Computer Entertainer
the newsletter

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 1 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

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 <u>*Spectrum HoloByte's*</u> 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 <u>*Accolade*</u> for IBMers so they, too, can play a wacky round of miniature golf. There
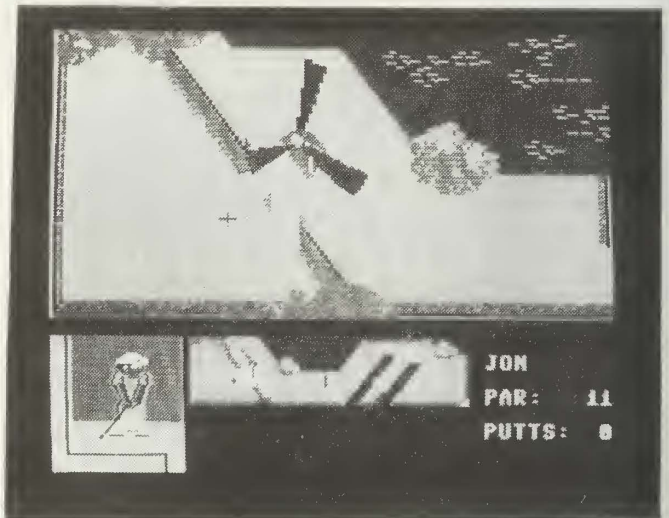
are four courses on the disk, each filled with insane holes which are filled with walls, water, bridges, gates, and just plain crazy layouts which make your ball ricochet all over the place. You can also choose individual holes to practice on. Your weekend duffer is a silly looking fellow with a golfer's 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 <u>*Mindscape*</u>, 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
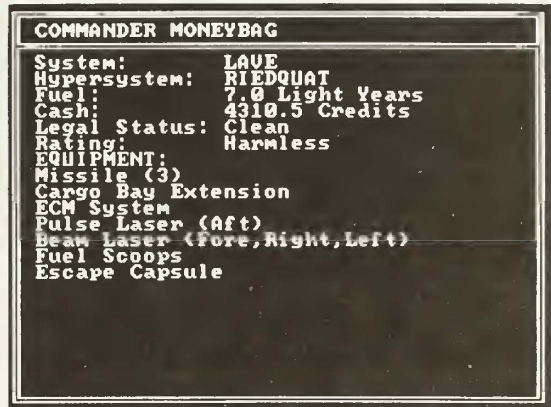
space action/strategy/trading computer game, the action takes place in deep space. Not unlike some more recent releases such as *Space M+A+X*, you must navigate among the stars as well as trade between countless planets. Your multiple goals include trade with interplanetary locals for profit, building 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 rcport 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 eomputer 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 ehapter 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 *MicroIllusions* 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*

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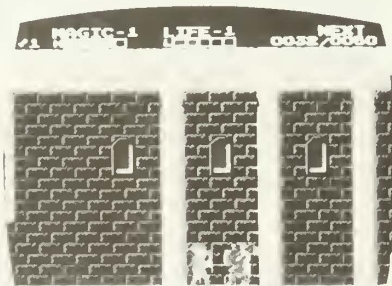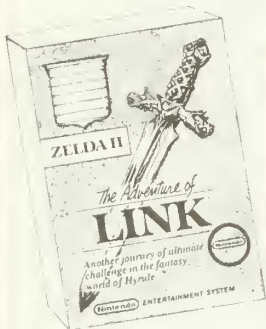
Use your sword to ward-off enemies you'll encounter as you explore the endless terrain of the Kingdom in Zelda II – The Adventure of Link. A never ending Gold Pak Adventure.
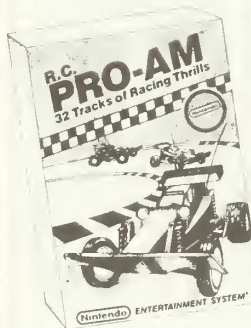
It's you against four other all-star racers in this R.C. competition. Choose from 32 courses and face hair-pin turns and oil slicks that are sure to test your driving skills to be the winner in R.C. Pro-Am.
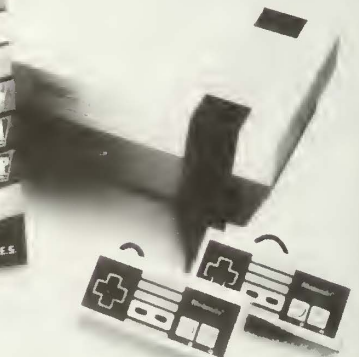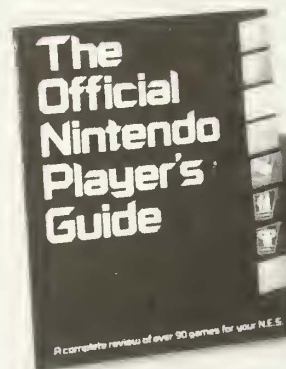
The new configuration for the NES Control Deck, featuring the Official Nintendo Player's Guide which has reviews of over 90 games for your NES.

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 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 DONKEY 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)

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...Firbird
GAM...Gamestar
GDW...Game Designer's Workshop
GT...GameTek
INF...Infocom
INS...Interstel
INT...INTV Corp.
IRM...Irem
JAL...Jaleco
KON...Komami
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...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
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S Gold

UXB...UXB S/W

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
Pright 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)
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)
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)
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)
Aerobics (BAN)
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)
Pire 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)

AMIGA

JANUARY '88
x-Black Jack Academy (MI)
DeluxeWrite (EA)
x-Galactic Invasion (MI)
x-Mœbius (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 (ACO)
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)

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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)
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 (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 (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)
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)
Roadwar 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)
Elise (FIR)
Faery Tale Adventure (MI)
Pire 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 (CAP)
King of Chicago (CIN)
Lock on (DE)
Lords of Conquest (EA)
Metropolis (ARC)
Operation Market 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 (DE)
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)
Jeopardy (GT)
Platoon (SUN)
Predator (ACT)

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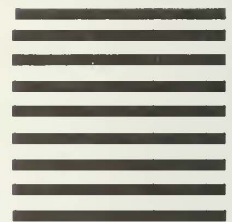
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