of Power: 1990 (MIN)
x-Colony, The (MIN)
x-Moebius (ORI)
x-Police Quest (SIE)
x-Space Quest II (SIE)
SEPTEMBER
Drawing Table (BRO)
DTP Advisor (BRO)
OCTOBER
Fire Power (MI)
Guardians of Infinity (PAR)
Journey (INF)
Quarterstaff (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
Deja Vu II (IS)
DECEMBER
Jetsons/Mac II (MI)
TypeStyler (BRO)
THIRD QUARTER
Anc Art War/Sea (BRO)
Android Arena (SIL)
AutoDuel (ORI)

Faery Tale Adventure (MI)
4th & Inches (ACO)
4th & Inches Team Const Disk (ACO)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Might and Magic (NWC)
Romantic Encounters (MI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Train, The (ACO)
Ultima IV (ORI)
FOURTH QUARTER
Carrier Command (RAI)
Games: Summer Edition (EPY)
Tetris/Mac II (SPE)
FIRST QUARTER '89
Red Storm Over London (IS)

MS-DOS

AUGUST
Arkanoid (TAI)
Captain Blood (MIN)
x-Commissioner's Disk (EA)
x-Empire (INS)
Guardians of Infinity (PAR)
Heroes of the Lance (SSI)
x-Ikari Warriors (DE)
x-Kamov (DE)
King's Quest IV (SIE)
x-Lock on (DE)
x-Paperboy (MIN)
Pete Rose Pennant Fever (GAM)
x-Pharaoh's Revenge (PI)
Pool of Radiance (SSI)
x-President Is Missing (COS)
Scavengers (INS)
x-Three Stooges (CIN)
x-Victory Road (DE)
x-Zak McKracken (LF)
Zork Quest II INF
SEPTEMBER
Airborne Ranger (MIC)
Bey~ond Dark Castle (TS)
Falcon/AT EGA (SPE)
Sinbad & Throne/Falcon (CIN)
Starglider II (RAI)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Fire Power (MI)
Honeymooners (FR)
Main Event (GAM)
Rack 'Em (ACO)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
Journey (INF)
Serve & Volley (ACO)
Shogun (INF)
TV Sports Football (CIN)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Johnny Quest (MI)
Neuromancer (IP)
Scooby-Doo (MI)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Apollo 18 (ACO)
Bionic Commando (CAP)
x-Bubble Ghost (ACO)
Card Sharks (ACO)
Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Zone (DS)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Const Disk (ACO)
Futuremagic (EA)
Galactic Invasion 7(MI)
Games: Summer Edition (EPY)
Global Commander (DS)
Gold Rush (SIE)
Graphics Studio (ACO)
Harpoon (TS)
Hat Trick (CAP)
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Carmen SanDiego Sweepstakes Winner

Broderbund just concluded their *Where In Europe is Carmen Sandiego? Sweepstakes* which drew over 27,000 entries. The winner, Mrs. Marion Reichert of Bennington, VT, has never been to Europe and will now have the chance to do so with her 9-year-old son, James who the program was purchased for.

Print Magic Sweepstakes

Epyx has announced a nationwide sweepstakes to promote Print Magic, their graphics program. To enter, simply fill out an entry blank found in any Babbages, Egghead Discount Software, Electronic Boutique, Software Etc., and Wherehouse stores. Entries must be returned no later than January 31, 1989 to be eligible.

Epyx will award two three-night stays at the Hyatt Grand Champions Resort near Palm Springs, California, including airfare. Additional prizes include Kenwood CD players, Nishiki "Olympic" model road bikes from West Coast Cycle, a Realistic videocassette recorder from Radio Shack, Casio portable digital sampling keyboards, memory telephones with tilt bases from TeleQuest and Multicolored Paper Packs from Memorex.

Broderbund Debuts Three Titles at MacWorld

At MacWorld Expo last month, Broderbund unveiled a line of desktop publishing tools for Macintosh: DTP ADVISOR, DRAWING TABLE and TYPESTYLER. DTP ADVISOR (MSR $79.95) is a HyperCard application that incorporates two programs, a tutorial on the general subject of graphic design as it applies to desktop publishing and a project-management system for graphic arts projects. DRAWING TABLE ($129.95) is a professional-quality drawing tool with applications such as illustrations, maps, flyers, letterheads, floor plans and many others. The program includes extensive clip-art libraries and supports ImageWriter and LaserWriter printers plus color display on the Macintosh II. TYPESTYLER ($149.95), which also supports ImageWriter and LaserWriter, is a tool for creating a wide variety of special effects with display type. The program has the ability to import Paint, PICT and EPS files so that it can be used with many popular draw, paint and page-layout programs. (Owners of the earlier Broderbund POSTERMAKER PLUS may upgrade to TYPESTYLER for $20.)

Print Shop Supports Additional Printers

Due to demand, Broderbund has worked on the MS-DOS versions of The Print Shop and Print Shop Companion to support 24-pin and laser printers. If you bought an earlier version, you may receive a free replacement disk within 90 days of purchase by sending a dated receipt to Broderbund (address is in your documentation). Any other user may get a replacement disk by sending their original disk(s), along with a check ($5.00 per disk plus $2.50 for postage and handling).

Fantavision Ships for MS-DOS

Broderbund has just shipped Fantavision for MS-DOS machines, allowing IBMers to create smoothly animated cartoons. Unlike normal cell animation where you must redraw shapes constantly to create movement, this program creates smooth, fluid motion automatically from one drawing to the next as the program can generate up to 64 "in-between" frames. The MS-DOS version includes a library of sounds and music, and a sound editor so you can create soundtracks for your cartoons or movies. This version supports EGA, CGA, Tandy, and Herculcs display modes and supports PC paint programs such as PC Paintbrush. It comes with a 3-1/2" disk and requires keyboard and mouse. Suggested retail is $59.95.

Video Guide to DeluxePaint II

Electronic Arts recently announced the availability of a 30-minute videotape full of tips and techniques for the use of "DeluxePaint II," the color paint program which is made for IBM/compatibles, Amiga and Apple IIGS. Entitled VIDEO GUIDE TO DELUXEPAINT II, the instructional tape is available from Electronic Arts Direct Sales (800-245-4525) for $19.95 plus $3.00 shipping and handling. The videotape also is provided free of charge with the purchase of any version of "DeluxePaint II" at full retail price from Electronic Arts Direct Sales.

Computer Entertainer

INCLUDES

The Video Game Update

Lots of News from Sega

Sega product continues to be affected by the chip shortage, and there have been a number of changes in projected release dates for new games. All information about release date changes has been included in this month's Availability Update, so please check there before you badger your local store for what you think should have been released in September and is now slated for November! And along with the inevitable changes in release dates, some new titles have been added while others have been deleted. The previously announced Rapid Fire Light Phaser, which was then to be re-worked as the machine-gun-style Mega Phaser, has now been dropped from the Sega lineup. Our immediate concern when we learned of this cancellation was the playability of the RAMBO III game, which was previewed at the Summer Consumer Electronics Show. As we tried RAMBO III at C.E.S., we noted that the shooting action was so fast that a light gun with rapid-fire capability would be a necessity for survival in the game. We were told that Sega's design team has gotten around that problem by programming rapid-fire action into the software for RAMBO III. This will mean that Sega players will find that their standard Light Phaser will have rapid-fire action in this game. Of course, it also means that players will not have to purchase a separate controller for the game—a definite plus. Other cancelled titles which you may have heard about at one time or another include BMX BIKER, CUBE ZONE, ZERO FIGHTER, and WOODY POP, which has now been on and off the future title list several times.

Additions to Sega Cartridge Library

Of course, many new titles are being worked on at all times. As we list some of the potential new Sega games currently in development, please keep in mind that some of them might never be released for a variety of reasons. Some of the titles more likely to be released include OUT-RUN 3-D, (we told you about this one in August), POWER STRIKE (new name for the game being developed under the working title "Alesta" until recently), ALTERED BEAST (currently very popular in the arcades), SUMMER GAMES, WORLD GAMES, and the fantasy role-playing game, ULTIMA. Computer adventurers will, of course, recognize this last title and will want to know that the Sega version of ULTIMA is based on the computer game, ULTIMA IV: QUEST OF THE AVATAR by Lord British. ULTIMA, which will be a Four-Mega cartridge with battery-backed memory, is in the early stages of development and is not likely to be released until late 1989. We also learned about three other games in development which cannot be considered as definite as those listed above. Keep in mind that these games may or may not be released in 1989, and the titles are working titles ONLY and subject to change. The three are CARNIVAL, a shooting game for the Light Phaser, a new driving game called BUGGY DASH, and a very action-oriented role-playing game entitled WARRIOR QUEST. Please remember that all new games listed in this paragraph have not been officially announced yet to the dealers across the country who carry Sega products. As a result, most dealers have not heard about them yet, and you're likely to get a blank stare if you walk into a store and ask about one of them.

Rumored 16-Bit Sega System Is Real

On September 29, 1988, Sega of Japan made it official: the rumors about an advanced, 16-bit Sega system are true, and the new system is scheduled to be available at the end of this month in Japan. Sega managed to upstage Nintendo on this one, since Nintendo of Japan is not expected to announce its 16-bit system until next month, with shipment of the first units not likely until sometime during the first half of 1989. According to our sources at Sega, the 16-bit Japanese Sega system will accept both its own advanced cartridges and those made for the Japanese version of the Sega Master System. Knowing that some of our readers are determined to own every advanced piece of gaming technology available—even if they have to figure out a way to order directly from Japan—we must caution you that the Japanese version of the Sega Master System does NOT accept cartridges made for the American version of the Sega Master System and vice-versa. (If Sega had made the Japanese and American versions of its Master System capable of accepting each other's cartridges, the company would have invited an undesirable "gray market" in game cartridges.) Of course, we know what your next question is: when will Sega introduce a U.S. version of their 16-bit system? That question has no answer at this time, or at least there is no answer that Sega is willing to make public at this time.

COMMODORE 64/128 Software

OUT RUN (★★★/★★★1/2) has now reached the Commodore 64 thanks to a licensing agreement between **_Sega_** and **_Mindscape_**, with the latter distributing the popular title. By now, just about every racing fan is familiar with this arcade smash, with a version already available for Sega's own home game system. There are five courses to choose from, allowing you to race through seaside towns, Death Valley, the Alps, along a lake, the Autobahn, and more (taking great liberty with geographic proximities!). Your car has two gears, low and high, as you work your way through the course, avoiding other cars, driving as fast as you can.

A Classic Driving Game

It's certainly a classic among race car fans; however, the version for the Sega game unit is actually better, graphically than this one! That earlier version allowed you to choose the music on your car radio, as well as generally crisper graphics. The gameplay is very similar, however, with lots of hair-raising turns, crashes, and general racing action. (one player; joystick required; coming for Atari ST and Amiga)
Recommended (MSR $34.95)

JET-BOYS (★★★/★★★) is the newest arcade-style game in **_Accolade's_** mid-price line, **_Avantage_**. In this horizontally-scrolling game, you'll take the role of a jet-packed equipped commando whose mission it is to enter and deactivate an enemy controlled reactor room. In either the one-player or two-player cooperative mode, you'll have to survive waves of deadly attacks as you try to make your way through four increasingly difficult levels (the Wasteland, Temple, Blob, and Reactor). There are four levels of play, with the destruction of a megabeast at the end of each level necessary to move to the next level.

Good Arcade Action

For those who enjoy the quick responsiveness needed for a fast arcade-style game filled with enemies, this should fit the bill. The graphics are colorful and crisp and, while there is nothing ground-breaking in this game, the price is definitely right! We also like the two-player cooperative mode, one that's becoming more and more popular! (one player; two-player cooperative; reviewed on C64; joystick required)
Recommended (MSR $14.95)

THE GAMES: SUMMER EDITION (★★★1/2/★★★1/2) releases from _Epyx_ while the Olympics are taking place in South Korea (in fact, when we booted up the game, the TV was on in the other room as we awaited the match-up between Carl Lewis and Ben Johnson in the 100-meter run. Anyway, back to the computer version...this is the "official" game of the '88 Olympics and, as it begins, the scenery takes us to Seoul and an overview of the complex we are now familiar with as the television coverage continues. There are eight events to engage in, with the option to practice first (will Epyx _ever_ run out of sporting events??). You can complete for any of twenty-four different nations. Here you can go head-to-head in the veledrome sprint cycling as you work your way around the track three times and try to edge out the computer or a friend. There's also hurdles, pole vault, hammer-throw, archery, springboard diving, and, in gymnastics...uneven parallel bars and the rings. Everyone who enjoys computer sports at all certainly are familiar with the long list of Epyx games which cover the topic. You'll use the joystick much the way you've grown used to in their other

sporting events as you madly move the handle back and forth (or up and down, depending on the event), in time with the runner's feet, movement on the bars, etc. Mastering the movement of the joystick is the only way you'll get those high scores from the judges! There are opening and awards ceremonies to add to the realism, as well as some very good viewpoints such as an overview as well as first-person view on the cycling course. The instruction booklet included will give you tips on the various events in a section called "Chalk Talk" (wait 'til you try and follow their lead on the uneven parallel bars! If you manage to do it, you really do deserve the gold!) (one to eight players; reviewed on C64; coming for MS-DOS and Apple II)
Recommended (MSR $39.95)

FAST BREAK (★★★★/★★★★) is three-on-three basketball from designer Steve Cartwright for **_Accolade_**. The game features full-court

action as you play against the computer or a friend. Each "team" has a guard, center, and forward and you choose your team from a 6-man roster. To help you make the choices, there are various stats to work from so you can get the best compliment of players as possible. You have a total of 15 plays in your Playbook, 14 pre-designed by the program (diagrams are included) and one which you can design yourself. You can select up to four plays at the beginning of each game. When playing the game you don't have to run the play if you see a clear shot available. Some of the best-known NBA plays are here: pick n roll; give n go; pivot right; double screen right, etc. You can engage in passing, screens, all from a vantage typical of a Sunday afternoon's TV camera. There are jump shots, slam dunks, and five defensive plays including the trap, double teaming, etc.
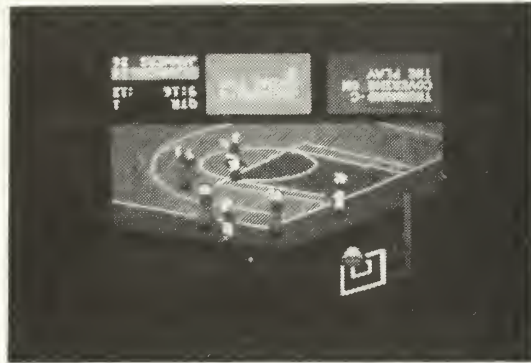
Fast Action

Known for some of the early Atari 2600 dazzlers such as Megamania, Steve Cartwright has brought fast action and a really unique look at the

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THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
3 STARS = GOOD   1 STAR = POOR

★ = **ENTERTAINMENT PROGRAMS** (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = **APPLICATION PROGRAMS** (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

computer game of basketball. There is good graphic definition in the players, and they are of good size. The sound effects are quite good, including the "squeak" of the Nike's on the floorboards. We really like the "Playmaker™" feature which allows you to design your own offensive play. We found there's a good deal more excitement in this game than the games which are "One On One." Lots of flexibility, good gameplay, and great graphics make this a fine addition for your library! (one player; two players simultaneous; joystick required) **Recommended** (MSR $29.95)

New Version of Spectrum HoloByte's F-16 Fighter Simulation

Spectrum HoloByte has just released FALCON A.T. (Advanced Technology) for IBM AT/compatibles or PS/2 with EGA monitors. The program is an enhanced color version of the company's award-winning F-16 fighter simulation (MSR $59.95) and supports the Innovation sound board. Several additional enhancements have been added to the AT version, including new missions, a zoom-in and zoom-out feature, new views and new weapons.

Two New Interactive Fictions from IntelliCreations

Intellicreations will be releasing two new interactive fictions for several different computers shortly. The first, *Lancelot*, is a three-part sage that takes you from the foundation of the Order of the Knights of the Round Table to the quest for the Christian relic of the Last Supper, the Holy Grail.

Time and Magik is a time-travel trilogy that gives you three complete adventures in one package. Each plot can be played separately and requires the player to use his wits and power of deduction as you move through interactive text screens and graphics.

Licensing Agreement with Personal Software Services

IntelliCreations has also formed a licensing agreement with Personal Software Services (PSS) with the first four products plannted shortly. *Firezone* is a single or dual player game based in the year 2160 and features nine separate campaigns of varying difficulty. *The Annals of Rome* is a strategy game that takes you from the consolidation of Rome as a state in 273 BC to the sacking of the city in 410 AD.*The Android Decision* is an icon-based battle simulator which pits you against your own hostile computer. *Sorcerer Lord* combines the elements of a fantasy role-playing game with the strategies of wargaming. Watch for reviews.

Konami To Release Computer Titles

Five hit games from Konami will be made available for MS-DOS, Commodore, and Amiga within the next several months. Among those titles which are being converted from the Nintendo format include *Castlevania, Metal Gear,* and *Life Force.* In addition, *Teenage Mutant Ninja Turtles,* based on the amphibians of comic book fame, and *Ajax,* an aerial combat game, will become available.

MULTI-SYSTEM Software

FINAL ASSAULT (★★★/★★★1/2) takes us to the slopes of some of the world's highest mountains in a mountaineering challenge from *Epyx*. There are six different routes to choose from in the Swiss Alps
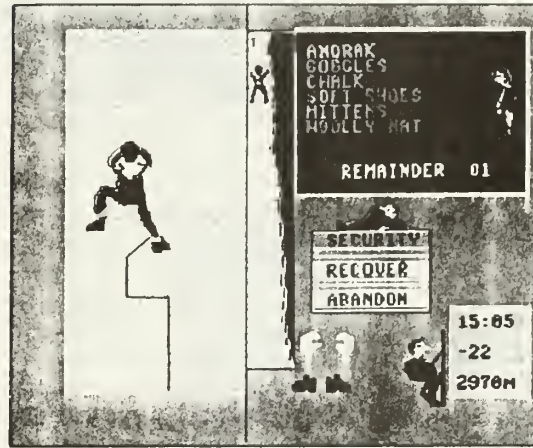
and you can combine up to three routes at a time. But, prior to one of those treacherous climbs, you might want to practice first on a trail which includes a glacier to cross and a combination of rock and ice cliffs which must be climbed in order to reach the summit. Unlike the actual climbs, there are on-screen prompts to help

your form and you don't have to carry your rucksack. You also can't make a fatal fall. Once you're ready for the real thing, you must pack your rucksack and rack (the climbing gear you carry outside your rucksack) with the items you feel you'll need, from food to ropes, pitons, matches, gloves, first aid box, stove, as well as a little champagne for celebrating at the top. Remember, though, you have to carry this stuff, so pack very carefully. You can choose to make your climb in the summer or winter.
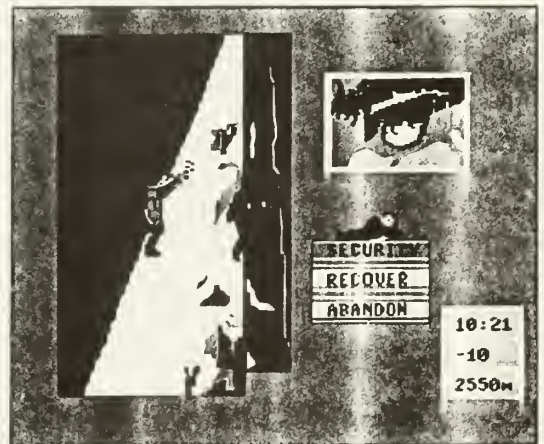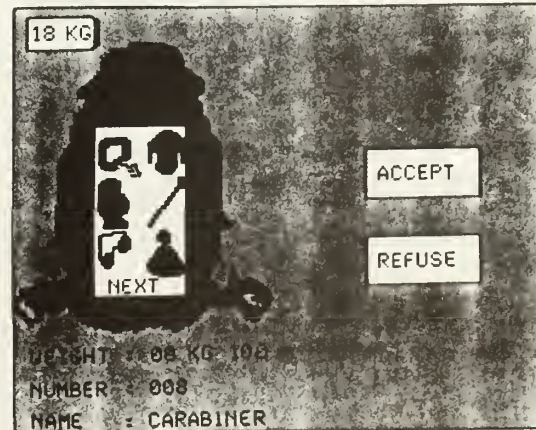
The Climb

Watch the ground ahead of you. If it looks unstable, use your ice ax to poke the ground. Jump over crevasses. If you don't, pray you can catch yourself as you fall down the crevass. Then it's the long, laborious climb out. You'll have to deal with climbing rock cliffs as well as ice cliffs, and freezing in blizzards. You'll get cold, hungry, thirsty, tired, and hot. When you do, there's a little climber who appears in the lower portion of the screen and tells you in words or gestures what it is he needs.

A Different Sporting Adventure

This game will take a bit of time to master as you work with the joystick to accomplish the climbing and general necessities of mountaineering. It's quite challenging, even including the strategy you must use in what you take with you and how you use it. If you don't have the right equipment, or run out of food, it doesn't matter how well you can climb! It's a very interesting "sporting event" and the graphics are clear and depict the steep slopes you're climbing. If you plummet off the mountain, you'll see your climber tumbling down, down, down. This is a nice change of pace for sporting fans. (one player; reviewed on C64; MS-DOS, Amiga)
Recommended (MSR $39.95)

TYPHOON OF STEEL (★★★1/2/★★★★) is bound to be a must-have for all those strategic wargamers who made *Strategic Simulations'* "Panzer Strike!" a hit, because this game is a sequel which follows the same basic structure as the original game. TYPHOON OF STEEL is an advanced level World War II wargame played at squad level that encompasses three theaters of operations: the Pacific Theater (Americans vs. Japanese), Asian Theater (British vs. Japanese), and European Theater (Americans vs. Germans). Troops are involved in single battles or entire campaign scenarios incorporating tanks, infantry squads, and virtually every ground weapon which was used in those theaters. A zoom-in and zoom-out feature lets the player view the action from an overall strategic vantage or come in close for a tactical view. And the program offers considerable added value for its extensive and easy-to-use "construction set" features, allowing the player almost unlimited ability to adjust existing battles or create entirely new ones. (Solo or 2-player; Keyboard; Not copy-protected; Blank disks required.) Reviewed on Apple II and Commodore 64/128.
Recommended. (MSR $49.95)

SPACE HARRIER (★★★★/★★★1/2 for ST, ★★1/2/★★★ for C64/128) is one of the first products of the *Mindscape* distribution agreement with Sega of America that brings Sega arcade hits to home computer formats. SPACE HARRIER lets the player control an astral exterminator who zips through fantastic and bizarre three-dimensional scenery, hovering above the face of an endangered planet as he fights invading aliens with his laser blaster. The Harrier moves only up and down, left and right, but he seems to be moving forward into the screen thanks to the cleverness of the graphic effects as enemy aliens approach and loom larger. Each stage concludes with a serpentine, dragon-like character that must be hit many times before the Harrier can move on to the next stage. The action is incredibly fast and really taxes your firing finger.

Versions Are Different

There is quite a difference between the two versions of SPACE HARRIER that we reviewed. The Atari ST version is much closer to the original arcade game. As one might expect from a more advanced computer system, the ST graphics are much more detailed, both in the characters and backgrounds. Graphics in the C64/128 version are

average for the system, but no better, with very little background detail. Sound is also superior in the ST version, even to the inclusion of voice synthesis as in the arcade original. (There is no voice synthesis in the C64/128 version.) The two versions are a little closer to each other in play action: both are extremely fast and very challenging. For absolute adherence to the coin-op original, though, the ST version still gets higher marks for including the "continue" feature after the loss of three lives. The C64/128 SPACE HARRIER doesn't even keep track of lives until your Harrier reaches the serpentine character at the end of each stage. We liked the fast action of both versions but definitely preferred the ST because it is closer to the original. Those who already have one of the Sega SPACE HARRIER cartridges for the Sega Master System will have no need for either of these computer versions. If you've played the game on a friend's Sega system and you own a C64 or 128, you may be disappointed in the graphics; ST owners who've tried the cartridge game and liked it should be very pleased with the new version for their computer. Incidentally, we disagree with the designers' recommendation that you play the game with a joystick on the ST. We found mouse control much easier, more responsive, and less tiring. (Solo play; Joystick; Mouse option for ST.) Atari ST, Commodore 64/128 versions reviewed. Coming soon for Amiga and planned for MS-DOS. Also available in standard and 3-D versions by Sega for Sega Master System.
Recommended (MSR $49.95 ST, $29.95 C64/128)

COMMODORE 64/128 Software

CAPTAIN BLOOD (★★★1/2/★★★★) by *Infogrames of France for Mindscape*, developed originally for Atari ST, has now been released in a Commodore 64/128 version. (ST version reviewed in detail in August, 1988 issue.) CAPTAIN BLOOD is an animated adventure in which your character, a programmer pulled into his own game, must find his five clones which are scattered somewhere among more than 32,000 planets of the game galaxy. The game offers beautiful graphics, a great story, land enough random events to keep the game from becoming repetitive when you play again. Although the graphics in this version are not quite as spectacular as they are in the ST version, they are still very good and surprisingly close to those of the original game on ST. (Solo play; Joystick; Blank disk required for game-saving.) Commodore 64/128 version reviewed. Also available for Atari ST and coming for Amiga, MS-DOS at $49.95.
Recommended. (MSR $34.95)

POOL OF RADIANCE Clue Book Now Available

Strategic Simulations, Inc. recently announced the release of a clue book for use with the first ADVANCED DUNGEONS & DRAGONS computer role-playing game, POOL OF RADIANCE. The book (MSR $12.95) contains exact maps of every location in the game, with all major encounters located and described. It also contains specific tactics on how to defeat the most challenging encounters. All passwords, mazes, and illusions are described, and the book offers tips on how to be a more effective player. It describes the combinations of character classes and races which make the best adventurers as well as proven tactics for successful tactical combat.

More for AD&D Fans

Those who enjoy playing the traditional, non-computerized TSR Advanced Dungeons & Dragons role-playing games will find SSI's DUNGEON MASTERS ASSISTANT, VOLUME 1: ENCOUNTERS to be a real time and effort saver for Dungeon Master s. The utility program was released and reviewed last month for Apple II, and the Commodore 64/128 version just became available early this month. A third version for IBM PC/compatibles is set to to be released next month. (MSR $29.95 all versions.)

COMMODORE 64/128 Software

TAKE DOWN (★★★/★★1/2) is a new wrestling game from _Gamestar_, distributed by _Mediagenic_ (formerly Activision). The game offers a fairly typical tag team style of wrestling with a choice of eight flamboyant combatants, each with his own specialties. Wrestlers are chosen in a cartoon-like opening sequence, and each character has a word or two to say to the player when he is chosen. Then it's on to the ring for the expected standard and custom moves—everything from punches and tackles to airplane spins and suplexes. (The variety of moves in each wrestler's repertory is a little easier to control than with some other wrestling games we've played.) As one fighter's energy wanes, his teammate can be tagged to continue the match. As soon as one wrestler's energy runs out, the match is over, and the winning team prances around the ring to musical accompaniment.

Do We Need Another Wrestling Game?
TAKE DOWN is a fairly good little wrestling game with nice graphics and all the bone-crushing moves you could ask for. However, we kept asking ourselves as we played this game, "Does the computer gaming world really need yet another wrestling game?" The answer in this case is no—not unless a new wrestling game can offer something really different or definitively better than what is already available. Unless you're a real wrestling fanatic who simply must have every single wrestling game available, TAKE DOWN does not offer anything significantly different from or better than other games of the type. (Solo or 2-player competitive; Joystick.) Commodore 64/128 version reviewed. Planned for MS-DOS.
Not recommended. (MSR $29.95)

MS-DOS

MANHUNTER: NEW YORK (★★★★/★★★★) is a _Sierra_ 3-D animated adventure game that's quite unlike any the company has ever released before. It's also a new and unexpected direction for the design team of Dave, Barry and Dee Dee Murry, who also created "The Ancient Art of War" and "The Ancient Art of War at Sea" for Broderbund. MANHUNTER: NEW YORK is a first-person science fiction adventure that takes place in New York City in the year 2004, shortly after an alien invasion and subsequent world takeover. The alien Orb Alliance has subjugated all humans, implanted them with tracking devices, ordered that they wear brown robes and not speak to other humans under pain of death, and generally devastated the city of New York. To maintain their iron-handed dictatorship over humans, the Alliance enlists the aid of select humans to become Manhunters—detectives who spy on their fellow humans, track them with the aid of hand-held computers, and report subversive human activities to the Alliance. Become a Manhunter Play the game, and you become one of these Manhunters, facing scores of unimaginable dangers as you track your fellow humans through a representation of New York that is familiar yet strangely different. The designers have crafted a very compelling story, filled it with moments of both sheer horror and tension-relieving humor, and used the framework of Sierra's now-familiar 3-D Animated Adventure system in a whole new way. Views switch from first-person participant to third-person observer, and cinematic techniques such as zooms and close-ups add visual interest. The story can be played several ways, depending on whether you choose to align with the evil aliens or take the risk of joining fellow humans in an underground movement. Keyboard entry is minimal, and the sense of really being part of the story is heightened by the use of real New York locales and overall excellent programming. We found MANHUNTER: NEW YORK a fascinating and very sophisticated role-playing game that is quite out of the ordinary. (Solo play; Keyboard or Joystick; EGA/CGA/Tandy/PCjr graphics modes; VGA/MCGA on PS/2; Not copy-protected; 5 5.25" & 2 3.5" disks included; Blank disks required.) IBM/Tandy/compatibles version reviewed. Also planned for Atari ST, Apple IIGS, Macintosh, 128K Apple II, Amiga.
Recommended. (MSR $49.95)

MicroProse Delivers new PC Flight Simulator

F-19 Stealth Fighter, for MS-DOS machines, promises rich 3D graphics, showing high-speed, low-altitude aerial maneuvers over richly-detailed terrain. MicroProse also promises "unprecendented" views inside and outside the cockpit. It's based on the top-secret, radar-elusive jet believed to be under development by the U.S. Air Force. In the game, you're sent from aircraft carriers and land bases on hundreds of combat and reconnaissance missions over central Europe, the North Cape, Libya, and the Persian Gulf.

Airborne Ranger for MS-DOS
Airborne Ranger, a popular game already available for the Commodore 64/128, will be released for the MS-DOS family of computers

Son of a Day in the Life...Revisited

(editor's note: We ran a story, "Day in the life of a Game Cartridge...Revisited" in our February, 1988 issue. We have a reader who felt compelled to write the following story based on his own experiences. Asking for anonymity due to his stature in the Silicon Valley, we can assure you this gentleman is in a unique position to be able to expound upon our article, having been at some of the biggest and best software companies through the videogame heyday, the computer surge, and the new thrust in videogames. We hope you enjoy his sequel.)

In the beginning...

American game companies deal constantly with a problem practically unheard of in Japan: employee turnover. So: in the beginning, we have software manager/designer/producer "A" (we'll call him "producer" as that's the current "in" term) who starts the project. If he's lucky, he gets to work with an in-house programmer (or, even better, a number of them), or he may, (more likely) have to go find outside ("out-house," is not the favored phrase) programming help. Regardless, it's the rare project that finds the same person beginning and finishing the game. And any programmer can tell you how difficult it is to read someone else's code!

Outside Programmers

In the case of an outside programmer, all kinds of problems can crop up. Because the programmer is working somewhere far removed from the game manufacturer, the programmer is likely to go off on a tangent. He loses sight of the desired goal, which usually is to re-create exactly a game which already exists on some other medium. Because he doesn't work for the manufacturer directly, he doesn't have the benefit of working with other people who share his problems and he doesn't share the producer's ideas about what aspects of the game are important. It doesn't matter how carefully the specifications are written, if the American programmer never even reads them! In the case of a programmer in Japan, however, not only do the specs get read, but they become a Bible to the programmer! Getting him to make changes in the game is like performing a religious conversion. Not the mention the language problem! The American producers asks for a feature in the game; the Japanese developer says "no problem;" the American producer smiles, nods his head, and seems happy; for some reason this causes consternation in the Japanese delegation; some back-and-forth takes place, and finally it is determined that what was meant by "no problem" was "NO! PROBLEM!"

The Development System

Development systems can introduce more delays into the development cycle. When you're programming for a video game machine, you need to have a development system (unless you're programming for a game machine that is also a computer, such as the Atari XE). A great development system is fast, lets you set multiple breakpoints, lets you step through the program, shows you what's in each register at a given point in the program, comes with clear documentation., and lets you see and hear quickly what a given graphic or sound change will be like. But in reality game companies that have continued to exist since before the bust of 1984 have gotten rid of their old development systems (mistakenly believing that they would not be needed again). The Atari 7800 development system didn't have any debugging capabilities until recently, and is in extremely short supply. Atari 2600 developers are using leftovers from before the bust (if they're lucky) or their own creations, or are making do with a 7800 system. All this writer knows about the Nintendo development system is that it is very expensive and may have very limited debugging capabilities; this writer has little or no data about the Sega or INTV development systems.

No matter how good a development system is, something can break down and will need repair or replacement. Repair is difficult if nobody at the game company knows how, or wants to, or has the time to effect repairs. All kinds of delays can result from having to replace equipment, sometimes as a result of a form languishing on an executive's desk or on a shipping manager's desk, or due to current non-availability of that particular piece of equipment.

Documentation

Documentation causes delays. Few game developers working today have documentation which tells clearly everything needed to know about the game machine being programmed for. Atari lost track of much of their documentation when they dropped out of the industry in 1084, and the Nintendo development system's documentation is in Japanese (which can be a problem if the developer is American and Nintendo won't even give it to you). After the programmer learns a thing (by trial and error), he goes back and re-writes the game code that he's done so far.

A method to avoid all the development issues entirely and save a lot of hassle is for a company to re-release a cartridge that had been programmed before the bust and can still sell moderately well in today's market. Marketing wants to "get things moving" and announces the game, advertises it, and orders production while the licensing negotiations proceed. This results in getting store orders for a non-existent product: thousands of parts arrive in the factory concurrent with the news that because the old pre-bust game rights are tied up in litigation for years, the license cannot be granted. This parts have to be thrown away.

In the Middle...

Sometime during the course of the project, the American videogame producer leaves the company for one reason or another. The new producers, "B," must come to grips with the game as it has been begun, and must get a good finished game out of it. He doesn't know what promises his predecessor made to the developer about how much rom or ram the cartridge can have, or whether there can be a battery, etc. The developer complains that he can't possibly do the game justice without using prohibitively expensive components on the cartridge, or even a special cartridge design altogether, designed just for that one game (which he says the previous producer had told him he could use). The new producer must decide whether to make tradeoffs in game features, or live with the higher cost of the product. If it is decided to go with the higher cost product, a delay is incurred while more engineering is done and the new parts are sourced. The cost, of course, is passed on to the consumer. If the producer decides to make tradeoffs in features, the developer's programming staff rebels and, due to mismanagement on the part of the developer, quits en masse. The project is on hold until the developer can train new personnel (who have to learn the hardware and the development system and the other guy's code).

Nearly Finished...

The programmer, realizing that he's got the developer and the game company where he wants them, holds up the nearly-finished game for ransom. He wants a bundle before he'll hand it over. The producer can pay, or force the developer to pay, or get a judge to sign a warrant and enter the programmer's house with a Marshall, forcibly taking the code (and the development system). Then, of course, another programmer has to be found.

The game is in final test, and the marketing guy finally takes time to look at the game. Although the game is a conversion of an existing one-player product, the marketing guy asks for a two-player feature. The producer calls the developer, who relays the request to the programmer, who quits in frustration. So the two-player feature is out. Then a bug is found in test, and the game needs to be fixed. The developer has

to re-hire the programmer, who has taken a job elsewhere. The programmer asks for a fortune to do the fix, so the developer asks the producer for more money. After much screaming in the manufacturer's boardroom, a check is sent out. Finally the code is done.

In the End...

The software is released for manufacture, the packaging and manual are finalized. In the case of a Nintendo cartridge, the release comes back from Nintendo because the rom/ram configuration of the cartridge has never been manufactured for the American NES, although Nintendo does make it for their Japanese machine, the Family Computer System. In the case of a new cart for another machine, word comes back from manufacturing that they've never heard of the PCB called for in the bill of materials for the cartridge. It seems that after engineering gave the drawing to document control, the part number was changed and nobody had been notified. The new number is relayed to manufacturing (which is often overseas, adding to the delays), and it turns out that manufacturing has never received *that* drawing, either (the document control guy is a recent hire, and didn't know it had never been sent). A new copy of the drawing is sent to manufacturing. Finally, the chips arrive there from the chip manufacturer, and the numbers have been mixed up! Game 5 is printed with the ID number for game 1, and vice versa.

Pre-production samples of the cartridge box and manual are sent off to the licensor for approval. He doesn't like the fact that his game title has been printed on the side of the box in all capital letters. He doesn't care that all the manufacturer's products' box sides are always printed in all caps. This argument may or may not delay the product, but does increase the acid content of the producer's stomach.

Finally the cartridges are manufactured and shipped to the U.S. But Customs agents notice that the boxes are not printed with "Made in Taiwan!" Another delay occurs while this is straightened out. Stickers are hurriedly printed and affixed to each product. Finally the shipment comes into the manufacturer's warehouse. Since there are fewer carts than there are orders, they all get shipped out before the producer gets any samples to send to Game Consumer Magazines for review! *(Addendum from the writer: As in the Computer Entertainer article, it would be a rare game indeed to have all these things go wrong, but each occurrence described here can happen, and has in fact happened at one company or another. I've been involved in some of them myself, and only heard tell about the others. The producer is most likely working on numerous projects at once, and at any given moment is juggling a variety of projects, each at a different stage, each with its own unique problems. The more projects the producer is juggling, the more thinly spread his time is, the greater the chances of a fiasco occurring.)*

We thank our unnamed software expert for the time he took in writing this article for us. Sometimes truth can be stranger than fiction!

New From Broderbund

Two new action games are coming from Broderbund for MS-DOS, Amiga, and the Atari ST. *Operation: Clean Streets* is a fighting simulation as you go against thugs, punks, and hoodlums. As Cleanup Harry, an undercover cop, you must track down individual criminals in five levels of play. *Space Racer* is a futuristic racing game set in the 25th century. You must race through three alien worlds trying to stay alive as you dodge other racers, force them into speed traps, or blast them out of the sky.

MS-DOS

PT-109 (★★★★/★★★1/2) is now available in a new IBM version by *Digital Illusions for Spectrum HoloByte.* The look and feel of the game is strongly Macintosh flavored, especially when you use the optional (but recommended) mouse, which is not surprising when you know that the game was originally developed on and for the Macintosh. In fact, our familiarity with the Mac version of PT-109 allowed us to move smoothly and easily into this torpedo boat simulation, which is different from the Mac version mainly because of the presence of color graphics and the lack of realistic sound effects. Plenty of attention has been paid to the quality of realism in the simulation and a great depth of play that will bring you back to the program over and over again. The simulation puts you at the controls of the historic PT-109, the same patrol-torpedo boat skippered by then Lt. (jg) John F. Kennedy during World War II. In fact, you'll have the opportunity to engage the enemy in the Solomon Islands where the real PT-109 was active and then lost. In addition, there is a whole series of individual patrols available, along with full campaigns of ten patrols each in chronological sequence, including Loss of the Philippines, New Guinea, and the Mediterranean besides the Solomon Islands campaign. PT-109 provides everything that the armchair adventurer could want, using the computer to simulate experiences that the player is not likely to have in real life. And the experience of the simulation is enhanced by the excellent documentation provided with the program. The package includes both an Operations Manual for complete descriptions of the boat's controls and features and a Tactics Manual. The Operations Manual even includes an index, an unusual but extremely helpful feature in an instruction booklet for a computer simulation. PT-109 is must for simulation fans—definitely up to Spectrum HoloByte's and Digital Illusions' usual high standards. (Solo play; Mouse or keyboard; CGA/EGA; DOS 2.0 or higher; Not copy-protected; Blank disks required.) Version reviewed is for 348K IBM PC/XT/AT or 512K IBM PC/AT or PS/2 Model 50 or above with EGA/VGA; planned for Commodore 64/128. Also available for 1 MB Mac Plus/SE/II and coming for Apple IIGS at $49.95.
Recommended. (MSR $39.95)

ROCKET RANGER Coming for C64/128, IBM

Cinemaware's tribute to the action serials of the 1930s and 40s, ROCKET RANGER, is expected to be available very soon in new versions for IBM/compatibles and for Commodore 64/128. With characteristic enthusiasm, Bob Jacob of Cinemaware proclaimed that the game features the "best graphics and animation ever on the IBM" and that the C64/128 version (on four disk sides) contains "technical feats that have never been done before" on the system. Cinemaware is also working on Atari ST and Apple IIGS versions of ROCKET RANGER. And the Cinemaware team hopes to have the Amiga version of TV SPORTS FOOTBALL ready for release this month, with the IBM version to follow in time for Christmas. Jacob also reported on the progress of the Nintendo version of DEFENDER OF THE CROWN, which will include two new arcade sequences that do not appear in any of the computer versions of the game. The game is now almost complete and will be released this year in Japan, with U.S. release slated for spring of next year. According to Jacob, th{e graphics in the NES version of DEFENDER OF THE CROWN are completely flicker-free. (The NES version of this game will be released by Ultra, which is a wholly-owned subsidiary of Konami, Inc.)

Arcade Conversions from Capcom

Capcom is introducing home conversions of two of its arcade favorites, BIONIC COMMANDO and STREET FIGHTER. The first is a futuristic struggle against invading forces in which a single soldier, aided by advanced bionics, becomes an unstoppable commando fighting his way into the enemy fortress. STREET FIGHTER is a martial arts action game in which street fighters Ryu and Ken travel the world to take on opponents in Japan, England, America, China and Thailand. Both games are available currently for Commodore 64/128. BIONIC COMMANDO is available now and STREET FIGHTER is coming soon for IBM and 100% compatibles. Additional computer versions of both games are planned for Atari ST and Amiga, and videogame cartridges of both titles will be done for the Nintendo Entertainment System.

New for the Apple IIGS from Electronic Arts

Electronic Arts recently released three new games for the Apple IIGS—two conversions and one original title. SKATE OR DIE (MSR $39.95) features three professional skateboarding competition events (ramp freestyle, downhill race and ramp high jump) plus two special events in which up to eight players can compete one-on-one against a friend or a computer opponent in elimination rounds (pool joust and downhill jam). The game was designed by the same team responsible for Epyx's "Summer Games" and Gamestar's "GFL Football." SKATE OR DIE was released first for Commodore 64/128 ($29.95), and an IBM/Tandy version ($34.95) will be available later this year. The second conversion to Apple IIGS format is the very popular fantasy role-playing game, THE BARD'S TALE II: THE DESTINY KNIGHT ($49.95). Designed by Interplay Productions, the sequel to the original BARD'S TALE is half again as large as its predecessor with more challenges and advanced combat and magic systems. (THE BARD'S TALE II is also available for Apple II at $49.95, for C64/128 at $39.95, and for Amiga at $59.95.) And then there's ZANY GOLF ($39.95), basically a nine-hole miniature golf game with a lot of craziness that could never happen on a real mini-golf course: everything from flashing lights and wild music in the Pinball Hole to laser beams, particle rays and transporter pads in the Energy Hole. There's even a Secret Hole. ZANY GOLF will also be available later this year for IBM/Tandy.

From Electronic Arts for Amiga

Electronic Arts has also just released two new titles for Amiga. The first, SKYFOX II: THE CYGNUS CONFLICT for Amiga ($39.95), is a conversion of a game already available for IBM/Tandy and C64/128 ($29.95). This sequel to the very popular combat flight game, SKYFOX, might be nicknamed "SKYFOX in Space," for it puts the player at the controls of a warpfighter for a battle against the Xenomorphs in a constellation featuring over 50 starbases. The other new game for Amiga is actually a set of three coin-op hits from Arcadia, one of the Electronic Arts Affiliated Labels. THE AWESOME ARCADE ACTION PACK ($49.99) includes "Sidewinder," a five-level shoot-'em-up inside the alien spacecraft Star Killer, "Xenon," another shooting game that lets players switch between ground-based hovercraft and a jet fighter plane, and "Blastaball," a high-tech, futuristic hockey game in which space ships occupy a metal playing field and homing missiles are used to move the puck.

Origin Poised for Growth

In a recent press release, Origin debuted a new logo and a streamlined image as they dropped the word "Systems" from the name of the company. More than mere cosmetics, however, Origin promised changes that will mean five to six new releases a year instead of the one or two that have been typical up to now for the company. And Origin plans to move beyond fantasy role-playing games and even "beyond what is thought of as entertainment software today," according to company president, Robert Garriott.

Conversions of Existing Origin Titles Plus New Game

Origin has recently released an IBM PC/compatible version of its role-playing game, 2400 A.D. (MSR $29.95) and Amiga and IBM versions of AUTODUEL ($39.95), the role-playing game based on Steve Jackson's popular board game, "Car Wars." The company also introduced a new fantasy role-playing game heavily laced with arcade-style combat action, TIMES OF LORE ($39.95). The game has just been released for Commodore 64/128 and will be available later this year for the Apple II family and early next year for IBM PC/Tandy and compatibles. The player becomes a hero-for-hire in a game world full of assassins, wizards and monsters. TIMES OF LORE is said to feature vivid graphics, original music, and plenty of fast, arcade-style action. According to Origin, the C64/128 version employs new programming techniques from Europe which cause the game to load 15 times faster than most games and keep individual game segments completely in memory to minimize disk access and provide better speed and response times.

News from Jaleco

Jaleco's recently released BASES LOADED for the Nintendo System is off to a strong start with good reports from retailers and game players. Like all NES games, there are not enough BASES LOADED cartridges to go around, and demand is likely to outdistance supply for some months to come. Jaleco's next game, RACKET ATTACK, features very realistic tennis action and looks to be very close to an on-time release early next month. And tennis fans will want to participate in Jaleco's co-promotion with Wilson Sporting Goods on RACKET ATTACK, the "We'll Make You a Pro" Sweepstakes. Entry blanks will be in every RACKET ATTACK package, and every entrant in the sweepstakes will receive a Wilson Tennis Headband. The Grand Prize is a complete equipment and lesson package (two each of Wilson Pro Staff Rackets, [pairs of Wilson Pro Staff Tennis Shoes and sets of Pro Staff Tennis Wear, Wilson Tennis Visors, cartons of Wilson Championship Tennis Balls, and Wilson Pro Bags plus a dozen tennis lessons with a Wilson teaching tennis pro). In addition, there will be 25 First Prizes (Wilson Pro Staff Rackets), 50 Second Prizes (Wilson Pro Bags), and 50 Third Prizes (Wilson Pro Staff T-Shirts).

Early 1989 Games from Jaleco for NES

First shown at the Summer Consumer Electronics Show (C.E.S.) in June, Jaleco's action-and-strategy game, ROBOWARRIOR is now scheduled for the first quarter of 1989. The game promises complexity and great depth of play, with 27 stages of play, 12 weapons, 14 enemies, 7 lords, 6 extra powers, a room of idols, treasures, golden keys and more. The action-adventure is said to place heavy demands on the player's memory and problem-solving skills. And Jaleco has just announced a fifth title, HOOPS, planned for Spring of 1989. This one is to be a realistic, neighborhood-style, half-court basketball game with a choice of eight different young players, each with individual strengths and weaknesses. HOOPS promises to deliver plenty of variety in its basketball action, permitting standard one-on-one play against a friend or computer player plus a selection of two-on-two games including one that lets two human players cooperate against two computer-controlled players.

Nintendo Adds New Game to '88 Lineup

Recognizing the large numbers of adult players who enjoy the NES, Nintendo has announced a new game designed to appeal especially to those in the 25 years and older category of gamers. ANTICIPATION (MSR $42.95) is programmed in the style of a board game and requires players to exercise their powers of memory and concentration. The game is expected to be released in limited quantities in time for Christmas, with somewhat larger supplies available in the first quarter of 1989 when an advertising campaign is planned for the game.

DONKEY KONG CLASSICS Available Now

Shortly before we went to press with this issue, Nintendo released DONKEY KONG CLASSICS (MSR $42.95)—in limited quantities, of course. The package brings back and combines two games on one cartridge which had been discontinued as individual cartridges: DONKEY KONG and DONKEY KONG JR., a pair of venerable arcade classics.

Two Titles Dropped from SNK List

SNK announced that two previously announced games in development have been deleted from the company's list of planned titles for the NES. The two are GUERILLA WAR and TOUCHDOWN FEVER.

Acclaim Announces New NES Game, Diversifies

An NES version of the classic board game, OTHELLO (MSR $39.95), has just been announced by Acclaim Entertainment. The family-oriented strategy game is expected to be released soon after Acclaim's NES version of WWF WRESTLEMANIA in December. Also in time for this Christmas season, Acclaim will introduce its first offerings in two areas of entertainment not related to the NES: VCR games and hand-held electronic games. Acclaim became involved in VCR games through an agreement with Interactive VCR Games, Inc., the company that originated the category, and Acclaim will continue selling Interactive's existing sports titles: VCR NFL QUARTERBACK, VCR NBA BASKETBALL and VCR NHL HOCKEY (MSR $34.95 each). Two new VCR games will be added for this Christmas season: VCR PGA TOUR GOLF ($34.95) and VCR WWF WRESTLEMANIA ($39.95), which features over 150 live-action clips of such wrestling favorites as Hulk Hogan and Andre the Giant. For its entry into the hand-held game market, Acclaim will take advantage of its licenses acquired for NES games and produce hand-helds entitled RAMBO, AIRWOLF, and WWF WRESTLEMANIA ($24.95 each). The company claims that its hand-helds will have a bigger and clearer screen than most of those currently on the market.

More Software Delays and Changes

It's the same song, different verse, for owners of the NES. More delays have been announced in the release of new games. We believe that some of the delays may be based partly on strategic decisions by the companies involved, especially in the case of titles which look like sure hits. Our guess is that some titles of this type may be delayed to a point when the companies believe that they will be able to get better chip allocations and thus come to market with a greater quantity of a potential hit. Among the titles that had been expected for this Christmas but have been bumped to 1989 are Konami's ADVENTURES OF BAYOU BILLY, Ultra's TEENAGE MUTANT NINJA TURTLES, and Broderbund's LEGACY OF THE WIZARD. And two highly anticipated games from Data East, RAMPAGE and ROBO COP, may or may not make it for Christmas. (We've had so many questions on these two that we checked with Data East near press time, only to learn that Data East itself is checking with Nintendo on a daily basis to find out when they will be ready. The best we can tell you right now is "December at the earliest.") Another title that looks as if it may be questionable for this year due to some technical problems is TECMO BOWL, the Tecmo football game. If the problems can't be ironed out in time to get this one to market for Christmas, Tecmo may substitute an early release of their martial arts adventure, NINJA GAIDEN. Broderbund's BATTLEFIELDS OF NAPOLEON has been dropped from the company's lineup.

Video Game Tips of the Month

This month's tip for the NES is for Konami's hot new game, LIFE FORCE. Several of our readers discovered that the same tip that gives you 30 men in CONTRA (July 1988 tip) also works for LIFE FORCE. During the title screen, push your directional pad up, up, down, down, left, right, left, right, and then push action button B, then A, and finally the Start button. With a start-up of 30 lives, you should now be able to get farther into this tough game! Sega players can select their round during the title screen in the original WONDER BOY: push your} control pad's action button #1 three times and then button #2 twice. Push the directional pad left or right to reach the round you want to play.

SUPER MARIO BROS. 2 (★★★1/2/★★★★) could easily have been subtitled *"Nintendo does it again."* One of the most loved and durable of all video games, "Super Mario Bros.," now has a sequel that's every bit as entertaining as the original game. Mario is back, although he's just one of four characters you can choose as your on-screen alter-ego. You can also play as Luigi or Toad or the Princess, and each character has somewhat different talents and shortcomings. In the new game, your character enters the dream realm of Subcon to free it from the curse of the evil Wart. According to the instructions, there are seven worlds with twenty separate areas. Knowing Nintendo (and the original "Super Mario Bros.") as we do, we suspect that there are more than those seven worlds, just waiting to be discovered. The game is a mixture of old and new—the familiar jumping, the nabbing of coins, but also the ability to pluck vegetables from the ground and use them as weapons. Of course there are secret places and all manner of things that we have yet to find. Like the first game, SUPER MARIO BROS. 2 promises to provide many, many hours of enjoyment, frustration, delight and discovery. This one is a worthy sequel and not to be missed. (Solo play)
Recommended. (MSR $49.95)

IRON TANK (★★★★/★★★1/2) is *SNK's* new military action-adventure in which the player controls the Iron Tank and its commander on a mission to establish a beachhead on the Normandy Coast of France in 1944. As the single advance unit before the final Allied assault on Normandy, the Iron Tank must break through enemy front lines, then infiltrate and destroy enemy headquarters. When we started playing this game, learning how to move the tank and control its independently rotating gun turret, we couldn't help but think of one of the classics of very early videogaming: Atari's "Tank." As simple as that game was, it had a lot of appeal. IRON TANK is far from simple with its superb graphics, fast action, and multiple levels of challenge. But IRON TANK has that same kind of appeal as you play cat-and-mouse with other tanks, lurk behind walls in attempts to ambush the enemy, and do your very best to blow the enemy's tanks into smithereens. There are many refinements and complications in IRON TANK, such as enemy super-tanks, a variety of power-up items such as armor-piercing shells, bombers overhead just when your energy is low, and periodic radio messages from your commander. It's "Tank" all over again, but ever so much better for its clear goal, its variety of challenges, and its wonderful graphics. We liked this one a lot. Those who are looking for absolute realism may be unhappy about the tanks being so speedy. (No real tank moves as fast as the ones in this game do.) And we weren't completely happy with the instructions because there was no reference to radar, which is mentioned in radio messages in the game. The instructions also mention that two people can play the game at the same time, and we could find no way to make IRON TANK work as a two-player game. However, those are minor problems that didn't keep us from enjoying the game thoroughly. (Solo play.)
Recommended. (MSR $44.95)

XEVIOUS (★★★★/★★★1/2) brings a favorite Namco arcade game home again in a new version for the Nintendo system by *Bandai*. It's a game of combat in which the player flies a Solvalou fighter, armed with anti-aircraft missiles and surface bombs, over enemy Xevious territory. And enemy territory is a dangerous place to be. Enemy fighters are devious, quick, and deadly, and the ground emplacements can be equally hazardous to the Solvalou fighter's health and safety. The player's fighter flies a vertical course up the screen, dodging and weaving to aim at the enemy and yet avoid their fire. The deeper the fighter reaches into enemy territory, the tougher the enemy becomes. The premise is simple, but it's one of those games you just can't stop playing. And Bandai has done a superb job of maintaining the look, sound, and feel of the original coin-op. In fact, Bandai's is the only home version that truly duplicates the music and sound effects of the arcade game. There are other home versions of XEVIOUS, and we've played them all. This one is the best—period. If you like the arcade game, you'll definitely want to add this game to your NES library. (Solo or 2-player alternating.) NES version reviewed. Other versions available include Atari 7800 (Atari); Apple II, Atari ST (Mindscape).
Recommended. (MSR $39.95)

GALAGA (★★★★/★★★★) brings all the thrill and fun of arcade action to your NES, courtesy of *Bandai*. Galaga and his force are insect-like creatures and have the ability to change and multiply. They swoop and dive, moving in unpredictable ways across your screen as you shoot from your speedy fighter craft. The familiar features of the arcade game are all here—the hidden Galaga, special bonus points and all. And beware of the tractor beam which can capture your fighter, but you can reclaim your fighter in the next ready mode and be invincible for future onslaughts of GALAGA!
Just Like the Arcade
From the sound to the configuration of your TV screen, Bandai's GALAGA allows you to feel that you are in the arcade instead of just sitting at home with your NES. The challenge stages, which appear every third round, are just like the arcade action, and your Nintendo control pad will give you all the speed, accuracy, and shooting ability this game is meant to have. Although GALAGA does not have hundreds of levels to complete, and there are no mystery doors or action pellets for extra strength, what it does have is excitement, challenge, and even a method to keep track of your accuracy (a hit/ration percentage given to the player after each game). GALAGA from Bandai is genuine arcade action at its best for your NES, and it far outshines the Atari 7800 version. (Solo or 2-playerp alternating.) NES version reviewed. Also available for Atari 7800 by Atari.
Recommended. (MSR $39.95)   *....Dan LaPlante*

The **MEGA PROGRAMMABLE CONTROLLER** is a new accessory from *Bandai* for the Nintendo system with quite a few unusual features. Its physical layout is similar to that of the Nintendo Control Pad which comes with the NES, though it's a little larger than the original pad in order to accommodate its additional features, including an LCD display window. Some of the MEGA CONTROLLER's functions will be familiar to those who've tried some other accessory controllers. The MEGA has variable rapid fire and slow motion modes. In addition, it has a locking feature which can be used on the control pad or on the A or B Buttons. We can't think of many times when we would have liked the ability to lock the control pad in any one direction, but it could be handy to be able to lock one or both action buttons. Another of the MEGA's talents is the ability to set maximum "arsenals" of shots, jumps, punches, or whatever, thus creating new and challenging limits that don't already exist in a game. And the controller has a timer mode with settings from 2 to 120 minutes. An alarm buzzer sounds and your game freezes when the pre-set timer limit is reached. (Parents might like this feature for limiting their children's playing time, except that it can be overridden by the player at any time.) One very handy function is the MEGA's ability to memorize a password. And the MEGA has a kind of game programmed into the controller itself, a sort of^ fast-reflex test. When you reach a high enough score

on the internal game, the controller will admit you to "Top Secret" mode, which we haven't seen yet. Bandai's MEGA PROGRAMMABLE CONTROLLER is an intriguing accessory with both useful and unusual features. (Requires four AAA batteries, which are not included.)
Recommended. (MSR $49.95)

Acclaim to Enter Accessory Market

Acclaim will be entering the Nintendo peripheral market later this year with the only Nintendo-approved Infrared Wireless Remote Controller. While we don't have specific details on features, the retail is planned to be $39.95.

MULTI-SYSTEM Accessory

The **FREEDOM STICK** from *Camerica* is a great controller which gets rid of cables and cords while you're playing your favorite games. While not inexpensive, it is important to note how many different game systems/computers can use this all-in-one unit. You can plug it into your Nintendo, Sega, Atari 2600, 7800, XE Game System, Commodore 64, 128, Atari computers, and VIC-20! For the many readers we have who are multi-system owners, this suddenly makes a great deal of sense! Very similar in look and feel to Nintendo's Advantage (this, we're sure, is why Nintendo is in the process of suing Camerica for trade dress infringement), the unit fits neatly in your lap. The unit allows for one or two-players to share the unit (alternating); there's a very responsive micro-switch 8-directional arcade-style joystick, and a rapid-fire feature which you can engage or not.
Easy to Hook-Up
We found it extremely easy to install as there are a couple of sets of cables (based on which system you're hooking it to) which have to be plugged in the control 1 and control 2 jacks. Those cables are attached to the infrared receiver which you then put on top of your Nintendo unit or television (it has to stay close to the Nintendo unit due to short cables). You then take the Freedom Stick and move off to your favorite chair to proceed in shooting down enemies or negotiating through mazes. Initially, we made certain the Freedom Stick was in direct line with the Receiver (about 7 feet away) and it worked perfectly. After awhile, we decided to become more daring and began moving off at angles so there wasn't a straight shot to the receiver. At one point, while we don't recommend it, we were really off to one side, with a shelf actually partially blocking the transmission line between the Stick and the Receiver. Surprisingly, the joystick never missed a beat. We continued on with our game as though we were wired directly to the unit!
High Marks
All in all, we have to give this unit very high marks as it is a good joystick, installs easily, and works like a charm without cords. It's definitely worth considering, especially if you have more than one system which you can use it with!　　　　Recommended (MSR $69.95)

SEGA Software

FANTASY ZONE: THE MAZE (★★★/★★1/2) is the third of the Fantasy Zone games from *Sega*. While the first two were very challenging action-adventures, this third one is a maze game populated with the familiar characters from the Fantasy Zone: Opa Opa and his enemies, the evil Menons. According to the story of the game, a third battle with the evil Menons looms, and the task of defending the Fantasy Zone falls once again on Opa Opa. (He has the help of his younger brother, Upa Upa, in the two-player game.) The Menons have built a series of three mazes on each of seven of the Fantasy Zone planets, and Opa Opa must eliminate all of the Menons in each maze, picking up scattered coins to purchase Power-Up weapons for extra strength.
Choice of Levels
The player can choose any of the seven planets at the beginning of each game, which allows the player to control the difficulty level of the game. (The higher numbered planets have more challenging mazes.) Although all of the 21 mazes are different, they have certain characteristics in common. A central area in each maze is the "Master Hole," which begins to emit Menon Mobile Bases if Opa Opa (or Upa Upa) doesn't touch it periodically during the attempt to clear all the coins. Although there are Menons in the maze before Mobile Bases are released, the Menons in the bases tend to be nastier and faster than the ones that appear in the maze from the beginning. While Opa Opa scurries around, avoiding Menons and collecting coins, he must try to purchase Power-Up weapons to help in the fight. Clear one maze, and it's on to the next. Bonus points are awarded for finishing quickly and in special bonus rounds that appear after every third maze. There are no enemies in the bonus mazes, but most of the screen blacks out to make your task more difficult. Overall, this is a fairly standard maze game that has your character collecting coins instead of eating dots. The solo game has little to recommend it over the typical maze games every gamer has played over and over again. As a two-player cooperative game FANTASY ZONE: THE MAZE is a little more out of the ordinary and consequently more fun to play. If you usually play alone, we can't recommend this one unless you're a real maze-game fan. However, it has some merit as a two-player game. (Solo or 2-player cooperative)
MSR approx. $35

BLADE EAGLE 3-D (★★★/★★★) is the latest in the _Sega_ line which requires the 3-D glasses. It's a pretty straight-ahead space shoot-'em-up as you must destroy the evil Arvians, aided by robot drones. Your ship is the only one which escaped capture and you'll have to make your way through nine levels of this outer space battleground. You'll move from outer space to the planet's surface, and finally inside the Arvian fortress underground. If you make it until the end, you'll have the inevitable battle with the Arvian World Commander.

3-D Still Beautiful

There's still something special about the true 3-D effect which is accomplished only with these 3-D glasses. We still haven't found anything else which quite comes up to the effect. The gameplay is fast and tough, typical of Sega games. You'll have to be really fast with that thumb in order to shoot down the enemies before they annihilate you. The rapid-fire feature (see review in this issue) was especially helpful with this game to help avoid the "numb thumb." It's a fine action game for anyone who enjoys the genre and we're glad to see Sega continue to support the glasses which many people bought last year. (one player; Segascope 3-D glasses required)
Recommended (MSR approx. $55.00)

MONOPOLY (★★★★/★★★★), dubbed a Mega-Plus cartridge™, may have been delayed several times before being released but this board game translated for the _Sega_ system has never been like this and

the wait has been worth it! The game itself is a standard which virtually everyone has grown up with. Now it reaches a whole new dimension which must be seen to be believed. Having recently seen and reviewed the Commodore version by _Virgin Games for Electronic Arts_ (August '88 issue), we thought this would be similar. No way! It begins with the familiar theme music from _"The Sting."_ There is, of course, the basic premise of the game as you play against others trying to buy up property, build houses and hotels, and retire with the biggest fortune. Obviously, this version has all those elements. You can choose one of ten tokens including a dog, locomotive, iron, hat, horse, boot, and more, entering the correct name to go with the token. You can choose whether you want a time limit. With the built-in battery back-up, you can choose a game without a time limit and get back to it later.

Roll the Dice

Now it becomes apparent this is a very special version. The animated dice roll as you have a birdseye view of the board. The first token begins its' animated (!) trip as we go into a close-up of the area of the board the token is travelling. The iron kicks up dust, the dog trots along, the locomotive chugs, the wheelbarrow rolls, etc. As you move past the properties, you''ll see, in a three-dimensional mode, any houses and hotels which exist. If you decide to build a house or hotel, you'll move to another screen where the workmen actually build the structure for you! If you go to jail, you'll roll right into a barred cell. With the birdseye view, you can ask to display the deeds. Then you can see small

token marks on the various owned properties. The gameplay mirrors the all-time Parker Bros. favorite in most aspects, but allows you to have a rip-roaring game with just yourself and the computer. The one area that the game differs from the original board game (this may be a drawback for you) is that when you land on a property, you _must_ either buy it or auction it off (presuming that the property isn't already owned by a player). As a result, you cannot simply choose to land and move on. But, it's the graphics that make this such a dazzling game. Frankly, we never expected the game to look _this_ great! The animation really makes it loads of fun to play and, of course, the battery back-up allowing you to save the game you're playing, make this an even better version. We know there aren't too many of this game floating around dealers as yet, but you should definitely add it to your "must own" list. It's great for adults, families, and will make a really terrific party game. (one to ten players; save feature)
Recommended (MSR approx. $60.00)

The SEGA RAPID FIRE CONTROL STICK is a combination of the Control Stick which Sega released last year and adds a rapid fire adaptor, allowing you to fire in rapid succession. Not only do your guns turn into rapid fire cannons, but you'll find sword movement, kicking in a game such as _Black Belt,_ etc. take on a whole new dimension, allowing you to get higher scores. We've always liked the Control Stick as a strong alternative to the control pad which comes with the Sega System. Now, the rapid-fire feature makes it an even better unit. For those of you who already own the Control Stick, Sega will be releasing the rapid-fire unit separately so you don't have to buy a new Control Stick with a retail of about $15.00 (thank you, Sega!)
Recommended (MSR approx. $40.00)
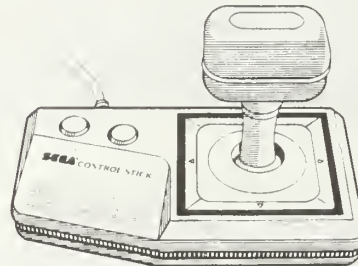
Activision Announces Name Change

The planned Activision game for the Sega Master System, originally announced as SUPER RIVER RAID, will instead be released under the title BOMBER RAID. The game is expected to be available around Christmas of this year, along with Activision's two other made-for-Sega titles, CYBORG HUNTER and RAMPAGE.

GameTek Announces Fisher Price Changes

The first Fisher Price NES games for young children, to be developed by GameTek, were announced at Summer C.E.S.: BOWLING, FIRE HOUSE, FUN FLYER, and RIDE-ON BUS TRIP. Fisher Price and GameTek recently announced that FUN FLYER will not be produced and will be replaced by the new title, LITTLE PIANO TEACHER. The four Fisher Price games are expected to be available late Spring or early Summer OF 1989.

WHEEL OF FORTUNE (★★★★/★★★1/2) is the first in a line of game show programs from _GameTek_ which will bring some of the popular TV game shows to your Nintendo. It's an auspicious beginning as we were astounded when we turned the game on and, just like in the television version, the audience yelled out, "Wheel of Fortune!" That immediately caught our attention! Any game show afficienado knows this game well as you attempt to guess phrases, events, people, etc., as you turn over letters, one by one. This version is no different. Spin the wheel (you have your choice of strengths) and use your controller to pick out the letter you're guessing. You can play with up to two friends or the computer will play the other position(s) with you. You play three rounds, with the third round being a "speed-up" round. If you are successful in having more money at the end of the three rounds, you can play for the big prize. There you can choose among a Porsche, vacation, deluxe kitchen, and more. Choose four consonants and one vowel.

All The Elements Are There

Everything that makes the television version so popular are here, from the music, a blonde who could pass for Vanna White, free spins, bankruptcy, and more. This is a great way to find out just how good you really are at the game as playing along with the Pat Sajak version gives you advantages that this one doesn't. You'll discover that solving some of the puzzles aren't all that easy! One slight problem that we hope was just a rare coincidence. The instruction booklet indicates that there are over 1,000 puzzles included which will randomly appear among the three levels of difficulty; however, we went back and played the same level two days in a row and, the first puzzle both days was the same! We continued playing to see if there was a pattern and there didn't appear to be one. We'll chalk it up to a rare coincidence. All in all, this is a great game for the entire family which is fun but tests your intelligence as well. (one to three players)
Recommended (MSR $44.95)

GOLGA 13 (★★★/★★★) is _Vic Tokai's_ entrance into the American Nintendo market as you take the role of Golga 13, the legendary agent who's never failed on a mission. The scenario finds our agent caught in the middle as the CIA believes he has shot down a copter above New York City and stolen Cassandra-G, a vaccine which is a deadly weapon in biological warfare. A representative of a super-secret organization named FIXER transmits a message which may link the deed to the remnants of the DREK empire...or it could be the KGB. In any event, you must go to East Berlin to follow the clues. Use the clues which come up in the text windows as, not only will they help you, but if you don't, they will disappear. Check out subway stations, hotels, and move through the city as you avoid fire and try and kill the enemies. Throughout, there are various items to pick-up such as grenades, additional ammunition, keys, etc. If you are fired upon from a blind side, the scene changes and you view the action from Golga's eyes as you attempt to shoot down the enemies on foot, and later the helicopters coming at you. If you run out of ammunition, you must defend yourself by jump kicking. There are action mazes to be entered under the city which you can easily get lost in. You must destroy the enemies and the wall to escape.

Multi-Level Action

This is an interesting action game which includes a bit of adventure as the text windows continue to give you clues (we did get tired of the long preamble text window at the beginning every time which we couldn't seem to avoid, however). There are many different screens, from the horizontally-scrolling street scenes where Golga must kill enemies, to close-ups in subways as an agent walks into view to give clues, as well as the scenes where you must get the enemies in your gun scope to shoot down, and the mazes to work through. It's a good action game which definitely has that "Japanese" feel to it; once again, the instructions are not as clear as they should be and they have been translated by someone who has translated literally, causing some very awkward wording. All in all, however, it's a good action game with good graphics with a very nice continue feature. (one player; continue feature)
Recommended (MSR $34.95)

Sega's "Music on Hold"

If you've called 1-800-USA-SEGA lately and been put on "hold," then you've heard music quite unlike the FM radio you get from most companies. What you're listening to are the unmistakable sounds of— what else?—video games! Sega's music-on-hold tape consists of three musical themes each from six different Sega games. In case you can't identify them all, the games represented are SPACE HARRIER 3-D, AFTER BURNER, SHINOBI, WONDER BOY IN MONSTER LAND, SHANGHAI, PHANTASY STAR, and MIRACLE WARRI-ORS.

ATARI XE/XL
FOURTH QUARTER
Lancelot (DS)
Time & Magik (DS)

ATARI ST
SEPTEMBER
Beyond Dark Castle (TS)
Chrono-Quest (PSY)
x-Final Assault (EPY)
x-Heroes of the Lance (SSI)
Menace (PSY)
x-Space Harrier (MIN)
x-SpaceCutter (RAI)
x-Virus (RAI)
OCTOBER
Alien Syndrome (MIN)
Operation Clean Streets (BRO)
Out Run (MIN)
Space Racer (BRO)
Thud Ridge (TS)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
Rocket Ranger (CIN)
DECEMBER
Harpoon (TS)
FOURTH QUARTER
Aleon (TAI)
Annals of Rome (DS)
Arkanoid (TAI)
Art & Film Director (EPY)
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Downhill Challenge (BRO)
Firezone (DS)
Frank'n'Ernest Adv (POL)
Fright Night (MD)
Gladiator (TAI)
Gridiron (DS)
Ice Thrashers (EPY)
Karateka (BRO)
King of Chicago (CIN)
Lancelot (DS)
Lock On (DE)
Master Ninja (PAR)
Napoleon in Russia (DS)
Omega Run (MD)
Operation Wolf (TAI)
Orbiter (SPE)
Qix (TAI)
Platoon (DE)
Rastan (TAI)
Renegade (TAI)
Rings of Triton (MD)
RoboCop (DE)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorceror Lord (DS)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Technocop (USG)
Tetris (SPE)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Wizard Wars (PAR)
FIRST QUARTER '89
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
Zork Zero (INF)

COMMODORE 64/128
SEPTEMBER
Battles of Napoleon (S SI)
Beyond Dark Castle (TS)
x-Bionic Commando (CAP)
x-Fast Break (ACO)
x-Final Assault (EPY)
x-4X4 Off-Road Racing (EPY)
x-Games: Summer Edition (EPY)
Gladiator (TAI)
x-Out Run (MIN)
Pharaoh's Revenge (PI)
Predator (ACT)
Prime Time (FR)
Qix (TAI)
Red Storm Rising (MIC)
x-Space Harrier (MIN)
SpaceCutter (RAI)
x-Sporting News Baseball (EPY)
x-Street Fighter (CAP)
x-Tower Toppler (USG)
x-Typhoon of Steel (SSI)
Virus (RAI)
OCTOBER
Alien Syndrome (MIN)
x-Captain Blood (MIN)
Demon's Winter (SSI)
x-Dungeon Masterw's Asst (SSI)
Fire Power (MI)
Heroes of the Lance (SSI)
Rack 'Em (ACO)
Rampage (ACT)
Rocket Ranger (CIN)
Serve & Volley (ACO)
Steel Thunder (ACO)
x-Take Down (GAM)
x-Times of Lore (ORI)
x-Ocean Ranger (ACT)
NOVEMBER
x-Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
Warlock (TS)
DECEMBER
Flintstones (MI)
Johnny Quest (MI)
FOURTH QUARTER
Alien Fires (PAR)

Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battleship (EPY)
Black Tiger (CAP)
Carrier Command (RAI)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Destroyer Escort (MIC)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
F-18 Hornet (ABS)
Paery Tale Adventure (MI)
Firezone (DS)
4th & Inches Construc Disk (ACO)
Galactic Invasion (MI)
Guerrilla Wars (DE)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Lock On (DE)
Main Event (GAM)
Mind Roll (EPY)
Moses #1 (FR)
Neuromancer (IP)
Operation Wolf (TAI)
PT-109 (SPE)
President Is Missing (COS)
Risk (VIR)
Robocop (DE)
S.D.I. (CIN)
Sarge (Cap)
720 (ACO)
Sky Shark (TAI)
Sorceror Lord (DS)
Space (ABS)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Sports Football (EPY)
Super Basketball (KON)
Super Hang-On (DE)
Swords & Sorcery (DS)
Technocop (USG)
Time & Magik (DS)
Trials of Honor (EPY)
Trojan (CAP)
Ultima V (ORI)
Univ Military Simulator (RAI)
Victory Road (DE)
Vigilante (DE)
Wizard Wars (PAR)
Zak McKracken (LF)
FIRST QUARTER '89
BattleTech (INF)
T K O. (ACO)
SECOND QUARTER '89
Journey/C128 only (INF)
Shogun/C128 only (INF)
Zork Zero/C128 only (INF)

AMIGA
SEPTEMBER
x-Awesome Arcade Action Pk (ARC)
Beyond Dark Castle (TS)
x-Bubble Ghost (ACO)
Chrono-Quest (PSY)
x-Final Assault (EPY)
Heroes of the Lance (SSI)
Honeymooners (FR)
Menace (PSY)
Prime Time (FR)
x-Skyfox II (EA)
x-Space Cutter (RAI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
x-Virus (RAI)
OCTOBER
x-Autoduel (ORI)
x-4th & Inches (ACO)
Operation Clean Streets (BRO)
Out Run (MIN)
Space Harrier (MIN)
Space Racer w/BRO)
TV Sports Football (CIN)
x-Warlock (TS)
NOVEMBER
Alien Syndrome (MIN)
Balance of Power: 1990 (MIN)
Deja Vu II (IS)
Guardians of Infinity (PAR)
Thud Ridge (TS)
DECEMBER
Harpoon (TS)
Jetsons (MI)
FOURTH QUARTER
Apollo 18 (ACO)
Battle Chess (IP)
Battleship (EPY)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Cosmic Relief (DS)
Captain Blood (MIN)
Craps Academy (CA)
Dive Bomber (USG)
First Expedition (INS)
4X4 Off-Road Racing (EPY)
4th & Inches Team Const Disk (ACO)
Games: Summer Edition (EPY)
GATO (SPE)
Gauntlet (MIN)
Gladiator (TAI)
Global Commander (DS)
Gunship (MIC)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
Lancelot (DS)

of Legends (MI)
Lords of Rising Sun (CIN)
Master Ninja (PAR)
Operation Wolf (TAI)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
Shiloh: Grant's Trial (SSI)
Silent Service (MIC)
Sky Shark (TAI)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Street Sports Basketball (EPY)
Street Sports Football (EPY)
Technocop (USG)
Tetris (SPE)
Time & Magik (DS)
Time Bandits (MD)
Tower Toppler (USG)
Tracers (MI)
Train, The (ACO)
Trials of Honor (EPY)
Turbo (MI)
Wizard Wars (PAR)
FIRST QUARTER '89
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
T.K.O. (ACO)
Zork Zero (INF)

APPLE IIe/IIc
SEPTEMBER
Twilight's Ransom (PAR)
x-Typhoon of Steel (SSI)
x-VCR Companion (BRO)
OCTOBER
Journey (INF)
Shogun (INF)
Zork Zero (INF)
FOURTH QUARTER
Arkanoid (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Summer Edition (EPY)
Games: Winter Edition (EPY)
Gunship (MIC)
Hunt for Red October (DS)
John Madden Football (EA)
Lancelot (DS)
Last Ninja, The (ACT)
Legend of Blacksilver (EPY)
Mind-Roll (EPY)
Monopoly (VIR)
Platoon (DE)
Pool of Radiance (SSI)
Qix (TAI)
Rampage (ACT)
Renegade (TAI)
Risk (VIR)
Rubicon Alliance (DS)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Victory Road (DE)
Wizard Wars (PAR)
FIRST QUARTER '89
BattleTech (INF)
Manhunter:New York (SIE)

APPLE IIGS
SEPTEMBER
x-King's Quest III (SIE)
OCTOBER
x-Bard's Tale II (EA)
x-4th & Inches (ACO)
Journey (INF)
Last Ninja, The (ACT)
x-Skate Or Die (EA)
x-Zany Golf (EA)
NOVEMBER
Battle Chess (IP)
Deja Vu II (IS)
Serve & Volley (ACO)
Shogun (INF)
Warlock (TS)
Zork Zero (INF)
FOURTH QUARTER
Bubble Ghost (ACO)
Card Sharks (ACO)
Dark Castle (TS)
Deja Vu (MIN)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
4th & Inches Team Const Disk (ACO)
Sentinel Worlds I: Future Magic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Land of Legends (MI)
Mini Putt (ACO)

Pinball Wizard (ACO)
PT-109 (SPE)
Scooby-Doo (MI)
S.D.I. (CIN)
Silent Service (MIC)
Silphed (SIE)
Simbad & Throne/Falcon (CIN)
Sky Travel (MI)
Street Sports Football (EPY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
FIRST QUARTER '89
Manhunter:New York (SIE)
Red Storm Over London
Rocket Ranger (CIN)

MACINTOSH
SEPTEMBER
x-Balance of Power: 1990 (MIN)
x-P51 Mustang Flight Sim (BE)
OCTOBER
Fire Power (MI)
Guardians of Infinity (PAR)
Journey (INF)
Quarterstaff (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
Deja Vu II (IS)
DECEMBER
Jetsons/Mac II (MI)
TypeStyler (BRO)
Warlock (TS)
FOURTH QUARTER
Android Arena (SIL)
AutoDuel (ORI)
Carrier Command (RAI)
Faery Tale Adventure (MI)
4th & Inches (ACO)
4th & Inches Team Const Disk (ACO)
Games: Summer Edition (EPY)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Lancelot (DS)
Might and Magic (NWC)
Romantic Encounters (MI)
S.D.I. (CIN)
Sinbad & T rone/Falcon (CIN)
Sky Travel (MI)
Tetris/Mac II (SPE)
Time & Magik (DS)
Train, The (ACO)
Ultima IV (ORI)
FIRST QUARTER '89
Manhunter:New York (SIE)
Red Storm Over London (IS)

MS-DOS
SEPTEMBER
Airborne Ranger (MIC)
x-Autoduel (ORI)
Beyond Dark Castle (TS)
x-Bionic Commando (CAP)
x-Bubble Ghost (ACO)
x-Falcon/AT EGA (SPE)
x-Final Assault (EPY)
x-4X4 Off-Road Racing (EPY)
Heroes of the Lance (SSI)
x-King's Quest IV (SIE)
x-Manhunter:New York (SIE)
x-PT-109 (SPE)
x-Sentinel Worlds I: Future Magic (EA)
Simbad & Throne/Falcon (CIN)
Starglider II (RAI)
Stealth Fighter (MIC)
x-2400 A.D. (ORI)
Twilight Zone (FR)
x-Wizard Wars (PAR)
OCTOBER
x-Fire Power (MI)
x-4th & Inches (ACO)
Honeymooners (FR)
Man Event (GAM)
Operation Clean Streets (BRO)
Rack 'Em (ACO)
Rocket Ranger (CIN)
Space Racer (BRO)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
Dungeon Master's Asst (SSI)
Journey (INF)
Serve & Volley (ACO)
Shogun (INF)
Skate Or Die (EA)
Thud Ridge (TS)
TV Sports Football (CIN)
Zany Golf (EA)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Harpoon (TS)
Johnny Quest (MI)
Neuromancer (IP)
Scooby-Doo (MI)
FOURTH QUARTER
Alcon (TAI)
Apollo 18 (ACO)
Arkanoid (TAI)
Battleship (EPY)
Bubble Bobble (TAI)
Captain Blood (MIN)
Card Sharks (ACO)
Carrier Command (RAI)
Chrono-Quest (PSY)
Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)

Dive Bomber (USG)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Pirezone (DS)
4th & Inches Team Const Disk (ACO)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Games: Winter Edition (EPY)
Gladiator (TAI)
Guardians of Infinity (PAR)
Guerills Wars (DE)
Global Commander (DS)
Gold Rush (SIE)
Graphics Studio (ACO)
Hat Trick (CAP)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Leisure Suit Larry II (SIE)
Metropolis (ARC)
Mind-Roll (EPY)
Monopoly (VIR)
Napoleon in Russia (DS)
Pete Rose Pennant Fever (GAM)
Pirates (MIC)
Platoon (DE)
Police Quest II (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Qix (TAI)
Renegade (TAI)
Rubicon Alliance (DS)
Sarge (CAP)
Scavengers (INS)
Scruples (VIR)
Side Arms (CAP)
Sierra 3-D Tank Simulator? (SIE)
Silphed (SIE)
Sky Shark (TAI)
Sorceror Lord (DS)
Space Quest III (SIE)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Empire (FR)
Star Fleet II (INS)
Stocker (CAP)
Street Fighter (CAP)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Super Hang-On (DE)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Train, The (ACO)
Trials of Honor (EPY)
Uninvited (MIN)
Visions of Aftermath (MIN)
FIRST QUARTER '89
Alien Syndrome (MIN)
Battle Chess (YIP)
Legend of Blacksilver (EPY)
Out Run (MIN)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
Space Harrier (MIN)
Take Down (GAM)
Times of Lore (ORI)
T.K.O. (ACO)

INTELLIVISION
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
FOURTH QUARTER
Chess (INT)
Flight Simulator (INT)
Karateka (INT)
Sea Battle II (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pwro Pool/Billiards (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)

ATARI 2600
OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
FOURTH QUARTER
Dark Chambers (AT)
Pete Rose Baseball (ABS)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)
Tomcat F-14 Simulator (ABS)

ATARI 7800
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulous (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT
Touchdown Football (AT)

Program	Cost	Sys/Format	Quantity	Total
Blade Eagle 3-D (Sega)	40.80			
Captain Blood (Co)	26.10			
Captain Blood (ST;Am*;I*)	36.40			
Dungeon Masters Assistant (Ap,Co,I*)	22.30			
Fantasy Zone: The Maze (Sega)	28.80			
Fast Break (Co)	22.30			
Final Assault (Co;Am;I;ST;GS*)	28.80			
Freedom Stick (NES;Sega;26;78;At;Co)	57.60			
Galaga (NES)	30.90			
Games, The: Summer Edition (Co)	28.80			
Games, The: Summer Edition (Ap*;I*)	36.40			
Golga 13 (NES)	27.90			
Iron Tank (NES)	34.90			
Jet Boys (Co)	11.20			
Manhunter: New York (I;ST*;GS*;Mac*;Ap*)	36.40			
Mega Programmable Controller (NES)	37.80			
Monopoly (Sega)	42.90			
Outrun (Co)	26.10			
Outrun (ST*;Am*)	36.40			
Outrun (Sega)	34.20			
PT-109 (Mac,GS*)	36.40			
PT-109 (I;Co*)	28.80			
Rapid Fire Control Stick (Sega)	25.40			
Space Harrier (Co)	22.30			
Space Harrier (Sega)	34.20			
Space Harrier 3D (Sega)	40.80			
Super Mario Bros 2 (NES)	38.90			
Take Down (Co)	22.30			
Take Down (I*)	26.10			
Typhoon of Steel (Ap;Co)	36.40			
Warlock (Am,ST)	26.10			
Warlock (Co*)	22.30			
Warlock (GS*,Mac*)	28.80			
Wheel of Fortune (NES)	35.70			
Xevious (NES)	30.90			

Titles from VideoGame Sale

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Co=Commodore 64/128;I=IBM PC/compatibles;Mac=Macintosh
ST=Atari ST; NES=Nintendo; SEGA=Sega; Int=Intellvision

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LAST CHANCE FOR VIDEOGAMES!!

There Just Isn't Room for them anymore, so this is it! Once this sale is over, we will no longer carry games for the systems listed below. If you see something you want, make your move now!! Great inexpensive Christmas Stocking Stuffers! All games are brand new, in very short supple, and subject to prior sale.

ATARI 2600
$2.00 each
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Vanguard
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Kaboom
Keystone Kapers
Robot Tank
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Galaxian
River Raid
Space Shuttle
Summer Games

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Winter Games

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Kaboom
Pac-Man
Qox
Rover Raid
Vanguard
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COLECOVISION
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Keystone Kapers
Pitfall
Q*Bert

INTELLIVISION
$2.00 each
Beauty & Beast
Big League Baseball
Champion Tennis
Chip Shot Golf
Dig Dug
Frogger
Learning Fun 1
Learning Fun 2
Super Pro Football
Super Pro Hockey
Thin Ice
Tower of Doom
Triple Challenge
World Champ Baseball

Accolade Releases New Versions of 4TH & INCHES

Joining the initial Commodore 64/128 version (MSR $29.95) of Accolade's football simulation, 4TH & INCHES, are new and enhanced versions for IBM PC/Tandy ($39.95), Apple IIGS and Amiga ($44.95 each).

MicroProse Wins Software Awards

At the recent 1988 Origins Convention, a gathering of adult fantasy, science fiction, and wargaming enthusiasts, MicroProse swept all three computer gaming awards. The awards are chosen by the Academy of Adventure Gaming Arts and Design, an association of professional game designers, artists, and developers. The categories were Best Fantasy or Science Fiction Game, awarded to PIRATES!, Best Screen Graphics (also given to PIRATES!), and Best Military or Strategy Game, which went to PROJECT: STEALTH FIGHTER. Congratulations to the MicroProse teams responsible for these games, which allowed MicroProse to become the first software publisher ever to earn all three of the Origins computer game awards in one year.

Data Base Program for Youngsters from Mindplay

Mindplay has announced the release of COTTON'S FIRST FILES (MSR $49.99 for Apple II), a program designed to introduce data base concepts to children ages four to nine. Cotton, the animated bunny, helps youngsters learn how to file, sort, search, and build their own data bases. The program has three levels of difficulty, 200 animal picture printouts, plus a Build Your Own Files feature.

Latest Version of WARLOCK for Amiga

Developed initially on Atari ST, Three-Sixty's WARLOCK is now available for Amiga (MSR $34.95). Additional versions of this charming, 20-level arcade-style action-adventure are coming soon for Commodore 64/128 ($29.95), Apple IIGS ($39.95), and Macintosh ($39.95).
More from Three-Sixty
Three-Sixty also informed us that their long-awaited simulation of modern naval warfare, HARPOON, will be released in December (initial version for IBM PC/compatibles). And Three-Sixty has slipped a previously unannounced new program into their pre-Christmas lineup. THUD RIDGE, an air combat simulator which recreates historical F-105 bombing missions over Vietnam, is slated to be available during this month.

Computer Entertainer

INCLUDES

The Video Game Update

5916 Lemona Avenue, Van Nuys, CA 91411

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Activision to Introduce Karate Action Game with New Twist

Coming next month from Activision is CHOP AND DROP (MSR $29.95), a karate action game for Commodore 64/128. The company promises a game with sixteen different karate blows and a "brawling free-for-all," since there are three karate characters on the screen at all times. In the one-player game, the computer controls two fighters who may attack the player's character or each other. In the two-player game, the computer controls the third character. Action continues until one character is left standing, and that character can then move on to a bonus round where points are won by deflecting ever-increasing waves of deadly balls with a shield.

Lucasfilm Games Group Joins Forces with Industrial Light & Magic

In a move that hints at new directions in interactive entertainment, Lucasfilm's five-year-old Games Division has recently become part of Industrial Light & Magic (ILM), the Lucasfilm division best known for its cinematic special effects created for Lucasfilm's own movies (Star Wars, Willow, Indiana Jones) and for movies from other companies (Cocoon, E.T., Star Trek II, III & IV, Who Framed Roger Rabbit and others). The collaboration is expected to create state-of-the-art applications of interactive video, computer animation and computer simulation for games, education, and location-based attractions. One current project is an interactive entertainment environment at Lucasfilm's Luminaire Center in Houston, Texas, which is an entertainment-oriented retail complex scheduled to open in 1992.

Coming Soon from Psygnosis/Psyclapse

Soon game Atari ST and Amiga game players will be able to lead an elite force of Time Warriors against the supreme God of Evil, BAAL, in a new Psygnosis release on the Psyclapse label. Promising "an addictive mixture of strategy and arcade action," the company states that the game will feature eight-way, ultra-smooth scrolling with over 250 highly detailed screens and more than 100 monsters and 400 traps.

Newest Fantasy Role-Playing Game from Origin

TIMES OF LORE, the latest fantasy role-playing game from Origin, is now available for Commodore 64/128 and Apple II (MSR $39.95). TIMES OF LORE was created by the British game designer, Chris Roberts, with musical soundtrack by Martin Galway, England's premier computer-game music composer. The game is completely joystick driven and includes fast, arcade-style combat action with increasing challenges as the player's skill develops. An MS-DOS version of TIMES OF LORE is planned for early 1989.

Mac Version of AUTODUEL Now Available

In other news from Origin, the company announced the recent release of AUTODUEL ($39.95), the role-playing adventure based on the board game, Car Wars. The program requires 512K and a double-sided disk drive and will run on Macintosh 512E, Plus and SE. AUTODUEL also runs on Macintosh II with full color graphics.

Coming from Konami

What is it that's as much fun to play as a video game, requires no wires or TV, and fits in a shirt pocket? It's a hand-held game, of course, and it represents an entertainment category that's enjoying a surge of popularity. The latest company to announce its intention to enter that category is Konami, along with its wholly owned subsidiary, Ultra Software. The company is expected to have its first games ready in the spring of 1989, with TEENAGE MUTANT NINJA TURTLES among the first titles to be released.

THE MANHOLE (★★★★/★★★★) is an absolutely charming fantasy exploration from _Activision_ whose single biggest drawback is the hardware requirements (see end of review) which will make it unworkable for many Macintosh owners. Designed for children of all ages, this program, as the packaging indicates, is "where Alice would go if the White Rabbit had Hyper-Card." As you enter into this enchanted world, you can travel up or down the beanstalk to visit a sunken ship, a castle in the sky, inside a fire hydrant, or many, many other scenes which are animated and "talk" as you visit with a myriad of fascinating characters These sometimes very funny characters speak to you in French and English (depending on the character) as they help you journey through everything from rooms, desk drawers, book cases, and more as you are given songs to sing, a story to hear, and more.
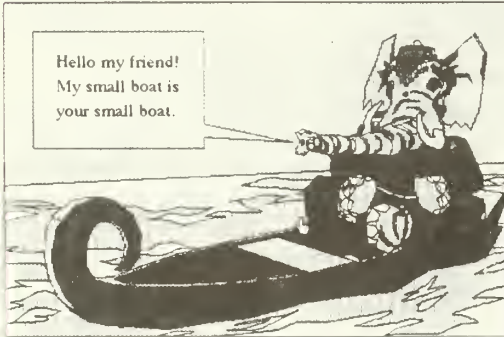
The 3D graphics which fill the screen beckon to you as you point and click to whatever takes your fancy. Click on the sunken anchor and the song, "Popeye the Sailor Man" pipes up. There is a tremendous amount of animation throughout the adventure which boasts over 600 interconnected screens!

A Delightful Fantasy

For anyone who has the hardware to run the program, it's a simply delightful fantasy which will enthrall virtually anyone who has an "Alice in Wonderland" heart. The characters are realistic, full of fun, and each brings something special to your adventure. With the "point and click" approach, anyone can roam through this world for hours finding all sorts of treasures to explore. (requires Macintosh Plus, SE, or Mac II; minimum 1 megabyte of memory; hard disk drive; hypercard; includes 5 disks which must be installed on your hard disk) Recommended

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MOVED??

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P51 MUSTANG FLIGHT SIMULATOR (★★★1/2/★★★★) is the latest effort from _Bullseye Software_ who brought us the award-winning Ferrari Grand Prix and Fokker Triplane Flight Simulator. Set during World War II in the European theatre, during the summer of 1944, this simulation is loaded with features that any flight simulation buff will really appreciate. There are several start locations from Leiston field, Dedbon, Wendling, Mount Farm, etc., all in England. There are also a couple of "miscellaneous" starting points including
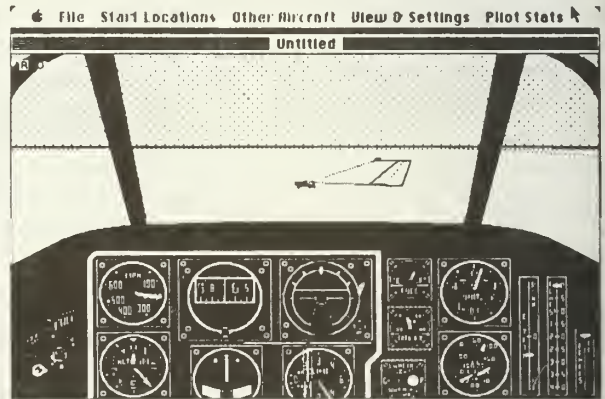
Attacking a Ju88 at an enemy field

"Near Eiffel Tower" and "Air Race Course." You can then choose whether you wish to start on the runway, start on approach, return from escort (putting you at 16,500 feet returning from a B17 escort), etc. In choosing the other aircraft, you'll also choose whether they will engage in a dogfight (choose your ammunition), or "touch 'n' go." You can choose to "seek and destroy" enemy ground targets which include trains, trucks, and aircraft to strafe. There's a great replay feature which allows you to, at any time, "playback" the last four minutes of action from any of the 13 different camera angles which are available to you throughout your flight! Other "customizing" you can do includes stick sensitivity, performance enhancer , pilot stats, etc.

The Flight

Once you've got all your options set the way you want them, it's time to learn how to fly the Mustang. You'll find all your various views to be extremely helpful. Looking out your left side, you'll even see how the flaps actually move! If you shoot down another aircraft, you'll see the pilot bail out! The parachute opens as he floats to the ground! The instrumentation of the cockpit is very complete, giving you all the information and flexibility you need to take control. Digitized sound completes the package, giving it more realism. All the camera angles and the replay feature give the program a sense you're really there! And, if you've got a friend who's willing to bring his Macintosh over (the designer indicated that he did not wish to sacrifice his high frame

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THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

rates so the program could be run over phone lines with a modem), a two-player feature is available by directly connecting your Macs with a cable. Then you can fly formations together, or dogfight against each other. A stickler for detail, as evidenced in his earlier programs, designer Donald A Hill Jr. has given us another gem for anyone who enjoys flight simulation (one player; two-player with two Macintoshs; runs on the Macintosh Plus or SE)

Recommended (MSR $59.95)

MEAN 18 (★★1/2/★★★) has just been converted by _Accolade_ for Macintosh golfing enthusiasts in which up to four players can tee-off on one of three courses: Pebble Beach, St Andrews, and the Augusta National. There are three types of play available: stroke, match, or best ball. As play starts, you get an overhead view of the hole so you can locate doglegs, traps, etc. Once you've chosen a club (the typical club for the shot is automatically provided so you can choose to use that one or override it), hitting the ball is a three-click process with your mouse. It will take a bit of getting used to, but works well once you've got it down. You can also move your golfer in order to aim your shot differently. If you tire of the three courses, there is a Course Architect included which allows you to design your own course with all the hazards possible.

Scrolling Very Slow

We found the screen scroll as it unfolds the hole in front of you to play quite slow making it a bit tiresome as you move from shot to shot. It takes several seconds to accomplish the full-screen graphics. We did like, however, the overhead approach when on the green. You look down on your golfer in a birdseye viewpoint. However, you may run into quite a bit of trouble knowing exactly where you are on the green and, therefore, correctly aiming the shot because, regardless of where on the green you are, the overhead shows the golfer on the left, and the hole to his/her right. It can disorient you and where your position really is. Overall, the graphics are not up to what we've come to expect on the Macintosh. They're good, but not as detailed as we'd like to see them. The sound effects are good as the club makes contact with the ball. Overall, the game is a slight disappointment from the earlier versions in other formats. (reviewed on Macintosh; requires 800K disk drive; requires 1MB memory; runs on SE, 512Ke, supports Mac II 16-color; also available for MS DOS, Amiga, Apple IIGS)

MSR $44.95

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol I, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.75 each). Send $2.50 for each back issue you want. Buy six or more, and they're just $1.75 each. Make certain you have a complete set! You can also purchase the _SPECIAL EDITION_, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is $2.00.

COMMODORE 64/128 Software

STEEL THUNDER (★★1/2/★★1/2) is billed as a military simulation tank warfare game from _Accolade_ which takes place in today's global hot spots – Cuba, West Germany, and Syria. You can operate one of four modern battle tanks and assume the role of tank commander, tank driver, and tank gunner. Once the player accepts which mission and tank, and then outfits it, he begins his battle. The object of the various missions is to disable the enemy without incurring too much damage or blowing up an Allied tank. You have a cockpit view of the action with scopes which help you identify the enemy, as well as their direction. There's also an overhead map giving the player's current position as well as overall battle situation. With a keyboard overlay to make it easy to remember which keys control which functions, you'll be able to use a night periscope, arm smoke grenades, drive the tank, etc.
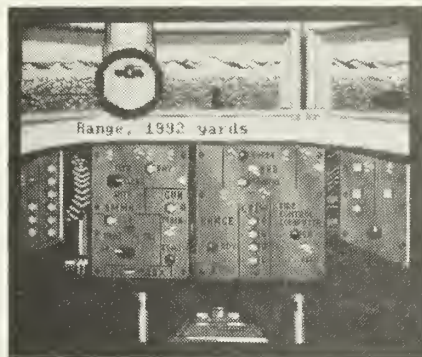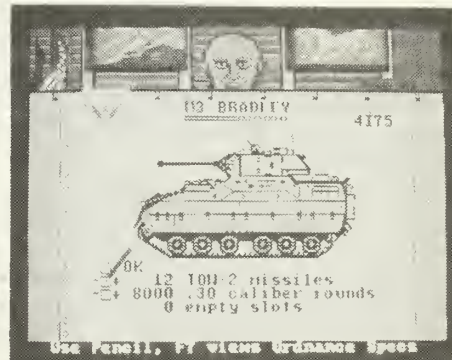
Not Too Exciting

After going through several screens of choosing the tank, arming it, etc., the action moves to the inside of the cockpit. There you search out enemy tanks, aim and shoot. We found ourselves quickly bored as there just wasn't enough depth to the whole procedure. The graphics are okay, but nothing dazzling. After putting it away, we got the sense that it's not a game we would pull out again. (one player; joystick required)

Not Recommended (MSR $29.95)

Of Interest to Game Designers

Any game designers (or aspiring ones) among our readers who are not already subscribing to THE JOURNAL OF COMPUTER GAME DESIGN should do so without delay. The bi-monthly publication, just beginning its second year, is published by designer Chris Crawford ("Balance of Power," among others). The journal is meant for professionals in the industry and offers a forum for the exchange of ideas among game designers. For a one-year subscription, send $30 to The Journal of Computer Game Design, 5251 Sierra Rd., San Jose, CA 95132.

PETE ROSE PENNANT FEVER (★★★★/★★★★) brings yet another version of the great American pastime to the computer screen. With the imput of the legendary Cincinnati Reds star, and now manager, *Gamestar* has come up with a beauty in an area they excel in – sports. We had the initial, "not another baseball game" reaction when it hit our doors, but this is definitely a "cut above."

The Game

All the elements are there – seven different pitches as well as different speeds for the pitches (you can even "waste one" where it's out of the strike zone but just close enough that you may lure the batter into swinging) – 23 different pitches in all; different batting styles including the ability to choose a bunt either to right or left field. Your fielding is totally in your control as well with the ability to let the computer automatically throw the ball to the base or take over yourself, choosing where to throw and the strength of the throw. You're really in the middle of the action. Of course, since Pete's a manager now, you can also take that position, filling out the lineup card, choosing substitutions during the game, giving your players a steal sign, etc. You can also choose to be the General Manager as you try and build a killer team – you've got 10 seasons to do it. You can draft rookies and buy free agents through your pool of money which is assigned to you at the beginning of each new season. The money available to you is based on how well you did the year before.

Great Graphics, Sound, Play

This has it all as the graphics are just terrific as you are down on the field (finally) as opposed to in an upper deck looking down on the action. This feature alone gives the game a great new feel , really putting you right in the middle of the game. Digitized voice and sounds, including the umpire calls, crack of the bat, etc., give it even more realism. And, finally and most importantly, the gameplay gives the player more flexibility and "feel" of the game than any other computer baseball game that we've tried out. Allowing the player virtually complete control over fielding, pitching, batting, and running make this the closest thing that any armchair baseball junkie could get to. You can almost feel that dust on your clothes as "Charlie Hustle" (Pete Rose's famous nickname) takes us into an action-packed game. (one or two player; includes 2 5-1/4" disks and a 3-1/2" disk; supports CGA, EGA, Tandy 16-color; joystick optional; 512K RAM required; reviewed on MS DOS; coming for Commodore 64/128)
Recommended (MSR $39.95)

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF (★★★★/★★★★) brings yet another well-known sportsman to the computer software arena. In conjunction with *Accolade* (who also distributes it), Nicklaus brings us his favorite and most challenging 18 holes of golf, as well as two tough courses that he designed: Castle Pines in Colorado and Desert Mountain in Arizona. You can choose to play from five men and four women of varied skills, as well as choosing the pro, men's, or ladie's tee. Then you can choose to plan Championship Skins, a $36,000 match with single hole prizes or stroke play. Prior to an actual match, you may want to practice at the driving range, a green, or practice a particular hole.

Teeing Off

Prior to your tee off, there's an overhead view of the hole giving you the basic data you need such as par, distance from the tee, and a detailed look at the layout. Then you should look at the pin placement as it changes randomly each time you play. You will have to adjust the swing and placement based on wind, hazards, etc. If you've chosen to play as a beginner, your clubs are chosen automatically for you; if you're playing as an expert, you'll have to do the choosing yourself. Your swing and power are controlled with the space bar in a series of three moves. It's simple to do, but mastering it is another thing.

Great Golfing

Certainly there are other computer golfing games out there, but Accolade has done a really nice job with this newest version. Throughout your game, Nicklaus gives on-screen hints as you work your way through some pretty tough holes. You've got a great deal of control over your game as you have the various levels of difficulty, random pin placement, skins scoring or stroke play. The graphics are very crisp, colorful and depict the golfing experience in a most realistic way – even to the additional bounces the ball makes far off in the distance as it hits the ground. These sporting games just continue to get better and better (frankly, we can't wait to see the GS and Amiga versions!) (one to four players; supports EGA, CGA, Hercules MGA; 384K RAM required; reviewed on MS DOS; coming for Apple IIGS, Commodore 64/128, Amiga)
Recommended (MSR $49.95)

GRAND PRIX CIRCUIT (★★★/★★★) takes you into the world of Formula One Racing in a simulation from *Accolade*. There are eight different races/tracks available including Monaco, Brazil, Germany, Japan, Detroit, Canada, Britain, and Italy. If you choose to race the "championship circuit," you will race all eight tracks and your cumulative record will determine your standings. Prior to that, however, you'll want to take some practice laps (you choose the track) and then work on single races, again on the track of your choosing. Whether you're choosing the single race or the circuit, you'll first have to qualify as you race against the clock. Your time on the lap determines your position in a 10-car starting grid. There are three racing cars to choose from: a Ferrari; Williams V8 Renault; or the McLaren, a Honda Turbo. Then it's on to the competition where speed is critical as you must successfully maneuver around the com-

petition while staying on the course. And, you'll have to make pitstops where you can change the tires, fixing damage.
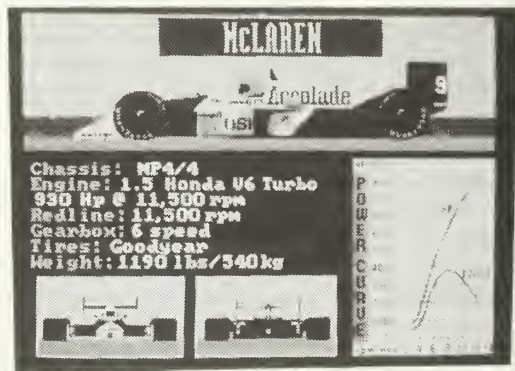
Good Racing Action

The program features good, responsive action as you use your keyboard or joystick to maneuver. You sit low in the driver's seat looking through the cockpit window. Small screens show your location on the track, lap number, position, and race time. There are dual rear-view mirrors in order to keep track on the competition that's behind you. As you turn, the steering wheel turns giving some sense of realism. While the two programs are a totally different approach to racing, the comparison to Accolade's own *Test Drive* seems inevitable as *Test Drive* offers superior graphics (especially the actual gearshift box which really gives the sense of reality) and more cars to choose from (in fact, both programs were developed by the same company, Distinctive Software Inc.). We liked this game for a good straight-ahead racing; however, the pitstop action is limited as you can only change tires (changing tires "fixes" whatever damage there is). If you already have a strong racing game you're happy with you may want to pass on this one; if you don't, it provides good racing action. (one player; requires 384k memory on MGA and CGA; 512k memory on EGA; joystick optional; reviewed on MS DOS; coming for C64/128)
MSR $39.95
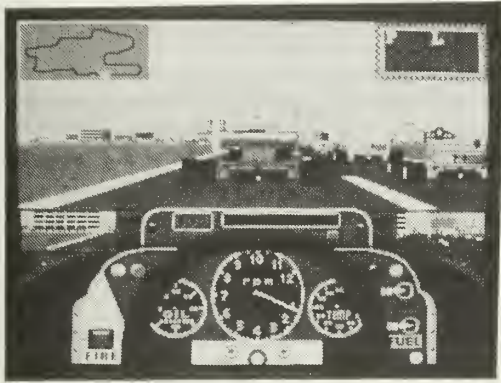
SPACE STATION OBLIVION (★★★1/2/★★★1/2) is the latest in the *Epyx* Masters Collection of software for the advanced game player. Set in an eerie future world on Mitral, moon of Evath, the game is a race to find and drill into pockets of poisonous gas that threaten to annihilate this moon if pressure continues to build. The miners of Moitral, the Ketars, have fled, but they left their security devices behind. As a member of the elite Driller Federation, it's up to you to save Mitral from certain disaster in just four Mitral hours' time. Rove the surface of Mitral in your excavation probe, or perhaps you'll find the single reconnaissance jet left behind by the Ketars when they fled. Both vehicles are powered by Rubicon crystals, which must be replenished frequently to keep up their energy levels. The environment of Mitral is drawn in 3-D soylids, and your movement through that environment is from a first-person perspective that really lets you become thoroughly involved in your quest. Everything is strange and unfamiliar, and objects sometimes have unusual properties. There are hidden doors that may appear when you shoot certain objects with your laser. There are elevator towers and even towers that can be knocked over to form bridges over otherwise impassable chasms. SPACE STATION OBLIVION is an adventure with many secrets and puzzles to be solved along with the added pressure of a time limit. The 3-D solid graphics are well done, adding a sense of reality to a very other-worldly setting.

We liked this one for its depth and the fun of exploring the unknown. (Solo play; Joystick or keyboard; Pause; 256K with CGA, EGA, Tandy or Hercules monochrome graphics.) MS-DOS version reviewed. Coming soon for Amiga, Atari ST; also for Commodore 64/128 at $39.95.
Recommended. (MSR $49.95)

BATTLEHAWKS 1942 (★★★★/★★★★) is a new flight simulation program from *Lucasfilm Games* which is built around naval air combat in the Pacific during World War II. But this is not just another in a sea of flight simulators: BATTLEHAWKS 1942 is an extraordinary package that takes you into World War II in a way that no other program does—at least none that we've seen. Graphic realism is several notches above the usual. High-resolution, digitally rendered images mean that planes and ships look like planes and ships instead of polygons that are more less shaped like planes and ships. Historical accuracy is excellent, no doubt due at least in part to the participation of both Japanese and American pilots who flew missions in World War II. There are over a dozen training missions and thirty combat missions utilizing six authentic American and Japanese aircraft. We especially like the fact that the user can fly as an American pilot or a Japanese pilot. This ability to switch sides and experience both gives the user an understanding that isn't possible when participation is limited to just one side. The other feature that we found fascinating in this program is its instant replay. In the heat of combat, a "camera" that is independent of the player's aircraft records all the details, allowing the player to review performance from a choice of camera angles. And the manual provided with the program does much more than explain the basics of flight and outline the program options. It adds to the player's feeling of immersion in the World War II by including dozens of Navy archive photos, reminiscences by pilots on both sides, maps and drawings, and a lively history of the period. BATTLEHAWKS 1942 is a carefully designed program executed with great style and attention to detail. Don't miss it! (Solo play; Joystick, mouse or keyboard; 348K; EGA, VGA, CGA, MCGA or Tandy graphics; Not copy protected; 5.25" & 3.5" disks included.) MS-DOS version reviewed. Coming soon for Amiga, Atari ST.
Recommended. (MSR $49.95)
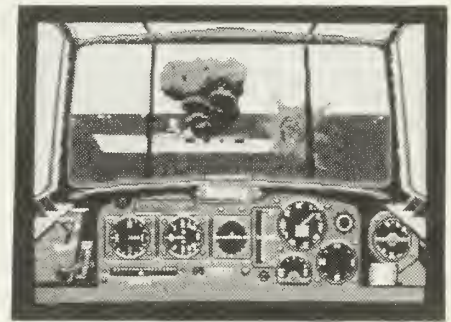
NAPOLEON IN RUSSIA-BORODINO 1812 (★★1/2/★★★) from *Datasoft* recreates the battle outside Moscow in which Napoleon had the opportunity to crush the Russian army. Instead, he let that army escape. The Russians then regrouped, counter-attacked and sent Napoleon back across Europe. In the game, the player has control of Napoleon's forces and the chance to rewrite history. The program was recently awarded the "Fire and Movement and Charles S. Roberts Award" for best pre-20th Century War Strategy Game. (256K, CGA/EGA, 5.25" & 3.5" disks included.)
Recommended. (MSR $34.95)

THE TRAIN: ESCAPE TO NORMANDY (★★★12/★★★1/2) from *Accolade* is a World War II simulation that casts the player as a member of the French Resistance movement who attempts to take a German-occupied train filled with the entire national art collection of France and deliver it to Normandy before the Third Reich can smuggle it to Berlin. A wonderful blend of action, intrigue, strategy and high adventure. (384K, ÉGA/CGA/Hercules MGA.)
Recommended. (MSR $34.95)

RACK'EM (★★★1/2/★★★) is a billiard simulation designed by *Artech Digital Entertainments* of Canada for *Accolade*. The program is about as fully featured as any pool fan could hope for, with a variety of games including snooker, 8-ball, 9-ball, standard 15 and straight pool at amateur or professional skill levels. There are also built-in classic trick shots, the ability to customize or create your own game, a "restore shot" feature, and you can even save your ten best shots to the game disk. (The MS-DOS version offers the additional option of playing bumper-ball or creating your own game with the bumper-ball construction set.) Setting up shots is done with the aid of "ghost balls" for aiming. You determine the strength of each shot, as well as the kind

of english to apply, if any. The program is fun to play with, particularly for those who occasionally prefer slow and precise to wildly fast in their games. The graphics show the table setups clearly, and sound effects add to the realism of the simulation. (One or two players; Joystick on C64/128, Keyboard on IBM; MS-DOS version requires EGA, CGA or Hercules MGA.) Commodore 64/128 and MS-DOS versions reviewed.
MSR $29.95 (C64/128) or $39.95

New Conversions from Accolade

Apollo 28: Mission to the Moon has just been released for MS DOS while *Mini-Putt* has been made available for MS DOS as well as the Apple IIGS. Both programs are $39.95 in their new conversions.

ROCKET RANGER (★★★★/★★★★) for MS-DOS follows quickly on the heels of the release of the initial Amiga version (see review below) from *Cinemaware*, a company which has garnered quite a reputation for almost movie-like graphics and great computer versions of Saturday matinee serials. Our hero, Rocket Ranger, springs to life from those serials as he's given the task of crushing the Nazis in a scenario which is based on Hitler's army having won WWII (see full description under Amiga review).
Fine Adaptation
Naturally we were spoiled with the breathtaking graphics of the Amiga version, but the integrity of the graphics and certainly the gameplay has been adhered to in this MS-DOS version. All the elements remain as you fly through the air with your rocket pack, doing battle with the evil Nazi forces. Digitized sound effects and music and strong action complete the picture. (one player; contains both 5-1/4" and 3-1/2" disks; requires 384k RAM; CGA, EGA, or VGA; joystick optional; also available for Amiga)
Recommended (MSR $49.95)

ROCKET RANGER (★★★★/★★★★) takes us into the world of the Saturday afternoon serial as our fearless hero goes against seemingly insurmountable odds in this *Cinemaware* gem. The game is set in 2040, one hundred years after the Nazis have won WWII. The world has faced a century of fascist terror as they have discovered lunarium, a type of atomic fuel, and, of course, rocket travel. Your mission is to find the many key German bases scattered around the world, destroying their sources of power, and stealing parts in order to build your own rocket ship. You make your journey unencumbered by any flying machine – just the rocket pack on your back. You're armed only with your rocket suit, ray gun, and secret decoder wheel. Of course, since this is a "movie," there's the gorgeous daughter of a famous scientist held captive by the enemy who you must rescue, the evil SS officer, etc.
Breathtaking, and Great Gaming
This is a real gem which shows off your Amiga for everything it's advertised to do. First, there's the movie-like graphics as well as digitized music and sound effects, all of which are quite dazzling. While it will take you a minute to get the hang of flying with just a rocket pack, that sensation is fabulous. At every turn, you'll find surprises and new challenges as it will play a little differently each time. For any Saturday serial lovers out there, it's as though those situations and heroes have jumped off the screen into your Amiga. If you don't remember the serials, fear not! That's only the basis for the plot. Anyone from six to sixty will be hooked on this game. This is one of those rare "Must Own" games for your Amiga library! (one player; reviewed on Amiga; also available for MS DOS)
Recommended (MSR $49.95)

MicroProse Releases First Macintosh Game

Macintosh owners will be able to play Pirates!, a role-playing adventure. In the game, you can choose from six different time periods, nine types of ships,, and over 50 different islands and nations to visit, trade with, or capture. Suggested retail will be $54.95.

BATTLE CHESS (★★★★/★★★1/2) by *Interplay Productions* may be the first computer game to inspire a young generation of space-age video game players to begin playing the classic strategy game of chess. Thus, it is fitting that this version of the game was inspired by the 3-D holographic chess game sequence aboard Han Solo's Millennium Falcon in the movie, Star Wars. Incidentally, that same sequence was the inspiration of the computer game, "Archon."

Standard Chess Pieces, Positions

The Warriors in BATTLE CHESS stand in the classic chess positions on a three-dimensional playfield. Each chess piece in the game looks like a standard chess piece, although the Knight does not sit astride a horse. A piece is moved by clicking once on it, which causes its square to be outlined, and then clicking on the destination square, which initiates movement of the piece in a true-to-character form. For instance, if the piece is a Pawn, the soldier actually marches to his new position. When the armored Knight moves from his initial position in the back row, the Bishop and Pawn step aside to make room for his oversized body. The Queen glides with her hips swinging, and the King plods as if he were old and weary.

Animated Battles

When two pieces meet on a square, there is an animated battle whose outcome is predetermined by standard chess rules. Thus a lowly foot soldier can just as easily defeat the knight as the reverse outcome, depending on the circumstances of the move in a particular game. The difference between BATTLE CHESS and any of the more conventional computer chess simulations is in the animated fighting sequences. Some are absolutely priceless, even comical at times. When two Knights square off, the winner—after a few clanging sword blows—slices off the other's free arm, then his sword arm. You can hear his pain as he reflexively tries to kick and promptly loses his leg. He then begins a one-legged hop, Monty Python style, until the victorious Knight dispatches his opponent's head with one clean slash of the sword. The powerful Queen, on the other hand, uses sorcery to kill an opponent. She waves her arms menacingly and casts a spell. The Pawn, for example, loses his sword and shield and then jumps back in astonishment before she disintegrates him with a final zap. My favorite piece is the Rook (castle). This stone edifice transforms into a giant rock-creature who moves with slow, heavy steps. When he confronts the Queen (in a winning situation), he grabs her and holds her high in the air while she screams. Then he stuffs her into his gaping mouth and proceeds to eat her. I was checkmated by the Rook, and he stomped my King flat. The Rook picked my King up by his hair as if he were displaying a trophy, and as he turned the King was as flat as a cardboard cutout.

How Well Does It Play Chess?

Although I was serious at first about determining the program's chess playing ability, I soon began devising methods of either losing pieces intentionally to specific pieces, or else sacrificing others in order to capture a certain piece. Actually, there is an easier method since the program does have a chess setup mode in which you can devise your own chess problems. One could devise a demo game in which pieces could kill each other off in sequence. But once the novelty of the game begins to wear off, and you have seen all of the animation sequences, you do need to consider the program's chess playing ability. BATTLE CHESS has nine playing levels with response times ranging from five seconds to over 21 minutes. You can force a move if you become impatient. I did some initial testing on the lower levels and found some of the openings from the game's 30,000-move library to be questionable. However, it did play a decent middle game, even at level one. Obviously, at much higher levels the game will defeat most amateurs. It is difficult to determine the program's tournament chess rating, and this program is not known to have competed in any major computer chess tournaments.

Usual Options

BATTLE CHESS has the usual options, such as setting up using the classic two-dimensional board (switches automatically to 3-D for actual play), saving and loading games in progress from a separate disk, taking back moves, and asking for a hint. The game can be played by modem or with two computers using a null cable. Two players can even battle against each other, using the screen as their board. BATTLE CHESS is not copy protected and can be installed easily on a hard disk by merely clicking on the "install to hard disk" icon. Protection is handled by asking the player questions about chess moves in specific classic games listed in the appendix of the manual. The manual is quite simplistic and covers the basics of how to play chess. Further instructions are provided on a pocket reference card. BATTLE CHESS is wonderful to play for both beginners and experienced chess fans. Graphics and animation are outstanding. Initially the game will fascinate many who might never have considered playing such a cerebral board game, and it may even teach some players the intricacies of strategic thinking. I would guess that most players who are not fond of chess will eventually tire of BATTLE CHESS and go back to playing arcade games. (Solo or 2-player; Mouse; Blank disks required for game-saving; Not copy protected.) Amiga version reviewed; coming soon for Apple IIGS, MS-DOS.
Recommended. (MSR $49.95)   —Jeffrey Stanton

MANHUNTER:NEW YORK (★★★★/★★★★) is a 3-D animated adventure from *Sierra* and is now available for the Apple IIGS. The first-person, sci-fi adventure takes place in New York City in the year 2004 in a post-invasion world where aliens have taken over the world and subjugated all humans. The player becomes a Manhunter in this alien world, a human detective conscripted by the Orb Alliance to spy on and track fellow humans, reporting any subversive activity to the aliens. The playing field is a realistic representation of New York City, where your choice is to follow alien directives blindly or else work with fellow humans while not letting your alien bosses know what you're up to. The action is and involving, with beautifully drawn graphics and 20 new sound effects not found in the original MS-DOS version of the game. This chillingly realistic adventure by Dave, Barry and Dee Dee Murry (creators of "The Ancient Art of War" and "The Ancient Art of War at Sea" for Broderbund) is superb, sophisticated entertainment. (Solo play; Keyboard and mouse or joystick; Blank disks required.) Apple IIGS version reviewed; also available for MS-DOS. Coming soon for 128K Apple II, Macintosh; also planned for Atari ST, Amiga. Recommended. (MSR $49.95)

WARLOCK (★★★1/2/★★★1/2) is the first-ever product for the Apple IIGS from *Three-Sixty*. It's a graphically detailed, arcade-style action-adventure designed by Infogrames of France in which a good witch enters the Underworld to recapture the stolen Karna stone. The game is full of a delightfully scary group of dark servants of the Underworld—zombies, carniverous fish and fearsome gargoyles to name a few. There is a choice of three skill levels. The challenges are many and the fun and frustration seemingly endless in this tale of horror told with a lightly humorous edge—great fun for all ages. (Solo play; Joystick or keyboard; Pause.) 512K Apple IIGS version reviewed; also available for Atari ST and Amiga at $34.95. Coming soon for Commodore 64/128 at $29.95 and Macintosh at $39.95. Recommended. (MSR $39.95)

BUBBLE GHOST (★★★★/★★★★) has now appeared in its newest incarnation for the Apple IIGS. The game, by *Infogrames of France for Accolade*, is graphically outstanding in the latest version. The charming originality of its play action is similar to earlier versions we've tested, with its impish little ghost puffing at bubbles to move them through the 35 rooms of a castle filled with Rube Goldberg-style

contraptions just waiting to puncture the delicate, soapy orb. This is a game of patience and precision, not one of high speed—definitely a refreshing change of pace from more typical arcade-style games. BUBBLE GHOST is loaded with personality, fun to play, and delightfully different. Hard disk users can install the non-copy-protected disk easily on their system. (Solo or 2-player alternating; Mouse; Not copy protected.) Apple IIGS version reviewed. Also available for MS-DOS, Amiga, Atari ST; for Commodore 64/128 at $29.95.
Recommended. (MSR $34.95)

COMMODORE 64/128 Software

VICTORY ROAD (★★1/2/★★1/2) is the sequel to the very popular arcade hit, IKARI WARRIORS. Both are produced by _Data East_ under licensee from SNK. The first game featured a pair of jungle guerilla fighters battling their way to an enemy village. The theme of the sequel enters the realm of fantasy, with one of the heroes from the first game facing the challenge of the Temple of Demons. There are five levels of play in which the hero{ uses guns, grenades and flame throwers to fend off the strange enemy creatures. Unfortunately, the appealing two-player cooperative mode from the arcade version of VICTORY ROAD does not exist in the C64/128 version. The solo game is only average in play value. We found it a bit sluggish, and some of the graphics have a sort of ragged-around-the-edges look that makes them seem not quite finished. Sound effects are adequate. Overall, we did not like this game nearly as much as the original IKARI WARRIORS. (Solo play; Joystick.) Commodore 64/128 version reviewed; also available for MS-DOS at $39.95. Nintendo version available from SNK at $42.95.   Not recommended. (MSR $29.95)

NEUROMANCER (★★★1/2/★★★★) is an animated graphic role-playing adventure from _Interplay Productions_. Based on the award-winning, cyberpunk novel of the same name by William Gibson, this is futuristic role-playing quite unlike anything we've encountered before. It features well animated, cartoon-like graphics, an easy-to-use graphic interface with minimal typing, a wild, computer-adventure-within-a-computer-adventure storyline and heavy doses of humor. And the program features an original sound track by DEVO, complete with digitized vocalizing by the group during the opening screen of the game. (The quality of the digitized singing is amazingly good, though admittedly not serious competition for your CD player or cassette deck.)
Disappearing Cowboys
The year is 2058, and you are a cowboy-x-a hacker living among the techno-criminal subculture in Chiba City, Japan. The initial stages of the game involve exploring the streets of the city, making contact with people who may be able to help in your quest: finding out what has happened to the cowboys who have been disappearing from Chiba City. While you suspect that it may have something to do with Cyberspace, the electronic universe that ties all computer networks together, you can't be sure until you do a lot of dangerous detective work. For in the year 2058, hacking can get you into plenty of trouble, and a run-in with ICE (Intrusive Countermeasure Electronics or AI (Artificial Intelligence) can get you killed.
Wonderful Humor
The team at Interplay Productions responsible for NEUROMANCER has worked very hard to bring together a complex and challenging adventure that's easy to control. For all their hard work, though, we suspect that they had one heck of a good time putting this one together. It's the humor, particularly the hilarious "in-group" witticism, that gives them away. They make fun of themselves, of the software industry, and they even take a few potshots at other inevitabilities of modern life. For example, there's a paean to acronyms gone wild in the "first time PAX (public access computer network) user info." Our favorite of the many acronyms is "WHOOPEE" (World Holographic Organizational Obligation for Electronic Eavesdropping). And we nearly went into convulsions upon entering the House of Pong, where the Pong monks "spend days meditating on the mysteries of the One True Computer Game." Anyone who enjoys sophisticated adventuring with plenty of humor will definitely enjoy NEUROMANCER. And to any of our readers who are part of the software industry: don't dare miss playing this game! (Solo play; Joystick &/or keyboard; Blank disks required.) Commodore 64/128 version reviewed. Coming soon for 128K Apple II, Amiga, IBM/compatibles.
Recommended. (MSR $39.95)

SERVE & VOLLEY (★★★/★★★1/2) is a different kind of tennis simulation because it focuses strongly on the mental side of the game: its strategies and split-second decisions, rather than just hitting a ball back and forth over a net, Pong-style. The game was designed by Artech Digital Entertainments of Canada for Accolade. SERVE & VOLLEY offers what you might expect in a full-featured tennis simulation: three levels of difficulty, a choice of court surfaces (hard court, clay or grass) and a demo mode. Beyond these basics, however, SERVE & VOLLEY offers a few new twists in tennis simulation on a computer. The Commodore 64/128 version includes a training or tutorial option, which is a great help in learning the intricacies of shot-making in this game. Both C64/128 and MS-DOS versions feature what Accolade calls "Strobe-O-Stroke" graphics-action windows with animated racket movement which allows the player to plan each serve and stroke accurately. The Strobe-O-Stroke feature is actually the heart of SERVE & VOLLEY, the one feature that really sets the game apart from other tennis simulations and gives it a cerebral emphasis. Strobe-O-Stroke, once you become accustomed to using it, allows you to
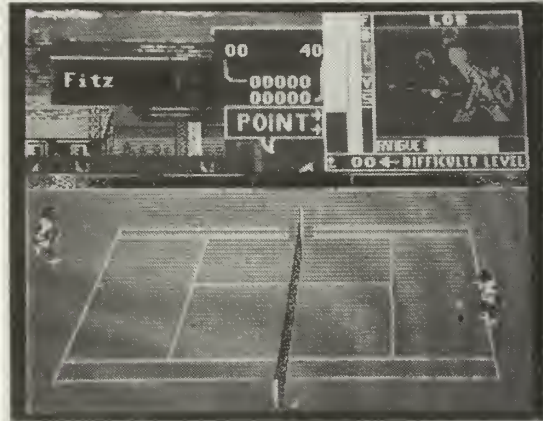
control spin, type and strength of stroke, and placement accuracy one each shot in the game. And it assures that you truly understand the finer points of each shot, including the important role of strategy. Another good feature in SERVE & VOLLEY is the seeded list of players whose strengths and weaknesses change as they play more. It's even possible to set up a tournament with eight of the seeded players. If you really appreciate the finer points of tennis and would like something more than just knocking a ball back and forth over a net, give SERVE & VOLLEY a try. (Solo or 2-player; Joystick on C64/128, keyboard on IBM; Pause; 256K MS-DOS version supports EGA, CGA, Hercules MGA, Tandy 16-color.) C64/128 and MS-DOS versions reviewed; coming soon for Apple IIGS.
Recommended. (MSR $39.95 except C64/128 at $29.95)

ATARI ST/AMIGA Software

ROADRAIDER (★★★1/2/★★★1/2) by Chris Gray ("Infiltrator") for _Mindscape_ pays homage to the Mad Max series of movies in a game full of killer cars, slimy mutants, and the ruins of pre-biological holocaust society. As a former hot-shot bounty hunter, you decide to emerge from your seclusion and look for Dr. A. Noid, the menace who caused the biological disaster. There's a fat price on his head that may even be worth your facing the dangers ahead. The game involves several stages of three different challenges: renegade gangs and their killer cars in the city streets, abandoned buildings full of needed supplies and dangerous mutants, and the close-up competition in the arenas. Your car is tough, but it can be literally armed to the teeth if you can find, borrow, steal or buy the right parts for it. Then it's up to your speed and nerve to save the world from the further ravages of Dr. Noid's schemes. Graphics are crisp and well detailed in ROADRAIDER, and there are plenty of explosive sound effects. Although the theme has been used many times before, Chris Gray has done a nice job with it in ROADRAIDER. There's plenty of speed and more than enough shooting, bashing and smashing to make gamers happy. (Solo play; Joystick; Pause.) Atari ST, Amiga versions reviewed. Coming soon for Commodore 64/128.
Recommended. (MSR $39.95)

THE VIDEO GAME UPDATE

Ultra Software Announces New Titles for NES

Two classic arcade titles will be added to Ultra Software's line of games for the Nintendo early in 1989. The amusing antics of Q*BERT are expected to be available to NES players in February, with the fast-action space challenges of GYRUSS to follow in March. Both games are expected to retail for about $36.95.

ZELDA II Released by Nintendo, But in Short Supply

Nintendo finally shipped ZELDA II: THE ADVENTURE OF LINK (reviewed in this issue) to its dealers across the U.S. earlier this month, but in quantities that won't begin to satisfy demand for the game. Belying the hopeful guessing by many NES dealers that delays in the release of this game were due to massive stockpiling of cartridges in preparation for a release of huge proportions, Nintendo apparently will not have additional quantities of LINK to ship until late January or early February of 1989 (so, Nintendo, WHAT WERE THE DELAYS ABOUT since the numbers released apparently were tiny at best??). As we've told you before, if you see a game you want for yourself or for holiday gift-giving, don't hesitate. We're already hearing stories of the disappearance of all copies of THE ADVENTURE OF LINK from stores' shelves within an hour or less of its appearance. Supplies of Nintendo's other hot, new game, SUPER MARIO BROS. 2, should be somewhat better than LINK but by no means plentiful between now and Christmas.

FCI Begins Phone Counseling Service

Effective immediately, game players can get help with FCI games by calling 312-968-0425 (8:00 a.m. to 7:00 p.m., Central Standard Time). Members of the U.S. National Video Game Team will be available to give hints and advice on FCI's LUNAR POOL, ZANAC, MAGMAX and SEICROSS. They will also provide information about where FCI games can be purchased and answer questions about upcoming FCI games, including DR. CHAOS and ULTIMA.

Memory Feature: MagMax and Seicross

We have been informed by FCI that a translation problem led to the inclusion of a misleading statement on the back of game boxes for their two new releases, MAGMAX and SEICROSS. The memory feature in these games is NOT a password function that saves scores and positions even when the NES unit is turned off. The games save both score and position only if you activate the "pause" button while your NES is on. According to the company, future shipments of these titles will not have the misleading phrase on the box.

MagMax Poster Available

FCI is offering a poster for their new NES game, MAGMAX. The poster can be ordered by sending a check or money order for the $2.00 postage and handling charge to FCI Poster Offer, 150 East 52nd St., New York, NY 10022.

Free DOUBLE DRAGON Promotion from Sega

In a recently announced promotion from Sega that's bound to capture the attention of avid gamers, the company is giving away copies of its eagerly awaited upcoming release, DOUBLE DRAGON. The promotion, which runs from November 7 to December 31, 1988, requires the purchase of either a Sega system (Sega Base System, Sega Master System or SegaScope 3-D System) or three games from a specific list of 17 qualifying cartridges. All the rules for the promotion are printed on a special coupon which is available at Sega dealers. That coupon, along with dated proofs of purchase, must be mailed by December 31, 1988 to earn the free game. Although DOUBLE DRAGON has actually been released this month, it will not be available for purchase from Sega dealers until early 1989 because of this promotion.

Turn Your Game System into a Home Arcade

For the ultimate in arcade gaming at home—short of purchasing a genuine coin-op game unit—gamers can now place their Nintendo, Sega or Atari 7800 game system into the Pro-Play Home Arcade (MSR $249.99). Ruggedly constructed of vinyl-coated particle board and modeled after arcade cabinets, the Pro-Play Home Arcade by Eclectic Products is 70" tall and takes up 2'x2' of floor space. The upper portion accommodates your standard TV or monitor up to 23-1/2" wide (up to a 20"-screen TV), while the middle portion encloses your game console and provides a cutout for cartridge-slot and operating-button access. Genuine arcade joysticks and fire buttons with full microswitch control are built into the sloping upper portion of the game console housing. Accessory items available include a software rack and extension audio speakers. Current availability of the Pro-Play Home Arcade is limited to a few key dealers in California, but the company plans wider distribution of the unit in 1989.

NINTENDO Software

RACKET ATTACK (★★★1/2/★★★★) from *Jaleco* is a more realistic and lifelike tennis simulation than any we've seen in videogame cartridge form. In fact, RACKET ATTACK gives several serious computer tennis simulations some very serious competition. There are lots of choices, allowing for A wide variation in game possibilities. The program includes eight male and eight female players, each with his or her own strengths and weaknesses. There is a choice of three court surfaces: clay, grass or hard, each offering a slightly different kind of playing action on ground strokes. A full complement of standard tennis strokes is available, including lobs and smashes. The serve can be straight or sent from the racket with slice or spin. It's a fast-moving game, with some scrolling of the screen as players move around the court. Animation is superb, giving the look of real tennis players instead of cartoonish representations. And the sense of realism is heightened by a referee who calls out the score after every point and renders judgements on out-of-bounds shots. One-player and two-player versions are both excellent, but those who play against the computer will appreciate the password feature. When you defeat the computer-controlled player, you can obtain a password which allows the program to retain a memory of your character's achievements. If you win seven matches against the computer-controlled player, you will be declared champion and win a trophy. If you enjoy the game of tennis, don't miss RACKET ATTACK. It has realism, excitement,

variety and depth. (Solo or 2-player competitive; Password feature.)
For Nintendo system only.
Recommended. (MSR $44.95)

ZELDA II: THE ADVENTURE OF LINK (★★★/★★★★) by
Nintendo has finally arrived—surely one of the most eagerly awaited
titles of the year for the NES. (Due to continuing shortages, however,
many of yo_ may have to wait a while longer to play this one.) Nintendo
has programmed a worthy successor to the very popular LEGEND OF
ZELDA, following it with an adventure starring a slightly more mature
Link who now must recover the Triforce of Courage to awaken the
sleeping Princess Zelda. He must defeat the guardians of six palaces
and restore six precious crystals to their rightful positions in six statues.
And though Link eventually defeated Ganon in the first game, the evil
one's underworld minions seek to revive their master. Although the
character of Link is recognizable in this second adventure, little else in
the sequel is strongly reminiscent of the original game. While the
LEGEND OF ZELDA had a certain fairy-tale quality, THE ADVEN-
TURE OF LINK is more the quest of a boy on the brink of young
manhood. There is much more combat in this game \than in the first,
and success at combat is one of the keys to advancement in the game.
We can sense the seriousness of his quest, which is more difficult for
Link and for the player directing his progress than in the original
ZELDA. In the new game, Link has many opportunities to interact with
other characters in the game, another key to success. Everywhere he
goes there are people with hints, others wishing to help him regain
strength, and even special characters who will teach him magic or
swordsmanship skills. Even more than ZELDA, THE ADVENTURE
OF LINK is a role-playing adventure in the classic mold. There are vast
areas to explore, all kinds of terrain, experience to be gained, and many
a creature to be fought. This is a game to be played over many weeks,
a game that is not easily solved but that provides a tremendous amount
of play value. (Solo play; Battery-backed memory in cartridge.) For
Nintendo system only.
Recommended. (MSR $49.95)

ADVENTURE ISLAND (★★★/★★★) is a whimsical action-adven-
ture, one of the first two U.S. releases from _Hudson Soft_. Playing it
will give you a sense of deja-vu if you've ever played the original
"Wonder Boy" on the Sega system, because the two games are almost
identical. Here the hero is Master Higgins rather than a little boy, but
he also has a young lady to rescue. The Princess Leilani has been
kidnapped by the Evil Witch Doctor and hidden on Adventure Island
in the South Pacific. As Master Higgins, it's up to you to save the day.
Run and jump through the jungles, over chasms and across the clouds
above the sea. Grab tropical fruits for energy and avoid or eliminate the
Witch Doctor's guardian creatures. There's a skateboard to ride and a
good fairy (the Honeygirl) for occasional invincibility. ADVEN-
TURE ISLAND is a lighthearted, fun-to-play adventure that's defi-
nitely worth adding to your collection if you don't already have a Sega
system and the "Wonder Boy" cartridge. (Solo play) For Nintendo
system only.
Recommended. (MSR $39.95)

MILON'S SECRET CASTLE (★★★/★★★★) from _Hudson Soft_
offers somewhat more serious adventuring than their "Adventure
Island." MIlon, the hero of the story, is charged with the task of
restoring musical instruments to the Secret Castle and rescuing Queen
Eliza. It seems that an evil warlord has kidnapped the queen and stolen
the instruments, which were used by the people of the Castle to
communicate with one another. Armed with his magic bubble, he
braves the mazes and mysteries of the Secret Castle and the dangers
presented by the warlord and his seven demon-monsters. Each demon-
monster must be defeated in order to collect one of seven crystal balls.
Along the way, there are many helpful items to be found, a couple of
secret items which are crucial to the rescue of the queen, and a host of
other problems and puzzles barely hinted at in the instruction manual
for the game. (A little more information in the manual would have been
nice.) Despite the shortcomings of the instructions, however, we really
loved the game. It's one of those rare games that you like immediately
and come to appreciate even more as you play. There's something
irresistible about accidental discoveries that lead to secret doors and
hidden keys—and before you know it, you've been playing for many
hours! (Solo play; Continuation feature.) For Nintendo system only.
Recommended. (MSR $42.95)

In The Arcades

Konami releases _Devastators_, a 2-player, interactive game in
which the players go into battle in a combat-ready condition. At the
beginning of the game, the players parachute into the desert to begin
their first mission armed iwth a machine gun and limited supply of
hand grenades. By destroying certain enemies, the can obtain more
firepower with extra grenades and bazookas. Seven covert opera-
tions are involved in settings such as the forest, desert, sea, airport,
etc.

Konami also releases _88 Games_, based on the Olympics, in which
there are nine events including the 100m dash, long jump, 400m
relay, skeet shooting, archery, javelin, and more.

Meanwhile, Atari offers _Cyberball_, an interactive two-screen
action game for up to four players, based on a futuristic interpreta-
tion of football in the 21st century. The scenario finds the last human
eliminated from the game, so that now only robots five times the size
of humans can withstand the violance and destruction. You can play
head-to-head with a friend, or against the computer. Two interactive
screens allow each team to view and play the game from their
perspective, with a choice of over 100 offensive and defensive
plays.

Taito is releasing an action-packed driving game, _Chase H.Q._ in
which the player is taken through a high-speed chase through down-

town streets and country backroads to run-down and capture crimi-
nals. You're in a turbo-powered sports car and you must locate the
target vehicle, catch up to it, and put it out of commission by
repeatedly crashinng into it.

Play Doctor with The Software Toolworks

Described as "the world's first interactive medical movie," LIFE &
DEATH (MSR $49.95) from The Software Toolworks casts the player
as a new surgeon about to perform two critical operations: an appen-
dectomy and a Dacron graft of an aortal aneurysm. The program for
MS-DOS and Macintosh lets the player talk with his or her patient, read
charts, order lab work such as X-rays and ultrasound, and finally test
scalpel skills in the operating room while monitoring on-screen EKG,
blood pressure and other vital signs. No software company has tackled
this theme before!

NINTENDO Software

Mickey and Minnie Star in Their First NES Game

Capcom recently released MICKEY MOUSECAPADE for the NES. (MICKEY MOUSECAPADE was sneak previewed in our September, 1988 issue.) The game, which features Mickey and Minnie Mouse in a series of adventures, is the first in what will be a series of home video games resulting from Capcom's exclusive licensing agreement with Walt Disney Company. Other projected Disney/Capcom collaborations for 1989 include DUCK-TALES, based on the number-one rated animation show currently in television syndication, and ADVEN-TURES IN DISNEYLAND, a mysterious adventure set in the Magic Kingdom.
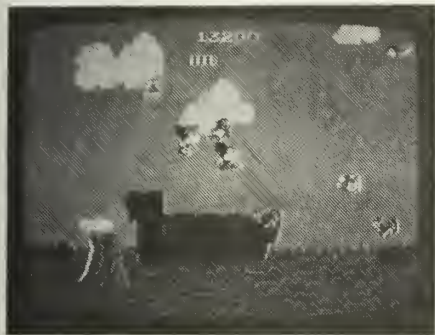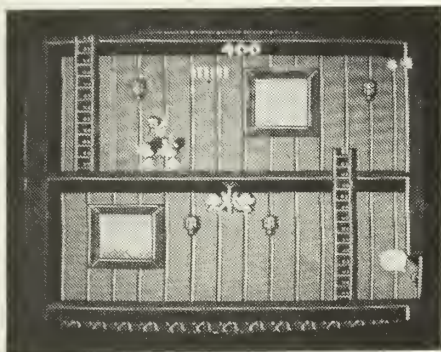
SEICROSS (★★1/2/★★★) finds you in an enemy city where you must race your super space bike against suicide bikers as you attempt to rescue the captured people of Petras. In this action game from *FCI*, you must avoid danger zones, explosions, booby traps, etc., while picking up energy packs and destroying entire batteries of enemies. You can speed up or slow down your biker as you go after the enemy with your laser beam. The game includes a memory feature which saves score and play position and the difficulty level increases the longer you play.

Good Gaming; Disappointing Graphics

There's fast action in this horizontally-scrolling game as you quickly maneuver your biker through the hazards, bumping the enemy bikes, killing off whatever enemies you can. However, the graphics are not as crisp and clear as we've become used to and the objects are quite small. The sound effects are good, but this is one you may want to try out in the store before purchase, if possible. (one player; two-player simultaneous)
(MSR $39.95)

Nintendo Announces Results of 1988 Fiscal Year

According to figures recently announced by Nintendo Company Ltd. of Kyoto, Japan (parent company of Nintendo of America Inc.), the company's net sales for fiscal year 1988 (ending August 31) increased 41% over fiscal year 1987 ($1.505993 billion for FY 88 over $1.070925 for FY 87). Net income for FY 88 was $223,029,629—a 19% increase over FY 87 net income of $186,600,000. Operating income for FY 88 was up 6% over the previous year ($358,607,407 over $339,022,222). The consolidated results cover both the parent company and its U.S. subsidiary. Nintendo of America President Minoru Arakawa attributed the significant increase in net sales to a U.S. home video game marketplace that has grown more than 100% in the past year. Based on studies by the Toy Retailers Sales Tracking Service_ (TRSTS), Nintendo began the current year with approximately a 70% share of the market which has escalated to an 83% share in the most recent TRSTS study. Commenting on the demographics of video game players, Arakawa commented that "Where 80 percent of this industry was comprised of members of this group [8 to 15-year-old boys] during the early 1980s, today that group makes up 60 percent of out user base. Now, 15 percent (and growing dramatically), of our users fall into the 25 to 44-year-old age bracket." }Arakawa also cited recent market research showing that females now account for more than 20% of Nintendo's primary players, a figure that has increased significantly just in the past year. According to Arakawa, the increased participation of older players and female players in video gaming bodes well for the longevity of the market.

The Bit Vs. Byte Confusion

We've covered this issue before (exactly two years ago, to be exact), but it bears repetition based on the number of questions we're asked by subscribers. As one of our readers, Brian Johnson of Hammond, IN, has correctly surmised, the term "mega" as applied to videogame cartridges for the Sega and Nintendo systems does indeed refer to megaBITS, not megaBYTES, with an equivalency of eight bits to one byte. The computer world refers to memory (RAM or ROM) capacities such as 128K or 256K in a sort of shorthand that actually means 128,000 or 256,000 BYTES. Something like Mrs. Johnson's Atari 1040ST computer has one megaBYTE of memory (or 1024K bytes or 1,024,000 bytes). However, the cartridges used in the Johnsons' Sega system, which also use the term "mega" as a sort of shorthand, actually have memory which is measured in bits. A one-mega Sega cartridge has 1024K BITS (1,024,000 bits) of memory. Divide that figure by eight, and you come up with 128K (128,000) BYTES, which is still pretty darned impressive for a game cartridge, especially when compared to the "old days" of videogaming when an 8K-byte cartridge was a big deal. As we've cautioned our readers many times before, though, try not to get too carried away by the numbers game. Although greater amounts of memory in a game cartridge may allow for more levels or screens or special features, the playability of a game is what counts. We've certainly played games with two or more megabits of memory that were not as much fun as some really good games with "only" one megabit of memory!

Late News Flash: Carmen Sandiego to Arrive Early

December should be a big month for Sega owners, marking the introduction of the first licensed third-party software for the system. Three titles are expected from Activision: RAMPAGE, CYBORG HUNTER and BOMBER RAID (originally announced as SUPER RIVER RAID). Parker Brothers, actually the first third-party licensee to be announced by Sega, was not expected to have anything ready for release until early 1989. However, just as we went to press with this issue we learned that Parker Brothers' first title, WHERE IN THE WORLD IS CARMEN SANDIEGO?, will be available early next month. Since advertising for this game is not scheduled to break until early 1989, the initial release will be without fanfare and may catch some Sega dealers unaware. As a result, you may have to search a bit to find the game next month. The program was licensed from Broderbund, the company that designed it and made it available on a number of home computer systems. It has been a very popular best-seller for Broderbund, and a good translation from Parker Brothers should make it a hit with Sega owners, too. We expect to be able to review the new Sega version of WHERE IN THE WORLD IS CARMEN SANDIEGO? in the December issue.

ATARI XE/XL
FOURTH QUARTER
Lancelot (DS)
Time & Magik (DS)

ATARI ST
OCTOBER
Alien Syndrome (MIN)
x-Art & Film Director (EPY)
x-Bismarck N Sea Chase (MIN)
x-Chrono-Quest (PSY)
x-Menace (PSY)
Operation Clean Streets (BRO)
x-Operation Wolf (TAI)
Out Run (MIN)
x-Sky Chase (MAX)
Space Racer (BRO)
x-Tetra Quest (MD)
NOVEMBER
Baal (PSY)
Deja Vu II (IS)
x-Elite (RAI)
Guardians of Infinity (PAR)
x-Karateka (BRO)
x-Road Raider (MIN)
Rocket Ranger (CIN)
Zero Gravity (MD)
DECEMBER
Harpoon (TS)
Thud Ridge (TS)
FOURTH QUARTER
Alcon (TAI)
Android Decision (DS)
Annals of Rome (DS)
Arkanoid (TAI)
BattleDroidz (DS)
Battlehawks 1942 (LF)
Battleship (EPY)
Beyond Dark Castle (TS)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Downhill Challenge (BRO)
Firezone (DS)
Fright Night (MD)
Gladiator (TAI)
Ice Thrashers (EPY)
Jug (MD)
King of Chicago (CIN)
Lancelot (DS)
Master Ninja (PAR)
Napoleon in Russia (DS)
Omega Run (MD)
Orbiter (SPE)
Qix (TAI)
Platoon (DE)
Rastan (TAI)
Renegade (TAI)
RoboCop (DE)
Shackled (DE)
Shadow World (MD)
Sorceror Lord (DS)
Space Station Oblivion (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Talespin (MIN)
Technocop (USG)
Tetris (SPE)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Wizard Wars (PAR)
FIRST QUARTER '89
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
Zork Zero

COMMODORE 64/128
OCTOBER
Alien Syndrome (MIN)
x-Barbarian (PSY)
x-Battleship (EPY)
x Captain Blood (MIN)
Demon's Winter (SSI)
x-Dungeon Master's Asst (MI)
x-Faery Tale Adventure (MI)
Fire Power (MI)
Heroes of the Lance (SSI)
Rampage (ACT)
x-Steel Thunder (ACO)
x-Take Down (GAM)
x-Times of Lore (ORI)
x-Ocean Ranger (ACT)
x-Operation Wolf (TAI)
x-President Is Missing (COS)
x-Red Storm Rising (MIC)
x-Victory Road (DE)
x-Zak McKracken (LF)
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Caveman Ugh-Lympics (EA)
x-Dan Bunten's Modem Wars (EA)
x-Deathlord (EA)
x-Mars Saga (EA)
x-Neuromancer (IP)
Pete Rose Pennant Fever (GAM)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
Twilight Zone (FR)
Warlock (TS)
DECEMBER
Chop & Drop (Act)
Flintstones (MI)
Johnny Quest (MI)
FOURTH QUARTER
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battles of Napoleon (SSI)
Beyond Dark Castle (TS)
Black Tiger (CAP)
Carrier Command (RAI)
Crossbow (ABS)

Destroyer Escort (MIC)
Dive Bomber (USG)
Downhill Challenge (BRO)
Ebonstar (MI)
F-18 Hornet (ABS)
Firezone (DS)
Gal~actic Invasion (MI)
Gladiator (TAI)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Lock On (DE)
Main Event (GAM)
Mind-Roll (EPY)
Predator (ACT)
Prime Time (FR)
PT-109 (SPE)
Qix (TAI)
Risk (VIR)
Robocop (DE)
Rocket Ranger (CIN)
S.D.I. (CIN)
Sarge (Cap)
720 (MIN)
Sky Shark (TAI)
Sorceror Lord (DS)
Space (ABS)
SpaceCutter (RAI)
Space Station Oblivion (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Street Sports Foot;ball (EPY)
Super Basketball (KON)
Super Hang-On (DE)
Swords & Sorcery (DS)
Technocop (USG)
Time & Magik (DS)
v:Trials of Honor (EPY)
Trojan (CAP)
Ultima V (ORI)
Univ Military Simulator (RAI)
Vigilante (DE)
Virus (RAI)
Wizard Wars (PAR)
Zero Gravity (MD)
FIRST QUARTER '89
BattleTech (INF)
T.K.O. (ACO)
Thud Ridge (TS)
SECOND QUARTER '89
Journey/C128 only (INF)
Shogun/C128 only (INF)
Zork Zero/C128 only (INF)

AMIGA
OCTOBER
x-Autoduel (ORI)
x-Battle Chess (IP)
x-Chrono-Quest (PSY)
x-4th & Inches (ACO)
x Global Commander (DS)
x-Menace (PSY)
Operation Clean Streets (BRO)
x-Operation Wolf (TAI)
Out Run (MIN)
x-Sky Chase (MAX)
Space Racer (BRO)
Space Harrier (MIN)
x-Street Sports Basketball (EPY)
x-Tetra Quest (MD)
TV Sports Football (CIN)
x-Warlock (TS)
NOVEMBER
Alien Syndrome (MIN)
Baal (PSY)
Balance of Power: 1990 (MIN)
Elite (RAI)
Deja Vu II (IS)
Guardians of Infinity (PAR)
x-Road Raider (MIN)
x-Street Cat (USG)
DECEMBER
Harpoon (TS)
Jetsons (MI)
FOURTH QUARTER
Apollo 18 (ACO)
Battlehawks 1942 (LF)
Battleship (EPY)
Beyond Dark Castle (TS)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Cosmic Relief (DS)
Captain Blood (MIN)
Dive Bomber (USG)
First Expedition (INS)
Fright Night (MD)
4X4 Off Road Racing (EPY)
Games: Summer Edition (EPY)
GATO (SPE)
Gauntlet (MIN)
Gladiator (TAI)
Goldrunner II (MD)
Gunship (MIC)
Heroes of the Lance (SSI)
Honeymooners (FR)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
Lancelot (DS)
Land of Legends (MI)
Lords of Rising Sun (CIN)
Master Ninja (PAR)
Metropolis (ARC)
Neuromancer (IP)
Orb iter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Prime Time (FR)
Qix (TAI)

Rastan (TAI)
Renegade (TAI)
Shiloh: Grant's Trial (SSI)
Silent Service (MIC)
Sky Shark (TAI)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Street Sports Football (EPY)
Technocop (USG)
Tetris (SPE)
Time & Magik (DS)
Tower Toppler (USG)
Tracers (MI)
Train, The (ACO)
Trials of Honor (EPY)
Turbo (MI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
Zero Gravity (MD)
FIRST QUARTER '89
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
T.K.O. (ACO)
Thud Ridge (TS)
Zork Zero (INF)

APPLE IIe/IIc
OCTOBER
Journey (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Last Ninja, The (ACT)
x-Times of Lore (ORI)
FOURTH QUARTER
Anc Art War/Sea (BRO)
Arkanoid (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Summer Ed. (EPY)
Games: Winter Edition (EPY)
Gunship (MIC)
John Madden Football (EA)
Lancelot (DS)
Legend of Blacksilver (EPY)
Mind-Roll (EPY)
Monopoly (VIR)
Platoon (DE)
Pool of Radiance (SSI)
Qix (TAI)
Rampage (ACT)
Renegade (TAI)
Risk (VIR)
Rubicon Alliance (DS)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Victory Road (DE)
Wizard Wars (PAR)
FIRST QUARTER '89
BattleTech (INF)
Manhunter:New York (SIE)

APPLE IIGS
OCTOBER
x-Bard's Tale II (EA)
x-4th & Inches (ACO)
Journey (INF)
x-Last Ninja, The (ACT)
x-Mini Putt (ACO)
x-Skate Or Die (EA)
x-Zany Golf (EA)
NOVEMBER
Battle Chess (IP)
x Bubble Ghost (ACO)
Dark Castle (TS)
Deja Vu II (IS)
x-Manhunter:New York (SIE)
Serve & Volley (ACO)
Shogun (INF)
x-Warlock (TS)
Zork Zero (INF)
FOURTH QUARTER
Art & Film Director (EPY)
Card Sharks (ACO)
Deja Vu (MIN)
Dondra: New Beginni9ng (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
Sentinel Worlds I: Future Magic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Land of Legends (MI)
Pinball Wizard (ACO)
PT-109 (SPE)
Scooby-Doo (MI)
S.D.I. (CIN)
Silent Service (MIC)
Silpheed (SIE)
Simbad & Throne/Falcon (CIN)
Sky Travel (MI)

Street Sports Football (EPY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
FIRST QUARTER '89
Red Storm Over London
Rocket Ranger (CIN)
Thud Ridge (TS)

MACINTOSH
OCTOBER
Anc Art War/Sea (BRO)
Fire Power (MI)
Guardians of Infinity (PAR)
Journey (INF)
x-Manhole (ACT)
x-Might and Magic (NWC)
x-P51 Mustang Flt Sim (BE)
Quarterstaff (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
x-AutoDuel (ORI)
Deja Vu II (IS)
x-Life & Death (ST)
x-Mean 18 (ACO)
Xerion (TI)
DECEMBER
Jetsons/Mac II (MI)
TypeStyler (BRO)
Warlock (TS)
FOURTH QUARTER
Android Arena (SIL)
Carrier Command (RAI)
Faery Tale Adventure (MI)
4th & Inches (ACO)
4oth & Inches Team Construc Disk (ACO)
Games: Summer Edition (EPY)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Lancelot (DS)
Romantic Encounters (MI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Tetris/Mac II (SPE)
Time & Magik (DS)
Train, The (ACO)
Ultima IV (ORI)
FIRST QUARTER '89
Manhunter:New York (SIE)
Red Storm Over London (IS)

MS-DOS
OCTOBER
x-Airborne Ranger (MIC)
x-Apollo 18 (ACO)
x-Battlehawks 1942 (LF)
x-Fire Power (MI)
x-4th & Inches (ACO)
x-Games: Summer Edition (EPY)
H~oneymooners (MI)
x Jack Nicklaus Greatest 18 (ACO)
Main Event (GAM)
x-Operation Clean Streets (BRO)
x-Pete Rose Pennant Fever (GAM)
x-Rocket Ranger (CIN)
Space Racer (BRO)
x-Space Station Oblivion (EPY)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
x-Arkanoid (TAI)
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
Dungeon Master's Asst (SSI)
Journey (INF)
x-Life & Death (ST)
x Mini-Putt (ACO)
x-Napoleon in Russia (DS)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
Shogun (INF)
Simbad & Throne/P?alcon (CIN)
Skate Or Die (EA)
x-Thud Ridge (TS)
x-Time Bandis (MD)
x-Train, The (ACO)
TV Sports Football (CIN)
x-Visions of Aftermath (MIN)
Zany Golf (EA)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Harpoon (TS)
Johnny Quest (MI)
Neuromancer (IP)
Scooby-Doo (MI)
FOURTH QUARTER
Alcon (TAI)
Android Decision (DS)
Annals of Rome (DS)
Battleship (EPY)
Beyond Dark Castle (TS)
Bubble Bobble (TAI)
Captain Blood (MIN)
Card Sharks (ACO)
Carrier Command (RAI)
Chrono-Quest (PSY)
Commando (DE)
Crossbow (ABS)
Dan Bunten'xs Modem Wars (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Firezone (DS)
Galactic Invasion (MI)
Games: Winter Edition (EPY)
Gladiator (TAI)
Guardians of Infinity (PAR)

Guerilla Wars (DE)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Ice Thrashers (EPY)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Leisure Suit Larry II (SIE)
Metropolis (ARC)
Mind-Roll (EPY)
Monopoly (VIR)
Pirates (SIE)
Platoon (sDE)
Police Quest II (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Qix (TAI)
Renegade (TAI)
Rubicon Alliance (DS)
Sarge (CAP)
Scavengers (INS)
Scruples (SIE)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sky Shark (TAI)
Sorceror Lord (DS)
Space Quest III (SIE)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Empire (FR)
Star Fleet II (INS)
Starglider II (RAI)
Stocker (CAP)
Street Cat (USG)
Street Fighter (CAP)
Street Sports Baseball (EPY)
Street Sports Soccer (EPY)
Super Hang On (DE)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Twilight Zone (FR)
Uninvited (MIN)
FIRST QUARTER '89
Alien Syndrome (MIN)
Battle Chess (IP)
Legend of Blacksilver (EPY)
Out Run (MIN)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
Space Harrier (MIN)
Take Down (GAM)
Times of Lore (ORI)
T.K.O. (ACO)

INTELLIVISION
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Rac[ing (INT)
Super Pro Horse Racing (INT)
FOURTH QUARTER
Chess (INT)
Flight Simulator (INT)
Karateka (INT)
Sea Battle II (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)

ATARI 2600
OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
FOURTH QUARTER
Dark Chambers (AT)
Pete Rose Baseball (ABS)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (A7T)
Tomcat F-14 Simulator (ABS)

ATARI 7800
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
FOURTH QUARTER
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Hat Trick (AT)
Impossible Mission (AT)
Super Baseball (AT)
Super Huey (AT)

ATARI XE
OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinkms (AT)
Nebulus (AT)

Program	Cost	Sys/Format	Quantity	Total
Adventure of Link (NES)	38.90			
Adventure Island (NES)	31.50			
Apollo 18 (I)	28.80			
Apollo 18 (Co)	22.30			
Battlechess (Am,GS*,I*)	36.40			
Battlehawks 1942 (I)	36.40			
Bubble Ghost (GS,I,Am,ST)	26.10			
Bubble Ghost (Co)	22.30			
Grand Prix Circuit (I)	28.80			
Grand Prix Circuit (Co*)	22.30			
Jack Nicklaus Greatest 18 Holes (I;GS*;Am*)	36.40			
Jack Nicklaus Greatest 18 Holes (Co)	22.30			
Karateka (ST, Ap,Co,IAt)	26.10			
Kenseiden (Sega)	36.50			
Manhunter:New York (GS,I,Ap*,Mac*)	36.40			
Mean 18 (Mac;GS;I;Am)	32.90			
Mickey Mousecapade (NES)	34.60			
Milon's Secret Castle (NES)	34.40			
Mini-Putt (I;GS)	28.80			
Mini-Putt (Co)	22.30			
Napoleon in Russia (I)	26.10			
Napoleon in Russia (At,Co)	18.70			
Neuromancer (Co,Ap*,I*,Am*)	28.80			
Pete Rose Pennant Fever (I)	28.80			
Pete Rose Pennant Fever (Co*)	26.10			
Placo Video Shooter (NES)	27.95			
Rack 'Em (Co)	22.30			
Rack 'Em(I)	28.80			
Racket Attack (NES)	39.40			
Rocket Ranger (I;Am)	36.40			
Seicross (NES)	30.90			
Serve & Volley (Co)	22.30			
Serve & Volley (I)	28.80			
Shanghai (Sega)	30.80			
Spy vs. Spy (Sega)	23.90			
Steel Thunder (Co)	22.30			
Thunder Blade (Sega)	40.80			
Warlock (Am,ST)	26.10			
Warlock (Co*)	22.30			
Warlock (GS*,Mac*)	28.80			

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Rare Games Collectors Forum

Russell Calvert, 1726 N. Honore, Chicago, IL 60622: looking for Atari 8-bit version (disk) of "Crush, Crumble, Chomp"

Jeff Silva, 4602 109th St SW, Tacoma, WA 98499: has over 80 ColecoVision cartridges (most with instructions). Willing to sell or trade for Nintendo titles he wants.

John Bonavita, PO Box 95, Haesite, NY 11743 looking for a Vectrex game system. He also has a list of ADAM software for sale.

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Starship, Space War, Steeple Chase, Home Run, Realsports Baseball, Video Chess, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gavitar, Quadrun.

Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007:

"Complete" 2600 collection for sale: 420+ carts, plus many accessoris, memorabilia. Also have rare 2600 and ColecoVisoin carts. Also looking for Bandai's "Stadium Events" for Nintendo.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 675 Giesler Rd, #212, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month.
Happy hunting!

Related Information...

For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact:
Norman Castro, 809W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are $2.00 per set; 10 for $16.00 (plus shipping/handling). Brand new from Norman: Game instructions for the RCA Studio II Home TV Programmer Model 18V100.

And, thanks to John Bonavita who assures us Adam/Coleco is alive and well with NIAD (No. Indiana Adam User's Group; PO Box 1317, Lisle, IL 60532, attn: Lyle Marschand). Also, hard-to-find software for Adam and Coleco available through Telegames USA, Box 901, Lancaster, TX 75146.

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

In This Issue...

The Year in Review - 1988

Here we go again...another year of great gaming. This was the year in which the big news was there *weren't* any new computers introduced to put your computer into obsolescence. Meanwhile, the software has flowed, albeit at dramatically allocated rates, at least for Nintendo and, to a smaller degree, Sega as the chip shortage and high demand for games outstripped supply.

The Computer Side

IBM and all its' compatibles (MS-DOS) saw the biggest deluge of games as the producers discovered many MS-DOS machines in the home (ostensibly to take work home) which were starving for games. It certainly can't be said that the manufacturers didn't rise to the occasion as we were blitzed with MS-DOS games. In fact, many games, for the first time, were introduced for MS-DOS with adaptations coming later for C64/128, Amiga, and the like. Quite a change from earlier times. Throughout the year, the manufacturers have told us that the incredible popularity of the dedicated gaming units has affected their market for C64/128 games as those users have moved into the dedicated area; therefore, a slight slowing of releases for the C64/128 format. The hardware which has most suffered from the switch to either dedicated units or the high-end 16-bit machines (Amiga, ST, GS), has been the Atari XE/XL and the Apple II series. All but one or two manufacturers stopped producing for the Atari XE/XL altogether as sales were virtually non-existent and the venerable Apple II has been supported to a much lesser degree due to the move to the GS by many Apple owners. Meanwhile, on the 16-bit front, we're seeing more and more software for the Amiga as the lower-priced unit has begun to make a difference in the number of installed Amigas in the U.S. The Apple IIGS is making inroads, but at a slower pace, and the Atari ST is trailing by a distant third as we're being told by the software manufacturers that they are seeing greatly slowed sales for that machine's software, even though, apparently, the ST continues to sell well in Europe.

The trend should remain constant, at least in the first six months of 1989, as the MS-DOS machines continue strong support, followed by C64/128, the Amiga, etc. We predict that new software for the Atari XE/XL will become virtually extinct in 1989, other than through public domain and, if they choose to support their own machine, Atari themselves.

The Dedicated Gaming Machines

Unless you've been comatose in 1988 (which counts out all our readers!), you know what's happened in this arena. Some great new games have been released and the chip shortages have driven everyone absolutely crazy! Gaming is in high gear at both Nintendo and Sega (and, to a much lesser degree, Atari, where the market share of *new* units sold seems to be slipping). Certainly, Nintendo has the lion's share of the market with over twenty companies producing games. The most awaited game of the year, *Adventure of Link*, FINALLY shipped in the last few weeks in quantities which should embarrass Nintendo. After all, they had delayed and delayed the release, indicating they were "stockpiling" for a strong debut. In checking stores around the country, the amount that went out in that first shipment was enough to last maybe 20 minutes. And, the next shipment isn't until the end of January!! Fortunately, there have been some outstanding titles which you have been able to get your hands on – from *Super Mario Bros II* to *Double Dragon, Ikari Warriors II, Gauntlet, Metal Gear, RC Pro Am*, and many more. You've definitely had enough new games to try out! And, you've got more and more accessories to add to your library, whether it's a wireless controller, or a fancy case to carry your unit around in!

Over at Sega, while owning a much smaller share of the market, have been producing some pretty terrific software too. Games like Afterburner, Monopoly, and some of the new games certainly bode well for the quality of gaming.

Price a Major Problem

Of course, the price of software, dramatically affected by the dollar/yen situation (see article in January, 1988 edition), makes software purchases pretty painful. Fortunately, most (but not all) software producers are doing their best to give you lots of gaming depth, graphics, and playability to help soften the blow. There are definitely some "me too" titles, which our readers are apparently staying away from. Careful buying is the key!

New Generation of Gaming Coming

Meanwhile, fasten your seatbelts for 1989 as the new, rumored 16-bit machines may hit our shores by this time next year. Hold on to your joystick...the gaming is going to be more sophisticated than ever!

As we close yet another year, we must take this opportunity to thank you for your continued support. Without you, we wouldn't exist! We've gotten to know some of you by phone and always appreciate your comments. We listen to everything you have to say! We also appreciate your patience through a year of growth and change for us as we continue to fine-tune our operation for

better service to you, our readers. We wish you the happiest of holiday seasons with health, peace, and a record score on that favorite game!

And now, month by month, the events of 1988 as seen through the eyes of Computer Entertainer...

January – We begin the year with our annual Awards of Excellence, with more awards than ever as the excellence of the programs available get better and better. We also featured our index of everything reviewed in 1987 (over 300 strong!). We featured many items seen at the Winter CES with loads of news from Nintendo and their third party companies, Sega 3D games, Infocomics from Infocom, Rocket Ranger and Three Stooges from Cinemaware, and more. We featured Sneak Previews of *Gun.smoke* and *Ikari Warriors II* for Nintendo and had reviews of the initial games for the Atari XE Game system, *Great Basketball* for Sega; as well as *Mini-Golf* for C64; *Maxx Yoke* for MS-DOS.

February - We report that Adventure of Link is once again delayed; a rumored new gaming system from NEC is introduced in Japan; new games for Intellivision and Atari 2600 introduced; and we revisit "A Day in the Life of a VideoGame Cartridge," a fascinating look at all that can go wrong in the development of a new game. Reviews include *Karnov* and *Jaws* for Nintendo; *Penguin Land* for Sega; *Tetris* and *Gauntlet* for MS-DOS; and a Sneak Preview of *Fighting Golf* for Nintendo.

March - Cinemaware is working on projects for CDI (Compact Disc-Interactive); Shanghai licensed to Sega; more joysticks start appearing for Nintendo. Reviews include *T&C Surf Designs* and *Contra* for Nintendo; *Master Ninja* for MS-DOS; Pole Position for Intellivision; *Aztec Adventure* for Sega; *Power at Sea* and *Stealth Mission* for C64.

April - More and more games announced for Nintendo, this time from Capcom and Bandai. Meanwhile, Sega licenses three hot titles from Epyx. Our second annual Readers' Hall of Fame Awards is announced so readers can vote for their addition to the Hall of Fame. Chip shortages continue as release dates bounce around more than Mexican jumping beans! We announce a new reader service whereby rare game collectors can find one another for trading, selling, buying, etc. Reviews include *AfterBurner* and *Zaxxon 3D* for Sega, *Patton vs. Rommel* for C64; *Dragon Power* and *RC Pro Am* for Nintendo; *Beyond Dark Castle* for Macintosh; and *Universal Military Simulator* for various computers.

May - Many new titles announced by Konami and Ultra for Nintendo. We feature a questionnaire so we can learn more about our readers; changes and deletions in Nintendo's library of games; Sierra announced Manhunter: New York. Reviews include *PT-109* and *Air Traffic Control Simulator* for Macintosh; *Rescue Mission* for Sega; and a Sneak Preview of *Legendary Wings* for Nintendo.

June - A complete overview of the Summer CES with chip shortages continuing for the dedicated game units, but no shortages in the computer arena. The issue is packed with new titles announced by virtually everyone at the show (and many who show their wares behind closed doors at hotels). Hardly any room for reviews because of the dozens and dozens of titles announced for all the computers and gaming machines. Reviews include *Maze Hunter 3D* for Sega; *Games: Winter Edition* and *Roadrunner* for C64.

July - New title announcements continue as we feature games from Accolade, Cinemaware, and Epyx. The results of our reader question-naire are compiled and printed – *VERY* interesting!! We cover the Top Gun Shootout in New York. The results of the Readers' Hall of Fame Award is announced with Legend of Zelda being the title which was added to the five games inducted last year when the awards were introduced (in celebration of our five year anniversary). Reviews include *Soko-Ban* for Apple II; *Tetris* for Macintosh; *LA Crackdown* and *Zorkquest* for multiple systems; *Double Dragon* for Nintendo; and *Space Hunter 3D* and *Zillion II* for Sega.

August - Major new title announcements from Infocom; new computer titles announced by Taito; more Nintendo delays; new tote bag accessory announced for Nintendo and Sega. Adventure of Link delayed again. Reviews include *Metal Gear* and *Gauntlet* for Nintendo; *Captain Blood* and *Typhoon Thompson* for Atari ST; *Zak*

McKracken for MS-DOS; *Solitaire Royale* for Amiga; *Cosmic Relief* for Multiple Systems; *Shufflepuck* for Macintosh.

September - Activision signs third-party agreement with Sega with the initial three titles announced; Infocom announces Quarterstaff; Continuing chip shortage pushes several titles into 1989; higher prices for Atari 7800 software announced. Sneak Preview of *Mickey Mouse-capades* for Nintendo featured. Reviews include *Balance of Power 1990* and *The Colony* for Macintosh; *Life Force* and *Bases Loaded* for Nintendo; *Sporting News Baseball* for Commodore 64; *Wonder Boy in Monster Land* for Sega.

October - Several new titles are announced by Sega while they are also affected by the chip shortage. The rumored 16-bit Sega system is confirmed as it will make its' debut in Japan before Christmas (it is NOT compatible with the U.S. version). We feature "Son of a Day in the Life...Revisited," an amusing (but based in fact) account follow-up to our February story. This version was written by a well-known executive in Silicon Valley who has experienced many of the problems firsthand! New Nintendo titles announced by Jaleco, Acclaim, and Nintendo. Reviews include *Manhunter: New York* and *Take Down* for MS-DOS; *Fast Break* for Commodore 64; *Super Mario Bros II, Wheel of Fortune, Golga 13* for Nintendo; and *Monopoly, Fantasy Zone: the Maze*, and *Blade Eagle 3D* for Sega.

November - New fantasy role-playing game from Origin; new Karate game from Activision; Adventure of Link releases in mini-amounts. Reviewed include *Serve & Volley* and *Steel Thunder* for Commodore 64; *Battle Chess* for Amiga; *Rocket Ranger* for multiple systems; *Manhole* and *Mean 18* for Macintosh; *Adventure of Link, Adventure Island*, and *Seicross* for Nintendo; *Kenseiden, Shanghai, Thunder Blade* for Sega.

December - The holiday frenzy is in full gear as parents head to their local toy store with the list of games their child wants. Of course, Adventure of Link is #1 on the list and it won't be found. There will be plenty of games under the tree. In many cases, unless you get real lucky, the title(s) will be those lower on the wish list. Fear not, they'll need more software to feed their machines after the holidays!

Meanwhile, once again, the editors at Computer Entertainer are arguing over the 1988 Awards of Excellence as we are bombarded with new software to review. Of course, we're also gearing up for our coverage of the January C.E.S. where there will more more titles, companies, and the like to cover. So, as we go back through the 1988 software to determine the best of the best, we hope you and yours have a great holiday season!

Talk to you in 1989 as we soak our feet following the mega-mile march through C.E.S.!

Sierra Expands Customer Service Hours

Sierra's customer service line (209-683-6858) is now available 13 hours a day (8 a.m. to 9 p.m., Pacific Standard Time) to handle hints and technical problems. (The hotline handles HINTS ONLY from 5 to 9 p.m.) The customer service line has been further improved with a larger, better trained staff and additional phone lines. All of this should offer some relief to the overtaxed phone network in the region. Ed Lacy of Sierra Telephone Company commented that "During peak times we were turning away thousands of calls an hour at the local exchange. They [calls to Sierra] were causing [phone] traffic problems as far away as Modesto and Sacramento.

THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
3 STARS = GOOD   1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

MULTI-SYSTEM Software

CRAZY CARS (★★/★★1/2 IBM; ★★1/2/★★1/2 ST, Amiga) brings you the adventure of car racing with automobiles meant to handle tight curves and rough terrain, as *Titus Software* puts you behind the wheel of a Mercedes 560 SEC. As you progress with advanced skills through the courses that take you from Arizona to Florida (and on to Malibu and New York in the Amiga version), you are given the opportunity to~ drive a Porsche 911 Turbo, then a Lamborghini Countach, and finally a Ferrari GTO. Unfortunately, CRAZY CARS limits your fun by not allowing you to choose the vehicle you want. Also, the background graphics limit the imagination, making it difficult to believe that you are in Arizona or Florida or Malibu. The race itself is not really different from or better than other fairly standard car racing games, although the handling of your race car is reasonably accurate and precise. The feeling of control at high speeds is the program's best point. However, the very sudden and unpredictable appearance of hard-to-identify vehicles on the roadway can be disturbing. We would feel a little better about this program if it were "bargain" priced. It does not offer enough original play value to merit a $40 price tag. Aside from graphics and play action, we would like to remind the designers of this program that women do play computer games—even ones with supposedly "macho" themes like racing cars—and most women are not ~thrilled to read a message that they have just become one of the "great men" of auto racing when they earn a high score. (One player; Joystick only on Amiga, Joystick or keyboard on others; 256K, CGA/Hercules monochrome on IBM; Pause.) MS-DOS, Atari ST, Amiga versions reviewed; coming soon for Commodore 64/128.
Not recommended. (MSR $39.95)

FIRE AND FORGET (★★★/★★★) from *Titus Software* brings you to the battlefront of the future. Thunder Master, classified as the ultimate weapon, is a V16 four-wheel drive {vehicle operating on Omega-Kerosene. The Thunder Master is in your hands courtesy of the government, and they are counting on you to destroy the enemy with propulsion missiles and state-of-the-art firepower. You can choose your war zone from the global map which gives you six options from Central America to Russia. Time is of the essence, and so is a watchful eye. The program stacks the odds in favor of your enemies, giving them the opportunity to catch you with everything from mines and bunkers on the roadsides to barbed wire fences. Your assets in the fight against your enemies are fire power and speed. The Thunder Master can refuel enroute by targeting the green cisterns—not to be confused with the blue cisterns which will blow the Thunder Master to bits. (This can be a real problem if you're playing the IBM version with Hercules monochrome graphics.) Attractive graphics add more fun to the fight, and there is always some kind of surprise waiting for you. FIRE AND FORGET offers challenge and the excitement of speed. And if that isn't enough, choose the Thunder Master and the MV module, classified as Thunder Cloud, and watch the action happen. (One or two players; Joystick &/or keyboard; CGA/Hercules monochrome on IBM; Pause.) MS-DOS, Atari ST, Amiga versions reviewed. MSR $39.95

More Mean 18 Courses Available

Accolade has just released Famous Course Disks V & VI, a two disk program, each containing three courses, to be used in conjunction with Mean 18: Ultimate Golf. Available for MS-DOS at $34.95, the disks includes Butler National Golf Club in Oak Brook, Illinois; Bay Hill in Orlando, Florida; Concord Golf Club in Kiamesha Lake, New York; Medinah Country Club #3 in Medinah, Illinois; Riviera Country Club in Pacific Palisades, California; and Spyglass Hill Golf Course in Pebble Beach, California.

APPLE II Software

THE LAST NINJA (★★★★/★★★★) from *Activision* comes to the Apple II family in a beautifully animated, double hi-res version of the martial arts adventure which is already available on other systems. THE LAST NINJA is not only beautiful to look at but also challenging and involving to play, as it goes several steps beyond the typical martial arts action game. As a ninja on a mission to avenge the death of his brother ninjas, the player encounters increasingly tough opponents and discovers many items to aid in the quest. The game's scenery is laid out in three-quarter perspective, with the ninja moving fluidly along its paths and among its obstacles. There are more than 130 screens, sacred scrolls to find, and an evil Shogun to find and kill. The designers have done an excellent job of bringing this one to the Apple II, preserving the look and feel of the original game. (Solo play; Joystick; Pause; 512K) Reviewed on Apple II. Also avail?able for Commodore 64/128; for MS-DOS at $42.95; for Apple IIGS at $44.95.
Recommended. (MSR $34.95)

KARATEKA (★★★1/2/★★★) from *Broderbund* has become something of a classic in other formats for its pioneering use of cinematic techniques and storytelling combined with a martial arts fighting game. Now the Broderbund game is available in an Atari ST version, where it is especially lovely. The game is built around a series of martial arts fighting encounters as steps in a quest. The young Karateka means to rescue the princess Mariko from an evil warlord. Not wanting to give up his beautiful captive, the warlord Akuma keeps challenging the Karateka to bouts with his guards and their varied fighting styles. And there are a number of surprises as the Karateka makes his way deeper into the warlord's fortress. Fans of martial arts games will certainly enjoy this one for its gracefully accurate Karate moves, its lovely backgrounds, and the movie-like story that ties it all together. (Solo play; Joystick or keyboard; Pause.) Atari ST version reviewed. Also available for Apple II, Commodore 64/128, IBM/compatibles, Atari XE/XL; Atari 7800 version available from Atari.
Recommended. (MSR $34.95)

THE GAMES: SUMMER EDITION (★★★1/2/★★★1/2) is a welcome addition to the Apple II family of gaming, especially in light of the fact that many games are not being converted for this granddaddy of home computers (see story on Page 1). *Epyx* has made quite a name for itself with its' "Games" series and this one is one more in an excellent line of Olympic gaming challenges. Set in Seoul, South Korea, you can choose from eight events, either going directly into competition play or practice. The events which are included are: uneven parallel bars, rings, hammer throw, sprint cycling in the

velodrome, springboard diving, hurdles, pole vault, and archery. You'll use the joystick (or keyboard, if you wish) in a manner which has become familiar to anyone who's played any of the Epyx "Games" in the past as you quickly rock back and forth (or up and down), timing releases, jumps, etc., with careful timing. It'll take some practice before you can get through an event. The "Coaching Book" included will give you many tips on how to excel in the various competitions but it will take a good deal of practice before you can even consider garnering a medal!
Typical Quality
There is a continued quality from one "Games" program to the next which assures the best in gameplay and graphics. As a result, anyone who enjoys the various competitions, will feel comfortable adding this to their library. We keep waiting for Epyx to run out of competition sports for this series, and they constantly come up with the next one! You'll enjoy playing against the computer or your friends as you choose to represent one of 24 countries. (one to eight players; joystick or keyboard; reviewed on Apple II; also available for C64 and MS-DOS)
Recommended (MSR $49.95)

ANCIENT ART OF WAR AT SEA (★★★★/★★★★) is a terrific action/strategy game from *Broderbund* which allows you to choose from one of eleven classic campaign battles and challenge one of five of history's most illustrious commanders including Blackbeard to John Paul Jones. You can alter various elements including the rules, making the campaign easier or more challenging. Place your supply and repair ports, enemy ships. You can change the weather, wind, and

sea conditions as well as creating your own naval battles via the built-in game generator. You can choose to command an entire fleet or give orders to individual ships. Once you're ready to "Go To War," you'll have a birdseye view of the entire area, dark seas representing rough

F-18 HORNET (★★★1/2/★★1/2) is a jet fighter simulation program with multiple missions, including training and combat, by John Van Ryzin for *Absolute Entertainment*. The program's best feature is its realistic look, achieved with simulated 3-D and solid shapes. The actual program with its series of nine combat missions (plus training) is fairly straightforward and similar to a number of other such flight simulation programs. The combat missions are actually mazes with intermediate and final objectives, plus aircraft carrier takeoffs and landings. They're set in various locations around the globe, such as the Bering Sea or the Persian Gulf. We expect that this program will appeal mostly to those gamers who are hooked on flight and simply must have every simulator that comes along. For the average game player who is not a fanatic about flying planes from an easy chair with a joystick, the appeal of F-18 HORNET is mainly in the attractive graphics. We found F-18 HORNET to be visually attractive but not especially compelling in play. (Solo play; Joystick & keyboard.) Available for Commodore 64/128 only.
MSR $34.95
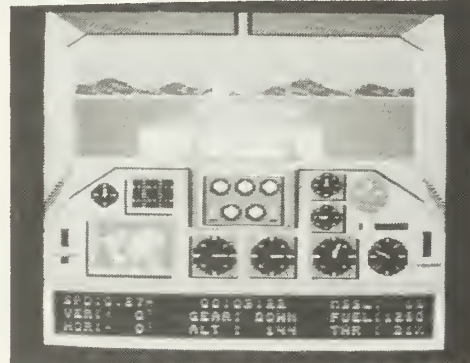
waters which are dangerous for frigates to sail through. There are two ports at the bottom of the screen – a repair port and a supply port. Between the ports are two white crowns. If the enemy reaches a white crown and defeats any white squadron at that crown, you will have lost. As you scroll through the map, you'll see your squadrons represented in white, the enemy in black. Throughout your campaign, there are messages on the screen giving you enemy sightings and other valuable information. Once you're ready to attack an individual ship, there is an exploded view of the two ship decks as you engage in hand-to-hand combat!

A Great Tactical Game With Action

A great follow-up to Ancient Art of War (out in March, 1985), this one is one of the finest tactical and graphic wargames available for the Apple. The graphics are very detailed and the scrolls which open up the game are quite nice, as you "roll through" the scenario. The gameplay is varied, with no two games exactly alike. The documentation which is included has some very nice history of the age of the fighting sail, as well as terms, and detailed descriptions of several campaigns including maps. Anyone who enjoys sailing ships will enjoy the reading! All in all, a fine gaming experience. (one player; reviewed on Apple II; requires 128K; joystick, keyboard, or mouse; also available for MS-DOS and Macintosh)
Recommended (MSR $44.95)

MS-DOS

OPERATION: CLEAN STREETS (★★★★/★★★★) gives you a mission to clean up the streets by getting rid of all the thugs and their drug trade. *Broderbund* brings real-life to a setting that really puts you in the middle of the street action. Your clean-up job is certainly not easy as you go from back alley to city street to the really raunchy wharf areas of town. The thugs show you no mercy, and they will try everything from chains to whips and rock-throwing—or whatever else they can think of to make sure you don't get their drugs. Knock them down with active punches and kicks, grab the drugs and dump them in the trash. That's when you are rewarded with new energy, and the battle continues in your mission to clean the streets. Five levels of fighting action keep you busily entertained. And the fantastic graphics enhance this game, giving a look of real-life action. (One player; Joystick optional; CGA/Hercules Monochrome; 512K.) MS-DOS version reviewed; coming soon for Atari ST, Amiga at $(39.95.
Recommended. (MSR $34.95)

Coming from Microdeal for ST, Amiga

The Microdeal division of MichTron introduced several new entertainment title for Atari ST and Amiga at Comdex. FRIGHT NIGHT (MSR $39.95) is based on the movie of the same name and gives the player twelve hours each night to bite everyone in the house. GOLDDRUNNER II ($39.95) is a high-speed, arcade-style action game. INTERNATIONAL SOCCER ($39.95) gives the player many options, including day or night games, variable wind speeds and directions, and team characteristics. And four games have been combined on one HITS DISK ($4 9.95): GOLDRUNNER, SLAYGON, JUPITER PROBE and THE KARATE KID PART II. ZERO GRAVITY ($29.95) is a split-screen, volleyball-like game played in the weightless environment of a spaceship's cargo bay. (ZERO GRAVITY will also be available for Commodore 64/128.) For Amiga only, there's RINGSIDE ($39.95), patterned after the World Championship of Boxing with a series of ten opponents. And a new MS-DOS version of Microdeal's best-known game, TIME BANDIT ($49.95), is planned to take maximum advantage of CGA, EGA and VGA graphics modes. For Atari ST only, JUG ($39.95) lets the player pilot a shape-changing spacecraft to destroy a space virus. TALESPIN ($99.95), also for ST only, is a non-programmer's tool for creating graphic adventure games, complete with digitized sound.

Taito Offers Its First Arcade Game in MS-DOS

One of the great arcade classics has just made its entry into the MS-DOS world, thanks to Taito's recent release of ARKANOID. The brick-bashing game features 33 screens. CGA, EGA, VGA and Tandy graphics modes are supported, and the game is available in both 5.25-inch and 3.5-inch disk formats.

GRAND PRIX CIRCUIT (★★★★/★★★) is a really terrific first person racing simulation from _Accolade_ which is very realistic in its' Commodore 64/128 version. The game includes five levels of play as you race against nine computer-controlled race cars. You have your choice among three cars: Ferrari, Williams, or McLaren and it's advisable to try several practice laps before entering an actual race. There are eight tracks to choose from, all from the legendary Grand Prix courses. As you sit low in your car, you must keep track of the dual rearview mirrors as well as the road ahead as you steer. Your job is simple – stay on the track, avoid crashes and beat the competition! You'll need to make pit stops along the way, especially if you've sustained damage.
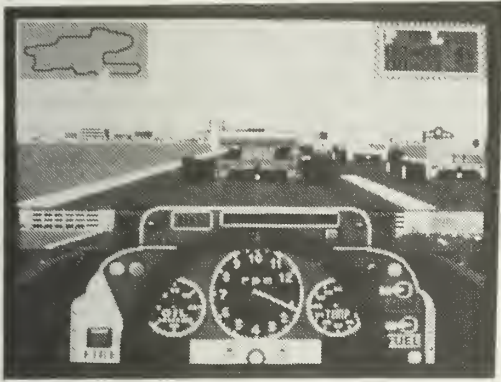
Graphics Excellent

The graphics are crisp and very colorful. There's good graphics simulating action behind you in the dual mirrors (ala _"Test Drive"_ also designed by Distinctive Software). The cockpit has got all the movement with the steering wheel moving, etc. As a straight-ahead racing game it is quite good, however, it's the little things that we found a problem. When you reach the pitstop, as we pointed out in the review of the MS-DOS version last month, all you can do is change tires. This is the "fix-it" for everything that ails you which we found lacking. Unfortunately, shifting is done automatically which will disappoint avid racing fans. The gearbox does show up in the lower right corner, if you wish, but all you do is accelerate by pushing the joystick forward and the shifting happens automatically. It's too bad as the graphics are quite excellent and the driving action is a good as any racing games we've seen. This is a judgement call you'll have to make, based on what your racing library already holds! (one player; reviewed on Commodore 64; also available for MS-DOS; joystick or keyboard) (MSR $29.95)

STREET SPORTS FOOTBALL (★★★/★★★) is the latest in _Epyx's_ line of "street" games featuring the neighborhood kids playing their favorite games wherever they can find the space. In this game, the choice is the street or a construction site where you'll be dodging all the stuff you'd find in that type of location! You'll have several selections to make before the kick-off as you choose the rules to play by, choose your team, pick plays from a computerized playbook or use the Playmaker feature to design or modify plays, patterns or formations. The game is vaguely like football, but very close to any scrimmage you may have encountered in your neighborhood. You actually have quite a bit of latitude in the playing as you can move around your formation, pass, punt, etc.

It's Fun

Anyone who wants the structure and rules of the real thing probably won't be interested in the "non-structure" of this version. However, it's a lot of fun for anyone who just wants a fun game of scrimmage without all those rules! Of course, to be successful, you must learn quite a few plays so this requires a bit of work too! It's a fun approach to a venerable game. (One player; two player simultaneous; joystick required; reviewed on Commodore 64; coming for MS-DOS & Apple II) Recommended (MSR $19.95)

TKO (★★1/2/★★) is _Accolade's_ new approach to computer boxing which doesn't work! This is a split-screen game with your guy on the top and the opponent on the bottom. As you throw punches at each other, you see them in this split-screen approach. On the right side of the screen, there's a birdseye view of the ring showing the position of the two men in the ring. You begin with a screen in which you can fine tune your boxer by choosing the best type of punch, strength, power

hand, and more. You can choose to fight against one of four fighters-in-training (if you choose to go against the computer) and you'll advance to the next man if you win your bout. You can choose to fight three, five, or ten rounds. Then it's on to the split-screen. There are energy bars to the right of each fighter which indicates how much strength the fighters have. You can throw nine different punches (based on joystick position) and protect yourself with five different guard positions. Between each round there's a recap of the round of how many punches thrown, how many blocked, how many more you can take, and the points awarded in the round. Of course, you can also win (or lose) by knockout.

Boring!

Initially, we thought this was a refreshing approach to a sport which has been overdone on the various computer systems; however, we very quickly tired of the static viewpoint as the only action was gloved hands coming at you in the split-screen view. It gives you absolutely no sense of movement around the ring and there's virtually no other animation besides the moving gloved hand. Oh yes, the heads move slightly if hit and there's indication of swelling and bruising as the bout goes on but you quickly come to the point of yelling, "get moving!" If you look at the little figures in the birdseye viewpoint, there is movement around the ring but you just do not get the sense of that. A valiant try at a different approach which fails miserably! (one player; two player simultaneous; joystick required; reviewed on Commodore 64; coming for MS-DOS)
Not Recommended (MSR $29.95)

ROCKET RANGER (★★★★/★★★★) has been converted for Commodore 64 owners and _Cinemaware_ has done its' normal superb job in adaptation creating graphics which push the limits of the Commodore to be its' finest. In this "interactive movie," we are taken into the world of the Saturday afternoon serial as our fearless hero goes against unbelievable odds in a world set in 2040, one hundred years after the Nazis have won WWII. There are German bases scattered around the world and your mission is to set-off, rocket pack on your back, to destroy them. Armed only with your rocket suit, ray gun, and secret decoder wheel, you must go against this ruthless foe and rescue the beautiful daughter of a famous scientist held captive. You'll encounter aerial dogfights, as well as fistfights on the ground. There are surprises at every turn as you act out your own Saturday serial!

Dazzling

We were already hooked on the gameplay from earlier versions reviewed last month as each time you strap on your rocket pack, there's new twists in the play. The job that has been done on animation graphics and digitized sound on the Commodore 64 makes this really a special treat for anyone to enjoy. Reminiscent of the superb graphics of the C64 version of Defender of the Crown which went on to be a favorite of 64 owners, this will definitely follow in the same footsteps! (one player; joystick required; reviewed on Commodore 64; also available for Amiga and MS-DOS) Recommended (MSR $49.95)

Team Construction Disks Ship

Accolade has just shipped _4th & Inches Team Construction Disk_ to be used in conjunction with its' football simulation _4th & Inches_. Available for MS-DOS and Amiga, the program allows you to create your own football players and teams. You can assign all the stats, sizes, and playing characteristics of each of your players, name your team and choose the jersey color. You can trade any of your created team players to a friend and save your team to disk. The program also incluces six pre-built teams. The program is also coming for Commodore 64/128, Apple IIGS, and Macintosh. Suggested retail is $14.95.

Epyx Goes On-Line

Epyx has just gone on-line with a BBS service center in which customers can call, via modem, for product and service information. The service includes game tips, product release dates, new product information, technical supports, upcoming contests, and more. The service is free (you, of course, pay the long-distance phone charges) and can be accessed with 300/1200 baud-8 bits-no parity-1 stop bit. The phone number is 415-364-0281.

KING'S QUEST IV Contest from Sierra

Sierra is sponsoring a KING'S QUEST IV "Master Adventurer" contest with over 2000 prizes. Official entry forms are available in each KING'S QUEST IV package, and it takes a code number earned by achieving a perfect score in the game to enter. The Grand Prize is a trip for two to England, including a tour of historical sites and medieval castles. Sierra will also award three First Prizes (a Tandy 1000TX computer system), 500 Second Prizes (a Sierra software product), and 1500 Third Prizes (special edition "Master Adventurer" T-shirt). The sweepstakes is open to all residents of the U.S. and Canada, and entries must be postmarked no later than March 31, 1989.

More KING'S QUEST News from Sierra

Owners of the Apple IIGS can now enjoy KING'S QUEST III: TO HEIR IS HUMAN ($49.95) with digitized music and sound effects specially composed for this system. KING'S QUEST III casts the player as Gwydion, a boy enslaved by the evil wizard Manannan, who must attempt to escape and discover his true destiny.

Sierra and Ad Lib Announce Joint Promotion

A joint promotion between Sierra On-Line and Ad Lib will allow Sierra customers to take advantage of a $20 rebate on the purchase of the Ad Lib Music Synthesizer Card for IBM PC/compatibles. Beginning with KING'S QUEST IV, all of Sierra's new MS-DOS titles will support the Ad Lib Music Synthesizer Card ($195), allowing the games to sound as good as they look. (We had a chance to see and hear KING'S QUEST IV on an Ad Lib enhanced system at the Summer Consumer Electronics Show in June—no IBM has ever sounded that good before!) Other upcoming Sierra MS-DOS games that can take advantage of the Ad Lib Music Synthesizer card include SPACE QUEST III, POLICE QUEST II, LEISURE SUIT LARRY II, and SILPHEED.

GALACTIC CONQUEROR Coming from Titus

Promising super-fast, arcade-style action combined with challenges to the player's ability to think strategically, Titus Software announced that they will release GALACTIC CONQUEROR (MSR $44.95) early in 1989 for Amiga, Atari ST and MS-DOS computers. The space epic will put players at the helm of a Thunder Cloud fighter to face an alien invasion, and it will confront them with the challenge of deciding which of 416 planets in the galaxy are the most important to liberate. According to the company, the game will feature as many as 40 sprites on the screen at the same time, all moving in different directions. Some of the sprites are claimed to be the largest ever seen on a computer screen.

Data East Announces Partnership with Scott Orr

A new line of action-oriented sports software will be marketed exclusively by Data East, Inc. in late 1989 as a result of a recently announced product development partnership between Data East and Scott Orr, founder of Gamestar, Inc. which was later purchased by Activision. Under the terms of the agreement, Orr will develop sports products for IBM PC/Tandy, Commodore 64/128, Apple II, Macintosh, Amiga and Atari ST. Orr certainly has impressive credentials in the sports simulation area, since he designed and/or produced such Gamestar titles as Star League Baseball, Championship Baseball, GFL Championship Football, GBA Championship Basketball Two-on-Two, Star Rank Boxing I and II, On-Court Tennis and On-Field Football.

Broderbund to Release Star Wars

Coming in time for the holidays is Star Wars, an arcade game, from Broderbund in which the players assumes the role of Luke Skywalker, piloting an X-wing fighter in a furious attack on Darth Vader's Death Star. In addition, you must survive laser fire from a multitude of towers on the planet's surface and, finally, dive into a trench, searching for the Death Star's only vulnerable spot, the exhaust port. The game will be released for Commodore 64/128, Amiga, and Atari ST.

Origin Ships Amiga Ultima IV

Ultima IV: Quest of the Avatar has just been released for Amiga at a retail of $59.95. Somewhat reworked for the 16-bit machine, the game features 16-color graphics, optional mouse interface, and a full-length musical soundtrack taking advantage of Amiga's sound capabilities.

Data East to Show New Titles at CES in January

Next month at the Consumer Electronics Show (C.E.S.) in Las Vegas, Data East will show several new computer game titles. ROBOCOP, based on the hit movie of the same name, is set for Commodore 64/128 (MSR $29.95), Atari ST and Amiga ($44.95 each). The computer version of ROBOCOP features the same storyline, action and adventure as the movie, allowing the player to become Robocop. The player directs Robocop to use his gun, kicks, punches and jabs while fighting to save hostages and arrest the bad guys. Data East will also show its first-ever game for Macintosh, SUPER HANG ON ($39.95), which is licensed from Sega and based on that company's popular coin-op game. SUPER HANG ON is a fast-paced motorcycle race that spans the globe and allows players to reach speeds up to 160 miles per hour while challenging the terrains of multiple continents. The program also features a course builder that offers players the opportunity to custom design their own race courses. Also to be shown is GUERRILLA WAR for IBM PC/Tandy-compatibles ($39.95) and C64/128 ($29.95). This title is based on the SNK arcade game which has the player involved in a revolution that must overthrow the government, liberate the country's people, and rescue fellow guerrillas being held hostage. The game features a vertically scrolling screen where players forge ahead while fighting off tanks, air raids and enemy soldiers. A variety of weapons are available to help the player complete the mission successfully, including bazookas, flamethrowers and grenades.

Third & Final Volume of Civil War Series

Strategic Studies Group of Australia has released the third and final volume of its DECISIVE BATTLES OF THE AMERICAN CIVIL WAR series of strategic wargames for Apple II and Commodore 64/128n (MSR $39.95 each). Covering the final years of the war and subtitled "Wilderness to Nashville," the program by Roger Keating, Malcom Power and Ian Trout is distributed in the U.S. by Electronic Arts under their affiliated labels program. Volume III presents six battles: Wilderness, Spotsylvania, Cold Harbor, Atlanta, Franklin and Nashville plus the series ongoing features of the Warpaint graphics editor and Warplan wargame construction kit.

MULTI-SYSTEM Software

DOUBLE DRAGON (★★★1/2/★★★1/2) brings the very popular coin-op fighting game to the home screen. The computer versions are joint publications of *Arcadia* and *Tradewest*, and they're distributed through the Electronic Arts affiliated label program. Fans of the original arcade game will be very pleased with the translations, because they're faithful to the original in both look and play action, even to the point of including the very popular two-player game that allows two people to cooperate against the street gang members. The action is tough and challenging from the outset, as twin brothers Billy and Jimmy Lee use their martial arts skills against the Black Warriors gang of the infamous Shadow Boss. All the moves of the coin-op game are here, from the kicks and punches to the stolen weapons and thrown barrels. The gang members present a variety of fighting styles and also use weapons such as baseball bats and whips. The graphics come as close as possible to the coin-op game, given the limitations of the systems. Commodore owners will note a gap at the waistline of the characters, a minor distraction in the look of the game that was necessary to allow for the coin-op's two-player cooperative mode of play. (The designers were apparently able to scrounge a little extra memory by rendering the figures as two smaller sprites rather than as one larger sprite. We commend the designers for explaining the compromise in the instruction booklet.) Arcadia and Tradewest have done a fine job bringing this arcade hit to home computers, and both companies deserve credit for showing screen shots from ALL versions on the package. We wish that more software manufacturers would show screen shot from all versions. (Solo or 2-player cooperative; Joystick; Keyboard option, CGA/EGA required on IBM.) Commodore 64/128 and MS-DOS versions reviewed. Also planned for Amiga, Atari ST.

Recommended. (MSR $34.95 C64/128, $39.95 IBM)

COMMODORE 64/128 Software

CHOP'N DROP (★★★★/★★★★) from _Activision_ really caught us by surprise. We were less than enthusiastic about reviewing yet another martial arts fighting game because there have been so many. Like may game players, we enjoy good karate games, but we couldn't imagine that it was possible to design one sufficiently different or special that it was really worthwhile. Well, it obviously is possible because Activision has done it, courtesy of a design from System 3 Software Ltd. that features all the action you could hope for—and then some! CHOP'N DROP takes the usual two karate fighters and adds the unexpected: a third fighter. Now it's you against TWO computer-controlled fighters, or you and a friend against each other AND a computer-controlled fighter. And when there are two computer-controlled fighters, they will attack each other as well as your fighter. Adding the third man seems like such a simple idea now that someone has done it, but it took many martial arts games before it occurred to anyone. And suddenly a basic tournament-style fight becomes a melee worthy of the best in a Bruce Lee movie! The last man of the three left standing after a round wins the round and moves on to a bonus stage to earn points by deflecting deadly balls with a shield. And at the end of each round, a white-haired judge who looks like an oriental sage enters the screen and comments on the round.

Flawless Animation

There are sixteen fighting moves in CHOP'N DROP, including an elegant double face kick that must be seen to be believed. (The double face kick is used by the man in the middle; when executed and timed perfectly, this move drops both other men simultaneously with kicks to their heads.) Along with the superb fighting action, the game features flawlessly realistic animation and a beautiful background against a sunset sky. And the realism is heightened by the use of excellent sound effects as blows land and fighters grunt with the impact. The last time we saw martial arts action this visceral was in "Kung Fu Way of the Exploding Fist," and we wouldn't be at all surprised if at least some of the same designers were involved with CHOP'N DROP. If you enjoy martial arts action, do not miss this one. (One or two players; Joystick; Pause.) Available for Commodore 64/128 only. Recommended. (MSR $29.95)

THE LEGEND OF BLACKSILVER (★★★★/★★★1/2) is the latest in the _Epyx_ Masters Collection of software for advanced game players. It is a fantasy role-playing adventure of great scope and exceptional beauty—not the type of game most players might expect from Epyx today, yet it goes to the roots of the company when it was known as Automated Simulations and released a number of adventures. However, THE LEGEND OF BLACKSILVER is a far cry from those early role-playing games. The theme is a classic one: saving a peaceful planet from the ravages of an evil baron under the influence of a sinister substance known as Blacksilver. The baron has kidnapped the king, and the princess seeks a warrior to rescue her father and restore peace to the land. This classic theme is brought to the screen with every bit of advanced programming you can imagine, from the beautifully animated graphics to the liberal use of sound effects to enhance the feeling of reality in the game. This is definitely state-of-the-art adventuring. The adventurer is an animated figure even when he is just a tiny character exploring the countryside or the towns. In the dungeons and labyrinths, the view changes to first-person perspective within exquisitely drawn settings. And the monsters are scarier than usual: because of their animation, their attacks seem real. Part of the secret of success in any role-playing adventure is the reality of the story for the player.

The sense of reality in THE LEGEND OF BLACKSILVER is very strong because of the superb graphics and sound effects and because of the easy interaction with the story. Combine that with a good, involving story, and you have a winner! (Solo play; Joystick or keyboard; Blank disks required.) Commodore 64/128 version reviewed; coming soon for Apple II and IBM PC/compatibles at $49.95. Recommended. (MSR $39.95)

ARCADE GAME CONSTRUCTION KIT (★★★★/★★★★) by Mike Livesay for _Broderbund Software_ is an unbeatable value for anyone who has a yen to design computer games but doesn't have the programming knowledge to do so. The program includes complete games, playable for fun by themselves or ready to be adapted and made into your own special creations. Or you can start from scratch to create a gaming masterpiece with the editing tools provided (environment, level design, animation and sound). You can create games with up to 50 levels and up to seven animated objects on the screen at one time. And you can even create what Broderbund calls "GiftDisks"—games of up to 15 levels that you can give to friends. (The GiftDisks do NOT require that the recipient have a copy of the main program to play them.) The program is easy to control with joystick, windows and menus. The manual is well laid out, easy to understand, and full of excellent design tips to help you get the most from the program. The kit provides all the tools and help you need to use them. All you need to supply is the imagination! This is one of the best values in entertainment that we've seen for any gaming fan. It surpasses even the very impressive "GameMaker" program (now discontinued) from Activision because it's easier to use. (Solo use; Joystick and keyboard; Blank disks required.) Available for Commodore 64/128 only. Recommended. (MSR $29.95)

MULTI-SYSTEM Software

RAMPAGE (★★★1/2/★★★1/2) is _Activision's_ version of the popular Bally Midway arcade game, and it's now available for two more systems. Programming of the game on both Apple II and Commodore 64/128 maintains all the action and delightful silliness of the coin-op original. There are well over 100 city scenes to trash and a choice of three monsters for your rampaging pleasure. Either alone or with a friend controlling a second monster, you can climb skyscrapers, smash tanks, knock helicopters out of the sky, grab humans from the buildings for a monster snack, and just have a generally destructive good time. Fans of the arcade game will be pleased with both of these new versions. (One or two players; Joystick or keyboard; Pause; Continuation feature; Apple version requires 128K, includes both 5.25" & 3.5" disks.) Apple II and Commodore 64/128 versions reviewed. Also available for MS-DOS/Tandy at $39.95 and for Sega Master System at approx. $40-$45; coming for Nintendo Entertainment System from Data East at $49.95. Recommended. (MSR $34.95)

Watch our January issue for the
1988 Awards of Excellence!

Paragon Software Now Affiliated with MicroProse

The newest member of MicroProse's Medalist Software Group is Paragon Software, which had been part of the Electronic Arts group of affiliated labels until recently. The aim of the Medalist Software Group is to promote and target games to people who have not yet become involved with computer gaming, thus creating new customers.

Paragon Signs Exclusive Agreement with Marvel Comics

A series of computer games featuring heroes from the pages of Marvel Comics will be the result of a recently signed, exclusive agreement between Paragon Software and Marvel. The first release will be SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE, an interactive comic/arcade adventure. Planned for MS-DOS systems (March '89) and Commodore 64/128 (June), the game will include a comic book that reveals the background plot. The infamous Dr. Doom has a stolen U.S. nuclear missile aimed at New York City, which he intends to destroy in 24 hours. The U.S. government calls on the talents of the two super-heroes, the Amazing Spider-Man and Captain America to foil Doom's plans. Dr. Doom calls in the Super-Villains, and the battle lines are drawn. Players will face 21 arcade challenges before Spider-Man and Captain America finally confront Dr. Doom himself.

SSI Signs Major Contract with Pony Canyon, Inc. of Japan

Strategic Simulations, Inc. recently announced the signing of a multi-year, multi-million dollar agreement with Pony Canyon, Inc. of Japan. The agreement names Pony Canyon as exclusive producer and distributor in southeast Asia for SSI's ADVANCED DUNGEONS & DRAGONS (AD&D) computer game products, which are based on TSR's popular role-playing game of the same name. SSI's products will be converted to operate on the major Japanese personal computers, such as the NEC 9801, and certain Japanese video game systems. In addition, several of SSI's AD&D computer game products are targeted for release in the U.S. for video game systems such as Nintendo.

Letter Writing Program for Macintosh from Working Software, Inc.

This month Working Software introduced QUICKLETTER (MSR $124.95), a word processing program for Macintosh designed specifically for the task of writing letters quickly and easily. Usable as an application or a desk accessory, QUICKLETTER is meant to provide a convenient, resident word processor ideal for business people who need to write letters, especially while they're working in other programs. The program includes letter composition and formatting Features, such as font and style control and the use of pre-defined, read-only stationery with picture letterhead, margin and envelope information. It also includes a built-in address book and Spellswell, a spelling checker and proofreader.

Attention Microsoft Flight Simulator 3.0 Owners!

SubLogic has sent notification that owners of Microsoft Flight Simulator Version 3.0 are having problems loading Scenery Disks. If you are one of these owners, you should contact SubLogic and they will forward loading instructions (SubLogic, 501 Kenyon Rd., Champaign, IL 61820; 800-637-4983 outside Illinois; 217-359-8482 inside Illinois.)

Guide to New York Available

City Data Products, Inc., has released the first in a series of guidebook software packages designed as a resource of information on dining, shopping, and special services available in Manhattan. The software is an adaptation of Gerry Frank's guidebook, "Where To Find It, Buy It, Eat It In New York." The first package, Where To Eat It In New York features over 200 establishments in all price and type ranges. The menu-driven software is available for MS-DOS and Macintosh at $29.95 each. If you can't find it locally, contact City Data Products directly at 135 William St., New York, NY 10038, 800-292-BYTE.

New Tools for Amiga from Vega Technologies

Newcomers to the Amiga have a choice of learning tools now available from Vega Technologies. INTRODUCTION TO THE CLI (MSR $29.95) is a 40-minute VHS video tape said to provide the fastest method for learning to use the Amiga's CLI (Command Line Interface). The three-disk AMIKIT ($39.95) also introduces the novice Amiga owner to the CLI, along with instruction on use of the Workbench and an introduction to modems. The kit also includes the latest, official version of the Workbench and two disks full of public domain programs such as a word processor, communications program, spreadsheet, database, disk utilities and more.

Fancy Footing for Mice

Also new from Vega Technologies is a 9"x10.5" LEATHER MOUSE PAD ($15.95), usable for a mouse used with any system. (Not for optical mice.) The pad is available in three traction grades: high (precise operation, such as drawing), normal (general use), or low (fast movements, such as games).

New Releases from Baudville for IBM, Amiga

The latest titles from Baudville are two new releases each for IBM PC/compatibles and Commodore Amiga. VIDEO GAMMON (MSR $39.95), a computerized version of backgammon, and DREAM ZONE ($49.95), a graphic adventure that casts the player as a prisoner of his or her own dreams, are Baudville's latest entries in the MS-DOS market. DREAM ZONE is also available now for Amiga ($49.95) and is scheduled for release this month for Atari ST. (The original version for Apple IIGS was released a year ago.) Baudville's second new release for Amiga is AWARD MAKER PLUS ($49.95), a program designed for creation of professional?-quality awards, certificates, coupons and the like, complete with intricately designed borders that can be printed in color or black and white. Additional versions of the program are available for Apple II, Commodore 64/128 and Atari ST ($39.95 each) and for Macintosh ($49.95).

A Note About Game Screens

We use them whenever possible; however, because we often get review copies before they are even available for sale, the companies don't always give us screen artwork. If we can find a good rendition within the documentation, we'll use that as we know how important the screens are to you. We also know, however, you don't want to wait an additional month or two for the review just so we can get a picture! So, if there's no screen shown, we were not able to get it for you.

THE VIDEO GAME UPDATE

Konami and Ultra Announce New Games for 1989

Several of the games by Konami and Ultra for the Nintendo Entertainment System will also find their way to computers in 1989. Titles slated for Commodore 64/128, Amiga and IBM/compatibles are Konami's JACKAL, BLADES OF STEEL and THE ADVENTURES OF BAYOU BILLY. From Ultra, owners of the same three systems can look forward to METAL GEAR and TEENAGE MUTANT NINJA TURTLES. JACKAL, based on a coin-op game, involves a rescue mission: several of your fellow soldiers are held hostage behind enemy lines, and it's up to you and your advanced, all-terrain attack jeep to get them out. BLADES OF STEEL, also from the arcades, is a fast-paced hockey simulation from the same design team as "Double Dribble," and it features close-up action when fist fights break out on the ice. THE ADVENTURES OF BAYOU BILLY is an action-adventure in which the hero goes through a variety of trials and settings as he attempts to rescue his girlfriend, Annabelle, from the Gangster King of Bourbon Street and his lawless mobster buddies. The game will involve hand-to-hand fighting, shooting, and wild driving through the swamps and onto the streets of New Orleans. Ultra's offerings include METAL GEAR, a game of strategy and skill in which you must enter the strongholds of a tyrannical dictator and ultimately destroy his threat to world peace, Metal Gear. TEENAGE MUTANT NINJA TURTLES features the familiar and amusing "heroes in a half shell" who now have their own animated TV series. In the game, you'll guide Leonardo, Michelangelo, Donatello in their sworn fight against the evil Shredder and his Foot Clan. Ultra promises plenty of martial arts action in this one.

NINTENDO Software

BUMP'N'JUMP (★★1/2/★★1/2) is one of the classic arcade games, brought to the NES by *Vic Tokai* (licensed from Data East). It combines some of the speed of car racing games combined with the destructiveness and unpredictable action of bumper cars. According to the story, your character's girlfriend has been kidnapped by a gang of road-racing bad guys, the Jackals. So you turn your zippy little auto into a one-man destruction derby, chasing after the Jackals' vehicles through four districts and 16 courses. The object is to eliminate the gang's vehicles any way you can: smash them into the roadsides, leap on top of them, or bump them into each other for bashing and crashing action. Of course, they have a few tricks of their own, including sand- and oil-dumping trucks, cement mixers, bulldozers, and a variety of other vehicles that try to push you off the road. In addition to the problems thrown your way by the Jackals, the roads are full of sudden gaps that have to be jumped, and you have to watch your speed when patrol cars are in the area. BUMP'N'JUMP is a simple but appealing game that gives you the fun of speed and the satisfaction of destroying vehicles. Graphics are fairly close to the coin-op original, and the accompanying music is varied and quite good. There's not a great amount of depth to BUMP'N'JUMP, but it does offer good, unpretentious fun. (Solo play; Pause.) Available for NES only. MSR $34.95

BUBBLE BOBBLE (★★★1/2/★★★1/2) is a lighthearted bit of fun and nonsense from *Taito*. The game stars a cartoonish pair of bronto-sauruses (Bub and Bob) who make their way through two worlds of 13 levels each, blowing bubbles to trap their enemies. Once encased, the beasties can be bumped and turned into bonus items—and there are many other kinds of bonus items available, too. One player controls a single brontosaurus, or two can play with both characters, cooperating

to gang up on the bad guys. It all sounds quite silly, and indeed it is. However, we found the game delightful for all its silliness. BUBBLE BOBBLE is one of those games with an appeal that is difficult to explain and impossible to resist, a game that you want to play over and over again. For one player, it's marvelous fun, and for two players it's even better. Don't miss this one! (Solo or cooperative 2-player; Pause; Password feature.) NES version reviewed; also available for IBM/Tandy, Atari ST, Amiga; for Commodore 64/128, Apple II at $34.95. Recommended. (MSR $39.95)

DR. CHAOS (★★1/2/★★★) is a complex action-adventure from *FCI* and *Pony Canyon*. Your character's goal is to rescue his brother, Dr. Chaos, from the monsters and warp zones created by a scientific experiment gone wrong. Dr. Chaos has been swallowed up by his own warp zones, and the machines that can reverse their effects are in the control of the monsters who now run amok in the doctor's haunted house. It's up to you to explore the myriad rooms in the doctor's three-story mansion with basement, find weapons and other aids, avoid booby traps, fight monsters, and face the ultimate dangers of the 11 warp zones to save yourself and your brother from the monsters. The game combines the action of monster fighting sequences with the adventure aspects of exploring rooms for the secrets they contain. And the game shows no mercy on players who are less than lightning quick, because there are no multiple lives. Your character can take just a few hits from a monster before the game ends quite abruptly, which can be very frustrating until your skills improve. DR. CHAOS is definitely not for novices, but it certainly offers plenty of challenge to the experienced game player. Graphics in the game itself are average for the system—the best visuals appear only in the title sequence. Play action offers good variety and a very high level of difficulty. (Solo play; Pause; Password feature.) Available for NES only. Recommended. (MSR $39.95)

In the Works at Activision

The folks at Activision are already working on new video games for 1989. Their fourth title for the Sega Master System, planned for Spring, is GALAXY FORCE. Licensed from Sega, the game is based on a Sega coin-op which has been very popular in Japan and is just beginning to appear in the U.S. GALAXY FORCE will be a four-megabit cartridge in which the player flies through space and explores the tunnels of an enemy nerve center. For the Nintendo system, Activision's first 1989 release should be PREDATOR, based on the Arnold Schwarzenegger movie of the same title. Later in the year, the company plans to release a comic adventure, THE THREE STOOGES, which is licensed from Cinemaware and based on the hit computer game. Activision is also working on a "next generation" flight simulator which has not yet been given a title. We were told that the simulator will feature two-player dogfights and advanced graphics. The remainder of Activision's NES titles are based on movies: GHOSTBUSTERS II, DIEHARD and THE ABYSS. The last is based on an action movie currently in production for summer release which was described by an Activision spokesman as a sort of "underwater Star Wars."

Two New Games From Capcom To Be Shown at CES

Two new games for Nintendo will be featured in the Capcom booth in the upcoming C.E.S. *Strider* is set in Russia where the mission is to infiltrate the Red Army and retrieve enemy secrets. *MagaMan II* is fighting for mankind throughout the universe. A sequel to MegaMan, the nemesis is once again the evil Dr. Wily.

These two games are the first of a planned 8-9 new games for 1989.

SEGA Software

WHERE IN THE WORLD IS CARMEN SANDIEGO? (★★★/ ★★★) is the first _Parker Brothers_ title for the Sega system, and the game is licensed from Broderbund Software, the company that designed the popular computer game of the same name. The game combines mystery, adventure, humor and learning as players attempt to solve the latest crimes committed by Carmen Sandiego and her gang of nine, known as V.I.L.E. (Villains' International League of Evil). In each round, one of the thieves has made off with a national treasure. The player-detective sets off on a globe-hopping chase, gathering clues in a variety of world cities. The clues require a knowledge of world geography, national resources, languages, and other facts—or at least the ability to make sense of the clues by referring to the game's abbreviated almanac. As clues are gathered, they can be entered into the Crime Computer, which will issue an arrest warrant when enough clues are entered. {When the warrant is combined with finding the criminal's hideout city, the police nab the crook, and the purloined national treasure is returned to its rightful owners. The player can start the game at the level of Rookie, gradually earning promotions to higher ranks with more solved crimes, or an experienced player can start the game at a higher rank from the beginning. The solving of each crime is subject to a time limit, so the player can't afford to make too many mistakes nosing around in the wrong cities while the crook's trail gets cold. The player can tell when he or she is on the right track, because V.I.L.E. henchmen appear, throwing knives at the detective. These must be dodged, because getting hit means losing more precious hours while the detective recuperates. With the variety of crimes, criminals, clues and locales, there are so many game variations that one can play over and over without repeating the same game. The crimes become more difficult to solve as the player's rank increases, providing an increased challenge. And though this looks, feels and acts like a game, it turns out to provide quite a bit of education about the countries of the world. CARMEN SANDIEGO is designed for a single player, but it's quite adaptable to group play as everyone can help decipher the clues and their meaning. Parker Brothers has done a good job of translating the original Broderbund computer game to the Sega format, although we feel that they lost a bit of the witty charm of Broderbund's original design. Nevertheless, Parker Brothers has provided a mystery game of a type that Sega owners haven't been able to enjoy before, and it's an ideal game for players from children to adults. (Solo or group play; Pause.) Sega version reviewed. Also available from Broderbund for Apple II and IBM PC/Tandy/compatibles at $39.95; for Commodore 64/128 at $34.95.
Recommended. (MSR approx. $40).

PHANTASY STAR (★★★★/★★★★) is the second fantasy role-playing game from _Sega_, and it is definitely a winner. This Four-Mega Plus cartridge (the "Plus" refers to the lithium battery in the cartridge)

has more depth of play than we've ever seen in a Sega game before, and it combines all the elements more typically found in a disk-based computer game than in a cartridge-based video game. The story is set in the future—the 33rd century in the Algol Star System when a formerly good king has turned evil, and brave individuals have begun to rally in secret against him. One of these, a young spaceport worker named Nero, was killed by the king's robot guards. But before he died, Nero passed his sword and his quest to his sister, Alis. The player controls the young girl as she attempts to avenge her brother's death and put an end to the rule of the evil monarch. She begins the quest alone, exploring the towns and countryside and dungeons, building her strength and experience. As the adventure continues, she enlists the aid of three companions to fulfill her quest: the catlike creature Myau, the warrior Odin,

and the wizard Noah. And the quest continues across the stars, as the four adventurers eventually explore the entire Algol Solar System.
Role-Playing Fantasy in the Classic Mold
PHANTASY STAR is a very large game, a role-playing fantasy in the classic mold that will be tremendously appealing to all players who love a good adventure. There's plenty of interaction with the characters you meet in the game, lots of combat with a great variety of fanciful monsters, plenty of magic, realistic dungeons to explore, and a huge playing area to explore and discover. There are weapons and armor to acquire, experience to be gained, and magical spells to be acquired. The game-saving feature is a necessity in a game of such scope, because it would be impossible to complete the game in a single session. Sega has done a beautiful job on this one, from excellent graphics to superb depth of play. There is just one negative about this game: its very high price tag. PHANTASY STAR has the highest price we've seen for a cartridge game for any game system—in fact, a higher price than we've seen even on a multi-disk computer game. Is PHANTASY STAR worth the premium price? Only Sega owners can answer that one, but we find it hard to justify such a stratospheric price point, even for an admittedly excellent game with a lot of play value. (Solo play; Pause; Save feature for up to five games.)
Recommended. (MSR approx. $70).

ATARI 2600 Software

RIVER RAID II (★★★/★★★) by Dan Kitchen for _Activision_ is based on one of the all-time favorites for the Atari 2600, Carol Shaw's original RIVER RAID, which was first introduced to gamers about six years ago. (The original RIVER RAID was reviewed in our January, 1983 issue.) The general theme of the new game is similar to the original: fly your F-14 assault jet up a river through enemy territory, shooting at enemy planes, helicopters, carriers, destroyers, tanks, bridges and more. The new game starts you off from the deck of a carrier, where you take off over open ocean and make your way to the river delta and on to take out the enemy bridge. The mission is completed by returning to the carrier and landing, which brings you to the next, more challenging mission. Each time you fly into enemy territory, you have to watch your altitude and your fuel level, periodically refueling in mid-air, while you shoot at and bomb the enemy objectives. The game is enjoyable to play, but we somehow expected something a little more different from the original than what Activision has provided. Aircraft carrier takeoffs and landings have been added, and some of the more treacherous, narrow river passages have been left out as compared to the original game. But the overall feel of RIVER RAID II doesn't have quite the flair of the original. Perhaps we're a bit jaded from playing too many video games, but RIVER RAID II just didn't capture our interest the way the original RIVER RAID did. Try this one before buying, if possible. (1 or 2 players.) For Atari 2600 only (or Atari 7800 in 2600 mode).
MSR $22.95

First the Superbowl, then
JOHN ELWAY'S QUARTERBACK

One of the eagerly awaited sports games for the Nintendo system, JOHN ELWAY'S QUARTERBACK by Tradewest, is now expected to be available soon after the Superbowl. While introducing a sports game outside the season of the sport it simulates might seem like a negative, Tradewest has turned the delayed release into a positive by calling it "just in time for fans who don't want the football season to end." Tradewest also announced that they expect to be able to meet consumer demand for the game because they "translated the game onto a format using a chip which is not expected to be scarce in the months ahead." JOHN ELWAY'S QUARTERBACK (MSR $44.95) will be for one or two players and will feature simple controls and easy-to-understand play options, according to the company. As a result of Tradewest's joint venture with Melbourne House, the game will also be available in computer versions for MS-DOS, Commodore 64/128, Apple II and Apple IIGS.

Moved???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest.

CYBORG HUNTER (★★★/★★1/2) is a game of bounty hunting in the 23rd century. One of _Activision's_ first three games for the Sega system, CYBORG HUNTER takes you to a time when monstrous Cyborgs threaten to take control of the universe under the direction of their evil leader, Vipron. The game action takes place within the Cyborg fortress, where your ultimate goal is to enter Vipron's chamber and destroy him. Before you can do that, however, you must battle your way through six five-level areas within the fortress. Defeating the boss Cyborg of each area earns you the ID card you'll need for access to the next area. Within each area, your character can move between levels via elevators, not only fighting Cyborgs but also discovering a variety of weapons that may be critical to your success. The game screen is divided into three sections. The lower half shows the game action, with your character exploring a segment of a fortress level. The upper portion of the screen is divided into a 3-D Tunnel-Scope, which gives you advance warning of approaching Cyborgs, and a Radar Map, which displays the layout of the five floors comprising the area of the Cyborg fortress your character is currently exploring.

Action and Strategy

Even though this game is from Activision instead of Sega, it definitely has the feel of a game designed by Sega itself rather than by an independent developer. In fact, we found it somewhat reminiscent of Sega's "Zillion," with its blend of action and strategy. Although we enjoyed CYBORG HUNTER—especially the use of tunnel and radar screens to give a better sense of where we were in the game—we found nothing especially outstanding or original about the game. You may want to give this one a try before deciding to buy it to add to your collection, especially since we found more play value in the other initial Activision offerings for the Sega system, which are also reviewed in this issue. (Solo play; Pause; Continuation feature.) MSR approx. $35-$40.

BOMBER RAID (★★★1/2/★★★★) is an action-filled game from _Activision_ in the great tradition of the company's videogame classic, "River Raid." (In fact, the game was called "Super River Raid" while it was in development.) BOMBER RAID consists of five separate flying missions into enemy territory, each with its own objective, such as destroying an enemy aircraft carrier. The bomber plane you control is fast and maneuverable, and it is supplied with an unlimited amount of gunfire and just three, powerful cluster bombs which should be saved for critical need. (Fortunately, however, you earn three more cluster bombs for each mission accomplished successfully.)

Right into the Action

BOMBER RAID wastes no time throwing you into the action, as the enemy air- and ground-based forces are plentiful and aggressive from the outset. The action scrolls vertically, with your bomber flying up the screen as airborne enemies fly in from the top of the screen and batteries on the ground do their best to eliminate your aircraft. Adding to the activity on the screen are flying power pods, which can be shot to achieve a variety of help. Some are good for extra points (valuable since you receive extra backup bombers for achieving certain point levels) and increased firepower. Others increase the speed of your bomber, and still others let you gather "squadron planes." These are especially helpful since they allow you to form multiple-bomber squadrons that give you more strength against the enemy and make your forces more difficult for the enemy to destroy. The action is non-stop in BOMBER RAID, an updated version of a classic action game that belongs in every Sega owner's library. We enjoyed it every bit as much as we've always liked the original "River Raid" in all its versions for a variety of game and computer systems. (Solo play; Pause; Continuation feature.)

Recommended. (MSR approx. $40-$45.)

RAMPAGE (★★★★/★★★1/2) from _Activision_ is a really good translation of the amusing coin-op monster game by Bally-Midway. Like the arcade original, this Sega version of the light-hearted destruction epic features three monsters with different talents and an appetite for buildings, helicopters, tanks, frightened spectators, and just about anything else that gets in their way. Ralph the Wolf, George the Ape and Lizzie the Lizard are off to eat their way across America, lunching on a series of five different landscapes in each of ten cities. In the solo game, you can control any one of the three, while the two-player version lets a friend join in the fun while controlling a second monster. (Your monster can cooperate with your friend's monster for double the destruction, or you can have even more fun by letting your character beat up on your friend's character occasionally.) These monsters are pretty overwhelming to mere city buildings and their human occupants, but the folks in the cities will try to fight back with elements of the militia such as helicopters and tanks. The monsters are not invulnerable, though, and they will turn into weak little humans if inflicted with enough damage. (The monsters become very unhappy and sickly in appearance as their strength runs to a low ebb.) There is a certain mindless silliness about monsters rampaging through cities, mashing or eating everything in sight, but the game is irresistible for all its silliness. The humor of the game is emphasized by the high-quality animation and the individual personalities of the monsters. Activision has done a great job bringing RAMPAGE to the Sega system, and fans of the arcade game won't want to miss this one. (One or two players; Pause.) Sega version reviewed. Also available from Activision for Apple II, Commodore 64/128 ($34.95); for MS-DOS systems ($39.95). Coming soon from Data East for Nintendo ($49.95). Recommended. (MSR approx. $40-$45)

Atari Games Sues Nintendo

Arcade game manufacturer Atari Games Corp. of Milpitas, Calif. filed a $100 million lawsuit against Nintendo of America in U.S. District Court in San Francisco on December 12, 1988. The suit claims that Nintendo has unfairly monopolized the lucrative video game market. Atari Games, which is not related to computer and home video game manufacturer Atari Corp. of Sunnyvale, Calif., is seeking compensation for triple the amount of revenue it claims that its subsidiary, Tengen Inc. has lost because of Nintendo's tight control of the NES cartridge market. Nintendo manufactures not only its own game cartridges, but also those of its 30+ licensees. Nintendo maintains that its requirement that licensees' game cartridges be manufactured by Nintendo accomplishes two goals: uniform quality standards and game cartridge quantities which do not exceed demand. Atari Games' position is that this requirement stifles competition.

Atari Games Plans Non-Licensed Games for NES

At the same time as the filing of its suit against Nintendo, Atari Games announced that it had found a way around the Nintendo technology that previously had made it impossible for non-licensed software companies to produce game cartridges for the NES. Because of the Atari Games discovery, the company announced that it will be able to produce games for the NES on its own. The first such games (to be made in the U.S.) will be those of its subsidiary, Tengen: GAUNTLET, PAC-MAN and RBI BASEBALL. Atari Games expects to have good quantities of these titles in the hands of its retailers in early 1989. Since Tengen has been a Nintendo licensee and these three are (or were) Nintendo-licensed titles, it seems likely that the whole licensing procedure will be subject to legal review in the courts. It is also possible that we may see one or more counter-suits as a result of the planned actions of Atari Games and Tengen. Atari Games also plans independent distribution of additional games for the Nintendo system which are currently in development. At presstime, there had been no comment from Nintendo officials about either the lawsuit or Atari Games' plans for independent distribution of games for the NES.

Too Soon to Know

It is much to soon to know what all of this will mean to Nintendo, its licensees and licensing procedures, to software companies that might like to produce NES-compatible games without being licensed by Nintendo, and finally to Nintendo dealers and owners of the NES. We feel that it would be irresponsible of us to speculate on the possible outcome of the Atari Games lawsuit and the company's independent game distribution plans at this time. However, we will keep our readers informed of further developments as they occur.

NINTENDO Software

1943 THE BATTLE OF MIDWAY (★★★1/2/★★★1/2) is _Capcom's_ sequel to its' successful 1942 in which you must do battle against enemy bombers, dive bombers, and zeros as you engage in the famous battle for Midway Island. Before taking off from your aircraft carrier you must distribute points to power-up your P-38. You're allowed three points to distribute over five categories: offensive power, defensive power, energy level, special weapons, and special weapons time limit. As you play the game a few times, you'll get a feel how best to distribute the points to help you. It's action at its' absolute fastest as bombers fill the air trying to gun you down before you do them in!
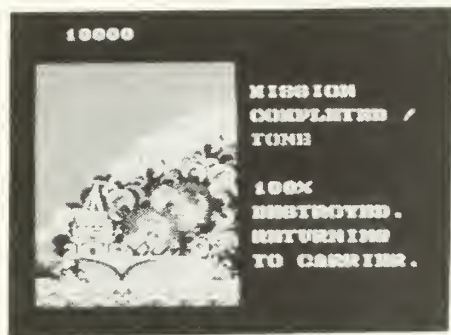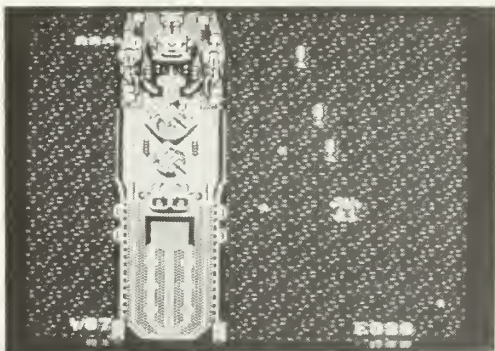
More Challenging

You're immediately in the thick of things with this sequel and the action seems more frantic than its' predessessor. You have more arsenal at your disposal as you have advanced weaponry to sink ships as well as down enemy bombers and zeros. You'll be shooting as fast as you can (at least there are now rapid fire options with the newer joysticks to help you!). The graphics are very similar to 1942, with crisp, clear depictions of the ships below and the enemy planes coming at you. This sequel also includes a password which allows you to stop in the middle of the action, "mark your place," and return to the same point later on (after all, you've got to do your homework sometime!). All in all, another "numb-thumb" extravaganza for the pure action lovers out there. If you liked 1942, you'll definitely enjoy this one. (one player; continue feature)
Recommended (MSR $34.95)

R.B.I. BASEBALL (★★★/★★★1/2) is the most recent baseball game to enter the Nintendo fray, this one from _Tengen_. Comparisons to the recently released _Bases Loaded from Jaleco_ are inevitable and we will do our best to bring out the differences as we go along.

The Teams

The differences here are that _R.B.I._ is officially licensed from the Major League Baseball Players' Association, allowing the use of actual stats of the big leaguers in play. You can choose from ten major league teams which include the actual players and their stats. You'll choose which of the starting pitchers to go with. In _Bases Loaded_, you have twelve teams to choose from, with the ability to choose the starting pitcher, but none of the teams are "actual" major league teams. _Bases Loaded_ features a 132 game series against the computer (kept track of via a password system). _R.B.I._ is a nine-game season against the computer or a best-of-seven series against a friend.

Play Ball

_R.B.I._ allows the batter to move in on the plate or away, as well as closer to the catcher or pitcher. You can either choose to swing away or bunt. _Bases Loaded_ gives you more choice as you can swing high, low, into the pitch, bunt, or step away from the pitch. The pitcher in _R.B.I._ can do more as he can serve up knuckleballs, curveballs, fastballs, and screwballs – providing a bit more choice than _Bases Loaded_. _R.B.I._ does allow more control over your runners as you can choose to force a runner to run or hold the base by manipulating the control pad. Both games allow for both pinch hitters and relief pitchers. Once the ball is hit, the major difference between the two games becomes apparent. First, in _R.B.I._ you must work to get under the ball – there's no computer help at all, so get going! Also, you can choose, once you've retrieved the ball, to run with it to any base or throw to any base, a major advantage over _Bases Loaded_. You have an excellent sense of where to throw the ball because, while the screen is in the outfield, there is a small diamond which appears showing where the advancing runners are.

Each Has Advantages, Disadvantages

As, unfortunately, is so often the case, there's no "perfect" game but great features and not so great features of various games. While we really liked the field action in _R.B.I._ better, the graphics, overall, are far better in _Bases Loaded_, mainly because of the oversized players as you peer down over the pitcher's shoulder. _R.B.I._ has a more traditional view as you look from above homeplate down on the action. There is nice split-screen action as the pitcher and batter are in the center split, and the first and third bases in each of the side splits. If playing "real" players is important than _R.B.I._ is the ticket, but you'll sacrifice the ability to play a series that can last an entire season. Each has some nice reaction to a home run: Bases Loaded has the Diamondvision screen and R.B.I. features some fireworks going off above the lights.

Which Has the Edge?

The toughest question is "which should I buy?" That's a call we don't want to make as they are, overall, so even in quality – just in different areas. You'll have to determine which things are most important to you (they even both feature the same retail price). Obviously, they both follow the rules of the game, with different graphics and action. It's up to you! (one player; two player simultaneous)
(MSR $44.95)

The **VIDEO SHOOTER** by _Placo Toys_ was designed as a direct substitute for Nintendo's Zapper Light Gun, which has been a very difficult NES accessory item to find for a number of months. In use, the VIDEO SHOOTER controls on-screen action in exactly the same manner as the Zapper in any game that requires the light gun, with one major exception: it's wireless. The VIDEO SHOOTER comes with a small box, its infrared receiver, that plugs into the second controller port of the Nintendo Control Deck. With four "AA" batteries (not included) installed in the handle of the SHOOTER, you're ready for shooting action without the usual leash. We tried the VIDEO SHOOTER on DUCK HUNT and HOGAN'S ALLEY and found it every bit as good as the Zapper. The packaging claims sensitivity up to 15 feet, although we were able get fine performance at about 20 feet (at which point we ran into a wall and were really too far from the screen to see well). In addition to the cordless feature of the VIDEO SHOOTER, we liked its gunsight arrangement: a clear plastic insert with target circle on the rear sight. The gun itself is similar in general shape to the Zapper—a somewhat futuristic space-gun look rendered in dark blue plastic with red accents. (There is absolutely no danger of the VIDEO SHOOTER's being mistaken for a real gun.) We were very pleased with the performance of Placo's cordless VIDEO SHOOTER, and we think it's very reasonably priced at just $5.00 more than the Zapper.
Recommended. (MSR $34.95)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision/Mediagenic
AH...Avalon Hill
ARC...Arcadia
AS...American Sammy
BAN...Bandai
BAU...Baudville
BE...Bullseye S/W
BRO...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
E.A...Electronic Arts
EFY...Epyx
FR...First Row S/W
GAM...Gametar
GDW...Game Designer's Workshop
GT...GameTek
HAL...Hal America
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Internal
JAL...Jaleco
KON...Konami
KS...Kemco-Seika
LF...Lucasfilm Games
MAX...Maxis
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
ORI...Origin
PAR...Paragon
PB...Parker Bros.
RAI...Rainbird
SEG...Sega
SIE...Sierra
SIR...SirTech
SPE...Spectrum HoloByte
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Titus S/W
TS...Three-Sixty Pacific
TW...Trade West
ULT...Ultra
USG...U.S. Gold
VIR...Virgin Games
VT... Vic Tokai

Two for the Atari 2600 from Absolute Entertainment

Absolute Entertainment recently released two new games for the Atari 2600 and 7800 (in 2600 mode): PETE ROSE BASEBALL and TOMCAT: THE F-14 FIGHTER SIMULATOR. The baseball game can be played by one or two and features a variety of pitches and six "camera angles" of TV-like coverage of the field. TOMCAT gives the player the chance to pilot a carrier-based fighter aircraft in search-and-destroy missions and fierce dogfights.

NINTENDO Software

BLADES OF STEEL (★★★1/2/★★★) takes you to the ice rink for a furious game of ice hockey. The latest is a series of sports games from *Konami*, you can choose either Exhibition or Tournament play, consisting of three periods. Beginning with the traditional face-off, the game quickly moves into a fast-paced competition. You can maneuver your player in any of eight different directions (on offense, it's the player with the puck; on defense, it's the flashing defender). When on offense, you aim your player with the puck towards a teammate for the pass. Then the teammate takes on the puck for the race down the ice. Of course, the defense is moving in quickly to attempt a steal. As in the real game, you'll experience slashing, checking, and icing. If it gets too rough out there, a fight may flare up as the screen goes to a "battle mode" in which two players slug it out. The loser goes to the penalty box. If there's a penalty called, a penalty shot is awarded and you move to the penalty screen in which you face-off against the goalie, attempting a slap shot into the net.

Fast-Paced Action

From the moment you hit the ice, the action is fast-paced. The gameplay is quite good, with lots of control possible with the various directions you can move your man. A voice announces "face-off" and you're off and running. There is various speech throughout the game; however, the phrase which is repeated over and over is quite hard to understand (at least for us). We think he's saying "make the pass" but we're not altogether sure! The graphics are quite good, with the men on the team a nice size. They become particularly "exploded" in size in the fight scene and penalty scene. Inevitably, comparisons will be made between this and Nintendo's own *Ice Hockey*. As in the *R.B.I. Baseball/Bases Loaded* comparison (also in this issue), there are advantages and disadvantages to each of these hockey games. While the Nintendo version is not regulation, it allows for more varied play as you can change your team's attributes. You'll find that you can play over and over, vastly different versions because of this ability to customize your team. The graphics are a bit better in the Konami version, simply because of the larger figures (although there is a slight "blinking" problem which may or may not bother you). The fight scene in the Konami version is cute, but adds nothing to the overall gameplay satisfaction. Overall, if pressed, we would give a slight nod to Nintendo's Ice Hockey over Blades of Steel. If possible, check both out at your local store before you decide! (one player; two player simultaneous)
(MSR $39.95)

COBRA COMMAND (★★★/★★★) takes you on a daring rescue mission into no-man's land where you must fly the advanced Cobra attack helicopter repelling enemy choppers, soldiers, tanks, and more as you attempt to rescue hostages. As you begin this

action game from *Data East*, you must outfit your chopper with guns, missiles, armor, rescue items, and engine power before taking off into the jungles of Sumatra. If you manage to rescue all 24 hostages in the first stage, you move on to Java where there are thirty more hostages. Of course, in each stage you must also find and destroy the enemy fortress. After Java, there's Borneo where you will be fighting at night. In the South China Sea you'll be up against a powerful fleet of destroyers, gun boats, and submarines. All in all, there are five stages to get through in order to reach the final stage, the Enemy Headquarters where you must defeat and capture the enemy's home base.
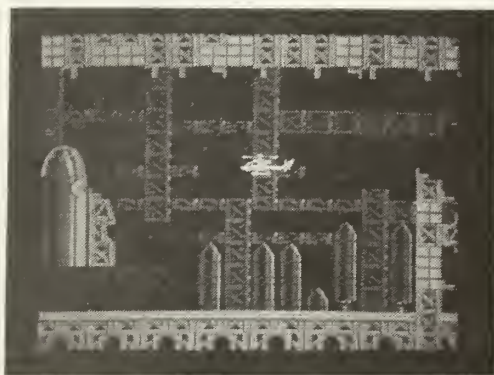
Straight-Ahead Action

This is for all the action fans out there who enjoy shoot-'em-ups. All the action is horizontal scrolling, with the enemy coming from above and below you. The premise is simple – shoot down the enemy and rescue your men. And, as you move on, the action gets more and more difficult. The graphics are relatively simple but crisp and colorful. (one player; continuous feature)
(MSR $44.95)

AVAILABILITY UPDATE

ATARI XE/XL
FOURTH QUARTER
Lancelot (DS)
Time & Magik (DS)

ATARI ST
NOVEMBER
Baal (PSY)
x-Battleship (EPY)
Deja Vu II (IS)
x-Elite (RAI)
x-Heroes of the Lance (SSI)
x-Karateka (BRO)
x-Road Raider (MIN)
Rocket Ranger (MD)
x-Space Station Oblivion (EPY)
x-Tower Toppler (USG)
Zero Gravity (MD)
DECEMBER
x-Falcon (SPE)
Harpoon (TS)
x-Operation Clean Streets (BRO)
Thud Ridge (TS)
FOURTH QUARTER
Alcon (TAI)
Alien Syndrome (MIN)
Alt Reality 2: Dungeon (DS)
Annals of Rome (DS)
Arkanoid (TAI)
Bard's Tale (EA)
BattleDroidz (DS)
Battlehawks 1942 (LF)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Downhill Challenge (BRO)
Pirezone (DS)
Frank'n'Ernest Adv (POL)
Fright Night (MD)
Gladiator (TAI)
Gridiron (BS)
Ice Thrashers (EPY)
Jug (MD)
King of Chicago (CIN)
Lancelot (DS)
Lock On (DE)
Master Ninja (PAR)
Mini-Putt (ACO)
Music Construction Set (EA)
Napoleon in Russia (DS)
Omega Run (MD)
Orbiter (SPE)
Out Run (MIN)
Qix (TAI)
Platoon (DE)
Rastann (TAI)
Renegade (TAI)
Rings of Triton (MD)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorceror Lord (DS)
Space Racer (BRO)
Sports-A-Roni (USG)
ST Art/Film Director (BRO)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Talespin (SPE)
Technocop (USG)
Tetris (SPE)
Time & Magik (DS)
Trials of Honor (EPY)
Wizard Wars (PAR)
JANUARY '89
Galactic Conqueror (TI)
FIRST QUARTER
Guardians of Infinity (PAR)
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Shogun (INF)
Zork Zero

COMMODORE 64/128
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Arcade Game Construc Kit (BRO)
x-Caveman Ugh-Lympics (EA)
x-Dan Bunten's Modem Wars (EA)
x-Deathlord (EA)
x-Dive Bomber (USG)
x-Double Dragon (ARC)
x-F-18 Hornet (ABS)
x-4th & Inches Construc Disk (ACO)
x-Grand Prix Circuit (ACO)
x-Legend of Blacksilver (EPY)
x-Mars Saga (EA)
x-Neuromancer (IP)
Pete Rose Pennant Fever (GAM)
x-Rack 'Em (ACO)
x-Rocket Ranger (CIN)
x-Serve & Volley (ACO)
x-~Space Station Oblivion (EPY)
x-Street Sports Football (EPY)
x-T.K.O. (ACO)
Twilight Zone (FR)
Warlock (TS)
DECEMBER
x-Chop & Drop (Act)
Flintstones (MI)
Johnny Quest (MI)
x-Rampage (ACT)
FOURTH QUARTER
Alien Fires (PAR)
Alien Syndrome (MIN)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battles of Napoleon (SSI)
Black Tiger (CAP)
Carrier Command (RAI)
Crossbow (ABS)
Demon's Winter (SSI)
Destroyer Escort (MIC)

Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Pire Power (MI)
Pirezone (DS)
Galactic Invasion (MI)
Gladiator (TAI)
Ice Thrashers (EPY)
Jack Nicklaus Greatest 18 (ACO)
Jackal (KON)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Lock On (DE)
Main Event (GAM)
Mind-Roll (EPY)
Moses #1 (FR)
Old Scores (DS)
Predator (ACT)
Prime Tone (FR)
PT-109 (SPE)
Qix (TAI)
Risk (VIR)
S.D.I. (CIN)
Sarge (Cap)
720 (MIN)
Sky Shark (TAI)
Sorceror Lord (DS)
Space (ABS)
SpaceCutter (RAI)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Super Basketball (KON)
Super Hang-On (DE)
Swords & Sorcery (DS)
Technocop (USG)
Time & Magik (DS)
Trials of Honor (EPY)
Trojan (CAP)
Ultima V (ORI)
Univ Military Simulator (RAI)
Vigilante (DE)
Virus (RAI)
Wizard Wars (PAR)
Zero Gravity (MD)
JANUARY '89
Heroes of the Lance (SSI)
Robocop (DE)
FIRST QUARTER
BattleTech (INF)
F-86 Sabre Strike (ACO)
Falcon (SPE)
Guerilla War (DE)
Thud Ridge (TS)
JUNE
Spider-Man & Capt America (PAR)
SECOND QUARTER
Journey/C128 only (INF)
Metal Gear (KON)
Shogun/C128 only (INF)
Teenage Mutant Ninja Turtles (ULT)
Zork Zero/C128 only (INF)

AMIGA
NOVEMBER
Alien Syndrome (MIN)
Baal (PSY)
Balance of Power: 1990 (MIN)
Elite (RAI)
Deja Vu II (IS)
x-4X4 Off-Road Racing (EPY)
x-4th & Inches Team Construc Disk (ACO)
x-Master Ninja (MIN)
x-Road Raider (MIN)
x-Space Station Oblivion (Epyx)
x-Street Cat (USG)
x-Tower Toppler (USG)
x-Tetris (SPE)
DECEMBER
Falcon (SPE)
Harpoon (TS)
Heroes of the Lance (SSI)
Jetsons (MI)
TV Sports Football (CIN)
FOURTH QUARTER
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BattleDroidz (DS)
Battlehawks 1942 (LF)
Battleship (EPY)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Cosmic Relief (DS)
Captain Blood (MIN)
Craps Academy
Dive Bomber (USG)
First Expedition (INS)
Fright Night (MD)
Games: Summer Edition (EPY)
GATO (SPE)
Gauntlet (MIN)
Gladiator (TAI)
Goldrunner II (MD)
Gunship (MIC)
Honeymooners (FR)
Ice Thrashers (EPY)
Jack Nicklaus Greatest 18 (ACO)
Lancelot (DS)
Land of Legends (MI)
Lords of Rising Sun (CIN)
Metropolis (ARC)
Neuromancer (IP)
Operation Clean Streets (BRO)
Orbiter (SPE)
Out Runw (MIN)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Prime Time (FR)
Qix (TAI)
Rastan (TAI)

Renegade (TAI)
Shiloh: Grant's Trial (SSI)
Silent Service (MIC)
Sky Shark (TAI)
Space Racer (BRO)
Space Harrier (MIN)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Street Sports Football (EPY)
Technocop (USG)
Time & Magik (DS)
Tracers (MI)
Train, The (ACO)
Trials of Honor (EPY)
Turbo (MI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
Zero Gravity (MD)
JANUARY '89
Galactic Conqueror (TI)
FIRST QUARTER
Guardians of Infinity (PAR)
Jackal (KON)
Journey (INF)
Manhunter:New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Shogun (INF)
T.K.O. (ACO)
Thud Ridge (TS)
Zork Zero (INF)
SECOND QUARTER
Metal Gear (KON)
Teenage Mutant Ninja Turtles (ULT)

APPLE IIe/IIc
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Anc Art War/Sea (BRO)
x-Games: Summer Edition (EPY)
x-Last Ninja, The (ACT)
x-Rampage (ACT)
x-Times of Lore (XORI)
DECEMBER
x-Neuromancer (IP)
x-Street Sports Basketball (EPY)
FOURTH QUARTER
Arkanod (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Winter Edition (EPY)
Global Commander (DS)
Gunship (MIC)
Home Video Producer (EPY)
Hunt for Red October (DS)
John Madden Football (EA)
Journey (INF)
Lancelot (DS)
Legend of Blacksilver (EPY)
Mind Roll (EPY)
Monopoly (VIR)
Old Scores (DS)
Platoon (DE)
Pool of Radiance (SSI)
Qix (TAI)
Renegade (TAI)
Risk (VIR)
x-Rubicon Alliance (DS)
Shogun (INF)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Victory Road (DE)
Wizard Wars (PAR)
Zork Zero (INF)
FIRST QUARTER '89
BattleTech (INF)
Manhunter:New York (SIE)

APPLE IIGS
NOVEMBER
Battle Chess (IP)
x-Bubble Ghost (ACO)
Dark Castle (TS)
Deja Vu II (IS)
x-Manhunter:New York (SIE)
Serve & Volley (ACO)
Shogun (INF)
x-Warlock (TS)
Zork Zero (INF)
DECEMBER
4th & Inches Construe Disk (ACO)
FOURTH QUARTER
Art & Film Director (EPY)
Card Sharks (ACO)
Deja Vu (IS)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
Jack Nicklaus Greatest 18 (ACO)
Sentinel Worlds 1: Future Magic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
Journey (INF)
King of Chicago (CIN)
Land of Legends (MI)

Pinball Wizard (ACO)
PT-109 (SPE)
Scooby-Doo (MI)
S.D.I. (CIN)
Silent Service (MIC)
Silpheed (SIE)
Simbad & Throne/Falcon (CIN)
Sky Travel (MI)
Street Sports Football (EPY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
FIRST QUARTER '89
Red Storm Over London
Rocket Ranger (CIN)
Thud Ridge (TS)

MACINTOSH
NOVEMBER
x-AutoDuel (ORI)
Deja Vu II (IS)
x-Life & Death (ST)
x-Mean 18 (ACO)
Xerion (TI)
DECEMBER
Jetsons/Mac II (MI)
TypeStyler (BRO)
Warlock (TS)
FOURTH QUARTER
Carrier Command (RAI)
Faery Tale Adventure (MI)
Fire Power (MI)
4th & Inches (ACO)
Games: Summer Edition (EPY)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Journey (INF)
Lancelot (DS)
Quarterstaff (INF)
Romantic Encounters (MI)
S.D.I. (CIN)
Shogun (INF)
Simbad & Throne/Falcon (CIN)
Sky Travel (MI)
Tetris/Mac II (SPE)
Time & Magik (DS)
Train, The (ACO)
Ultima IV (ORI)
Zork Zero (INF)
FIRST QUARTER '89
4th & Inches Team Construc Disk (ACO)
Guardians of Infinity (PAR)
Manhunter New York (SIE)
Red Storm Over London (IS)
Super Hang On (DE)

MS-DOS
NOVEMBER
x-Airborne oRanger (MIC)
x-Arkanoid (TAI)
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
x-Double Dragon (ARC)
x-Dream Zone (BAU)
Dungeon Master's Asst (SSI)
x-4th & Inches Team Construc Disk (ACO)
x-Games: Winter Edition (EPY)
x-Grand Prix Circuit (ACO)
x-Guardians of Infinity (PAR)
x-Heroes of the Lance (SSI)
Journey (INF)
x-Life & Death (ST)
x-Mini-Putt (ACO)
x-Napoleon in Russia (DS)
x-Off-Shore Warrior (TI)
x-Platoon (DE)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
Shogun (INF)
Simbad d& Throne/Falcon (CIN)
Skate Or Die (EA)
x-Thud Ridge (TS)
x-Time Bandit (MIN)
x-Train, The (ACO)
TV Sports Football (CIN)
x-Visions of Aftermath (MIN)
Zany Golf (EA)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Harpoon (TS)
Johnny Quest (MI)
x-Leisure Suit Larry II (SIE)
Neuromancer (IP)
Scooby-Doo (MI)
x-Sidewinder (ARC)
T.K.O. (ACO)
x-Video Gammon (BAU)
FOURTH QUARTER
Alcon (TAI)
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Battleship (EPY)
Bubble Bobble (TAI)
Captain Blood (MIN)
Card Sharks (ACO)
Carrier Command (RAI)
Chrono-Quest (PSY)
Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Modem Wars (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Firezone (DS)
Galactic Invasion (MI)
Gladiator (TAI)

Global Commander (DS)
Gold Rush (SIE)
Graphics Studio (ACO)
Hat Trick (CAP)
Honeymooners (FR)
Ice Thrashers (EPY)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Lords of Conquest (EA)
Main Event (GAM)
Metropolis (ARC)
Mind-Roll (EPY)
Monopoly (VIR)
Pirates (MIC)
Police Quest II (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Qix (TAI)
Renegade (TAI)
Rubicon Alliance (DS)
Sarge (CAP)
Scavengers (INS)
Scruples (VIR)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sky Shark (TAI)
Sorceror Lord (DS)
Space Quest III (SIE)
Space Racer (BRO)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Empire (MIN)
Starglider II (RAI)
Stocker (CAP)
Street Cat (USG)
Street Fighter (CAP)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Super Hang-On (DE)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Technocop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Twilight Zone (FR)
U.S.S. Ocean Ranger (ACT)
Uninvited (MIN)
JANUARY '89
Galactic Conqueror (TI)
MARCH
Spider-Man & Capt America (PAR)
FIRST QUARTER
Alien Syndrome (MIN)
Battle Chess (IP)
Guerilla War (DE)
Jackal (KON)
Legend of Blacksilver (EPY)
Out Run (MIN)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
Space H
arrier (MIN)
Take Down (GAM)
Times of Lore (ORI)
SECOND QUARTER
Metal Gear (KON)
Teenage Mutant Ninjx Turtles (ULT)

INTELLIVISION
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
FOURTH QUARTER
Chess (INT)
Choplifter! (INT)
Flight Simulator (INT)
Karateka (INT)
Sea Battle II (INT)
Super Pro Pool/Billiards (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)

ATARI 2600
NOVEMBER
Nebulus (AT)
x-River Raid II (ACT)
DECEMBER
Crack'ed (AT)
Dark Chambers (AT)
x-Pete Rose Baseball (ABS)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)
x-Tomcat F-14 Simulator (ABS)

ATARI 7800
NOVEMBER
Crossbow (AT)
x-Donkey Kong (AT)
x-Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
x-Hat Trick (AT)
Skyfox (AT)
Touchdown Football (AT)
FOURTH QUARTER
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
F-18 Hornet (ABS)
Impossible Mission (AT)
Super Baseball (AT)
Super Huey (AT)
Super Skateboardin' (ABS)

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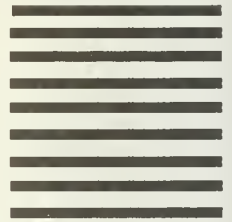NOW YOU CAN FAX YOUR ORDER! - 818-904-3682

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Please take a moment to look at your mailing label and jot down your subscriber number! We have been moving into a new computer sorting system and, as your subscription has been renewed, your Subscriber Number has *CHANGED!!!* Many of you have not noticed the change and have continued to give an old number. Please make a note of your new number and, if your renewal is coming up shortly, be advised that the number *WILL CHANGE* when the renewal is recorded at Computer Entertainer!

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CE Returns to First Class

After months of fighting with the U.S. Postal System which continued to tell us that second class is handled exactly the same as first class, we are returning to First Class postage in the January issue. We know from the phone calls and letters we've received from subscribers that second class is *NOT* handled like first class and we cannot tolerate the delays that have occurred. We appreciate your understanding.

1989 Scheduled Announced

Make a note on your calendars as the following dates are when Computer Entertainer will be mailed out to you.

January 21	July 17
February 20	August 18
March 20	September 18
April 17	October 20
May 19	November 20
June 19	December 18

Commodore Practices What It Preaches About Amiga

The Commodore Amiga has been touted as a beneficial partner in creative efforts that can save users both time and money. Commodore recently proved the truth of that claim as the company's advertising agency turned to the Amiga for production of seven 15-second spots that were combined to form four 30-second tv commercials. Commodore and its agency were short on time and tight on budget as they needed the commercials for holiday promotions of the Amiga to run on MTV and VH-1. (Commodore is running a holiday promotion of a free video cassette recorder with the purchase of an Amiga 500 personal computer system: computer, stereo color monitor and Software Starter Kit.) Using the Amiga to develop and create the spots, all seven segments were produced for $75,000, a figure far below the American Association of Advertising Agencies' estimated average cost of one 30-second segment at $130,000. According to Julie Bauer, director of marketing services at Commodore, "We used the same Amiga technology available to consumers to produce our ads; it was simple, fast and efficient. The beauty of the Amiga is that it enables professionals to produce their own commercials for a fraction of the cost of what a production company would charge."

Broderbund Adds Two Affiliated Labels

Maxis Software and Velocity Development are the newest Broderbund affiliated labels, joining Kyodai Software MArketing, MacroMind and Origin Systems. The two new affiliated labels both offer aerial combat games. SKYCHASE from Maxis (MSR $39.95 for Amiga and Atari ST) is modeled on U.S. Air Force and Navy flight-training competitions with a player's choice of seven jet fighters for solo or competitive play. JET FIGHTER: THE ADVENTURE ($49.95 for IBM PC/Tandy) contains thirty fighter missions tied together by a continuing storyline.

Special Index Coming

Watch for our special offer coming shortly. We are working on an idex of EVERYTHING we've EVER reviewed and will make it available for a nominal fee to our subscribers. Watch for an announcement within the next two issues.