

# Computer Entertainer

INCLUDES

## THE VIDEO GAME UPDATE

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Flash from Vic Tokai

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### Coming...

Reviews include

Rocket Ranger

...for Amiga

Freedom Stick

...for Nintendo

### *BITS AND PIECES...*

#### *Activision Signs Third-Party Agreement with Sega*

With a recently signed agreement, Activision Video Games becomes the second third-party licensee of Sega Enterprises, Ltd., which will mean games available to Sega owners carrying the Activision brand name. (Parker Bros. was the first such Sega licensee, announced at the Summer Consumer Electronics Show in May of this year.) Activision thus becomes the first company to have third-party licensing agreements with both Sega and Nintendo. The company also announced its first three titles for the Sega Master System, all scheduled for shipment during the next five months. RAMPAGE, the arcade game of city-bashing monsters, will be the first release, followed by SUPER RIVER RAID, a strafing, bombing, aerial combat game, and CYBORG HUNTER, a futuristic action game involving tracking and battling cybernetic monsters. Activision also plans to develop additional titles for the Sega Master System during 1989.

#### *Continuing Chip Shortage Causes More Delays*

Two more major titles, originally expected to be available in time for Christmas of 1988, have been delayed. Konami's THE ADVENTURES OF BAYOU BILLY and Ultra's TEENAGE MUTANT NINJA TURTLES have been rescheduled for Spring of 1989.

#### *RED STORM RISING Due This Month from MicroProse*

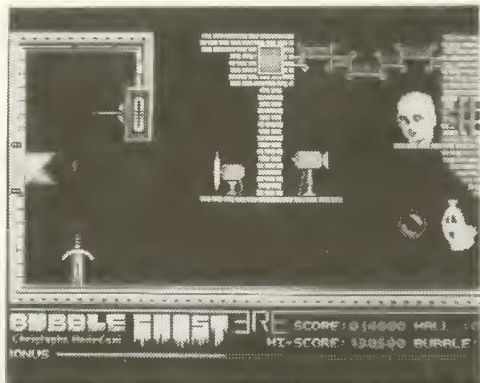
After eighteen months of design and development, Microprose is prepared to release the initial Commodore 64/128 version of RED STORM RISING (MSR \$44.95) this month. The program focuses on the tactical operations of a modern American nuclear attack submarine after a Warsaw Pact invasion of Western Europe. The game of undersea cat-and-mouse, played against an overall strategic view of the worldwide war, is the result of a close collaboration between best-selling author, Tom Clancy, and Sid Meier, the admired software designer of earlier MicroProse hits, including "Silent Service" and "Gunship." Conversions of RED STORM RISING for other computer systems are in development now for release during the first half of 1989.

#### *QUARTERSTAFF: Fantasy Role-Playing from Infocom*

Infocom has just announced one more entry in its new line of adventures with graphics. QUARTERSTAFF: THE TOMB OF SETMOTH (MSR \$49.95) is slated for Macintosh Plus/SE/Mac II and will require one megabyte of RAM and a single 800K disk drive. Color graphics for Mac II will be available for an additional \$10 through an in-package offer. Said to closely approximate the experience of playing a traditional paper-based fantasy role-playing game, QUARTERSTAFF casts the player as an adventurer recruited for a mission to discover what fate has befallen the gentle souls of the Tree Druid colony. The game was previously released by Simulated Environment Systems, but the Infocom team has collaborated with the original writers of the game, Scott Schmitz and Ken Updike, to produce what they believe to be a more exciting story, color graphics (Mac II version only), and an advanced hierarchical interface. The game features digitized sounds, on-screen mapping, and realistic inter'actions of characters and objects within the environment of the story. Owners of the original version of QUARTERSTAFF will be able to purchase an upgrade directly from Infocom for \$20 with proof of purchase.

## ATARI ST Software

**BUBBLE GHOST (★★★1/2★★★★)** has just been released in a version for Commodore 64/128. Designed by *Infogames of France for Accolade*, this is a charmingly witty and original game that captivated us in its initial Atari ST version. The C64/128 version is just



as unique, with its impish little ghost trying to move bubbles through the 35 rooms of a castle full of Rube Goldberg contraptions just waiting to pop a shiny, soapy orb. **BUBBLE GHOST** requires patience

and precision, not speed and abandon from the player. It's a nice change of pace from the usual arcade-style games, offering a personality and originality all its own. (Solo or 2-player alternating; Joystick or keyboard; Pause.) Commodore 64/128 version reviewed; also available for Atari ST and coming soon for IBM PC/Tandy, Apple IIGS and Amiga at \$34.95.

Recommended. (MSR \$29.95)

## MACINTOSH Software

**BALANCE OF POWER: THE 1990 EDITION (★★★★★★★★)** updates the award-winning classic from author Chris Crawford to take into consideration the political changes since the original in 1985 as

	USA	USSR
Relationship	Neutral	Neutral
Military Aid	\$0 million	\$0 million
Insurgency Aid	\$0 million	\$0 million
Intervene--govt	0 men	1,000 men
Intervene--rebs	0 men	0 men

well as bringing new challenges to the game. This new edition, also released through *Mindscape*, has the same basic premise as its predecessor. Assume the role of either the President of the United States or the General Secretary of the Soviet Union. Complete eight years in office (1989-1997) without initiating a nuclear conflict and collect more prestige points than the opposing superpower. The program features a new multipolar level, allowing 80 countries to ship weapons and troops and fight wars. The non-superpower countries pursue active foreign policies which, although they cannot involve

themselves in nuclear confrontation, they definitely can affect you by their actions. You must, as a superpower, monitor their policies and use your influence to protect your interests. The number of countries in this version have been upped from 62 to 80 with four levels of play. The database has been updated, with vastly more information. As a



result, the complexity of this edition far outdistances its' predecessor. You can access vast amounts of information regarding countries, all in a faster operation.

### Still Fascinating

We were big fans of the first version and we find ourselves once again captured by its depth and possibilities. As many hours as the first edition can take, this one will, undoubtedly, involve even more of your time. The graphics have been upgraded also, as the world takes on a slightly curved look. While this is an entertainment program, there is a tremendous amount of educational value as so much can be learned about the various countries - from background and history to relations with other countries. You can also get worldwide information on such statistics as ownership of TVs, school enrollment, telephones per capita, literacy, GNP, and much more! You'll learn a great deal while enjoying yourself immensely. This version also allows a one or two-player game. If you are already hooked on *Balance of Power*, this one is a must. If you haven't tried it out yet and you like "thinking" games, this one will definitely make you use your brainpower! (one or two player; requires 800K disk drive; not compatible with Multifinder™; reviewed on Macintosh; coming for IBM and Amiga) Recommended (MSR \$49.95)

## New Arcade-Style Games from Rainbird

Rainbird recently released two new arcade-style games for Amiga and Atari ST, **VIRUS** and **SPACECUTTER** (MSR \$29.95 each), which are distributed in the U.S. by Mediagenic. **VIRUS** places the player in the pilot's seat of a hoverplane in order to destroy the Seeder, which is spreading the spores of a deadly, poisonous virus and polluting the Earth. The game features fast scrolling with multi-directional movement in a 3-D environment. **SPACECUTTER** combines traditional outer-space shooting action with problem-solving elements.

### THE RATING SYSTEM:

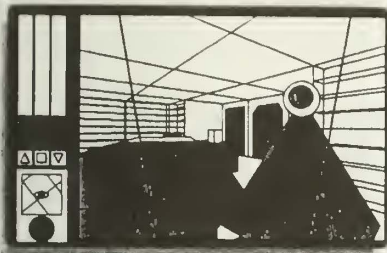
4 STARS = EXCELLENT      2 STARS = FAIR  
3 STARS = GOOD            1 STAR = POOR

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

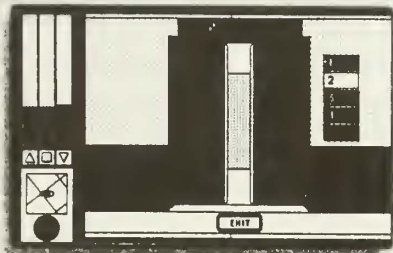
★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)

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

THE COLONY (★★★★★★) is an absolutely fascinating adventure from *Mindscape* which features vector graphics, a sophisticated 3D modeling system, digitized sound effects, and an interesting story



somewhere out in space at a frontier outpost. You take on the role of a space marshall assigned to investigate mysterious disappearance at this outpost in deep space. There are missing colonists which you must locate as you search through six levels of endless hallways and rooms looking for clues. There are hostile aliens roaming about which will test your reflexes. This is a "first-person" adventure as your point-of-view is always from your viewpoint. With simple keyboard commands, you can quickly look right and left, behind you, as well as firing your laser. As you explore this space colony Delta 5-5 which has been overrun by aliens, you'll use your mouse to send you on your way (crosshairs on the screen help you with directions). If you "walk" right up to an object such as the control panel, desk, book, etc., a smaller screen will come up, representing the item in a two-dimensional (bit-map mode). In that

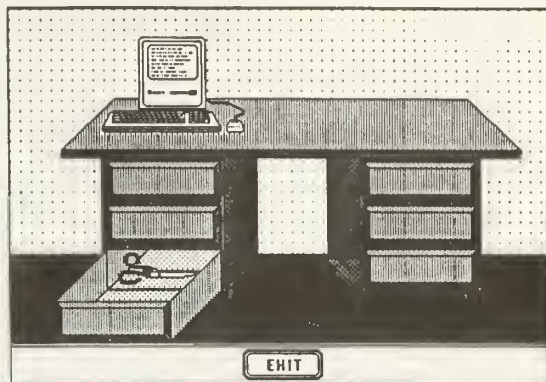


state, you can check out the item. For instance, you can open the drawers of the desk, check out what's on the computer screen, even check out the burning cigarette left on the desktop. In a more advanced level, you'll find a pair of scissors in the bottom drawer. Drag and click the mouse to put them on the desktop and you can actually have the scissors cut open an envelope!

#### Really Unique

As you make your way through the colony, you'll want to refer to the map provided in the documentation as some of the doors are extremely difficult to find. At one point, we found ourselves wandering around in a bathroom...we moved up to the tub and the sounds of the shower began. We even heard the toilet flushing! The technical wizardry was achieved by author David Smith's *FLY-BY Environment Simulator System*. As he explains in the documentation, he considers *Battlezone* "the best computer game in the world" when he decided to write a computer game five years ago. He wrote four different programs. The first is the *FLY-BY ESS*, the second an homage to *Battlezone*. The other two are a floorplan blueprint program that allows you to create walls, doors, etc., and the fourth program was used to design the bitmapped scenes which "pop up"

when you move up to an item. The sound effects are just fine, adding realism to this very interesting game. The only drawback to the game



is that it is, quite naturally, a memory hog. For easiest use, it requires a hard disk drive. At the least, it must have an 800K disk drive; however, if you only have one 800K drive and you wish to use the sound effects (on a separate disk), you'll have to constantly switch out the disks. Of course, you can run the game without the sounds, but that's half the fun! We installed the main disk on our hard drive and ran the sound effects in the 800K drive and everything worked just fine. (one player; full screen support for Mac II- monochrome only; see notes preceding regarding disk drive requirements; reviewed on Macintosh; coming for IBM)  
Recommended (MSR \$49.95) •

#### Two for the Apple IIGS from Sierra

Sierra recently released Apple IIGS-specific versions of two popular 3-D animated adventures, *KING'S QUEST II: ROMANCING THE THRONE* and *SPACE QUEST II: VOHAUL'S REVENGE* (MSR



\$49.95 each). Each program includes two 3.5-inch disks and has been greatly enhanced from the original IBM version. GS owners who have played any of Sierra's 3-D animated adventures will recognize the high-quality graphics. The liberal use of music and extensive digitized sound effects really make these animated adventures come alive on the GS.

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## COMMODORE 64/128 Software

**THE SPORTING NEWS BASEBALL (★★★★/★★★★)** is the latest baseball simulation, rich in graphics, gameplay and statistics. Developed by *Epyx* under license from the Major League Baseball Players Association, it's also endorsed by the "Bible of Sports," *The Sporting News*. You can choose your line-up from 1987's twenty-six major league teams or a roster of Hall of Famers which consists of over 150 of past baseball greats. There's quite a bit of flexibility as you can go with the computerized lineup, trade players, add Hall of Fame players, and more. Once your team is in place it's time to "Play Ball."

### It's All There

Once the Home Plate Screen (a drawing – not completely indicative, graphically – is included below) comes up, you can see you've got everything you need. You view, from behind the batter, is the main

TEAM	1	2	3	4	5	6	7	8	9	0	R	H	E
BRN FARM											00	00	00
NEW YORK											00	00	00

BALL 0		BATTER 0
STRIKE 0		CLARK RUB 300 PITCHER
OUT 0		DOUGEN ERA 3.21 NUMBER OF PITCHES 000

A feature we particularly liked was the "target box" provided for the strike zone. If you're pitching you can pitch from a wind-up or set position and have several choices on type of pitch and what part of the strike zone, whether it's inside, high, etc. You can also try and pick-off that runner on a base. Watch out though...this game can catch you on a balk! Number of pitches throughout the game can cause pitcher fatigue, allowing the opposing team to take advantage in the late innings. You may have to bring in a pitcher from the bullpen. On offense, you'll have all the choices as in the real game. Move your fielders, steal, slide, initiate a hit and run play. You can use designated hitters, really everything you'd have in the real thing. The graphics add tremendously to the enjoyment of the game as you have so much available to you, from the home plate screen to the infield and outfield screens during the action when a ball is hit. Control is easy once you master the various movements necessary with your joystick. By the way, if you get called away in the middle of a hot game, simply save the game in progress on a blank disk and come back later. This game is definitely right up there with the best in the baseball genre. It gives you great action, great graphics, and all the statistics you could possibly want. (one player; two player simultaneous; joystick required; reviewed on C64/128; coming for Apple II and MS-DOS) Recommended (\$39.95)

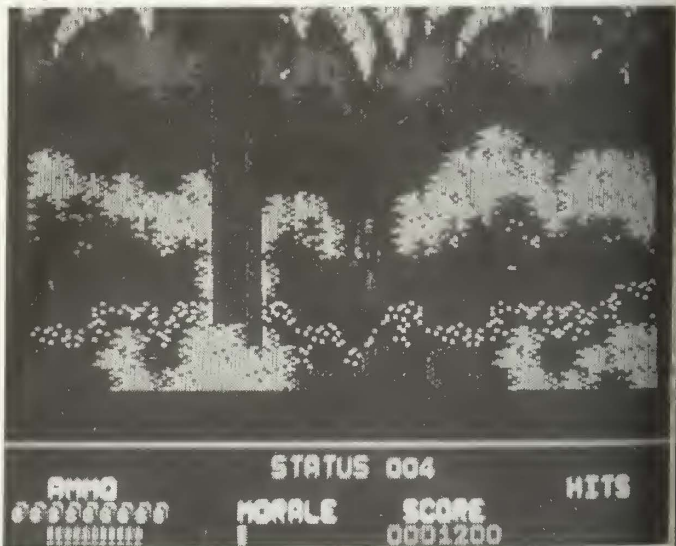
### Sierra On-Line, Inc. Announces Stock Offering

A registration statement for an initial public offering was filed recently by Sierra On-Line, Inc. The offering is expected in early October, and a copy of the preliminary prospectus may be obtained from Piper, Jaffray & Hopwood Inc., Piper Jaffray Tower, 222 Ninth St., Minneapolis, MN 55402.

**PLATOON (★★★1/2/★★★1/2)** comes as a realistic computer rendition from *Data East* of the highly acclaimed film of the same name. In this strategic military combat simulation, you are a platoon of five men who must survive the mission, keep your sanity and morale intact,



and return to base safely. As in the movie, there is no winner. In the first section, you must successfully lead your platoon through a jungle, pick up a box of explosives left by a previous platoon and blow up a bridge. Of course, the enemy is everywhere, hiding in the trees as snipers, setting off booby-trapped trip wires, and more. Once through the jungle, you'll find yourself in a village where you must search the huts for helpful objects such as a map and torch and then locate a secret trap door. Find that and you're in the third section, an underground



tunnel network (now you know why you needed that torch!) where you must fight sneaky guerrillas and find needed items such as ammunition and medical supplies in the many rooms that exist below ground. You must also find the boxes of flares and a compass which you'll need for the fourth section, The Bunker. You'll find yourself in the Bunker at night. Fight off the Viet Cong by lighting the night sky with your flares and shooting them with your machine gun. Your job isn't done yet as you head through the jungle again as you search for Sergeant Elias, your platoon leader. But there's news of an impending napalm air strike. You must head for a safe area immediately. You then find that you must continue to a foxhole where another Sergeant, Sergeant

Barnes is holed up. You'll learn about this unsavory story when playing as he was partially responsible for Elias' death by not aiding him. But, the war goes on around you and you must escape with the Sergeant using grenades.

#### **Action-Packed**

The game is loaded with action and surprises, requiring quick reflexes and fast thinking. The enemy is everywhere and coming from every direction. It's a question of survival! The graphics are colorful and depict the ominous jungle, frightening tunnels, and other scenes well. The opening screen is very familiar as it is a grimly realistic reminder of the black and white silhouette screen used in the movie of the soldiers in that country halfway around the world filled with jungles and enemies unlike anything our country had encountered before. (one player; joystick required; reviewed on C64/128; coming for MS-DOS and Atari ST)

Recommended (MSR \$39.95)

## APPLE II Software

VCR COMPANION is the latest home productivity/entertainment packages from *Broderbund* and allows you to create titles, credits, intermissions, special effects, etc., for your home (or business) videotapes. Menu-driven, the program is easy to use including several borders, even including one that looks like the frame to a photograph put in a family album. There's also background patterns, several typestyles, various animations as well as full background pictures which include a birthday cake, "The End", balloons, and even the MGM lion. Once you've created your masterpiece, it's easy to transfer it to your VCR with the easy instructions in the book which comes with the program. A simple-to-use program with all the elements you come to expect from Broderbund, it's a good utility program. (Reviewed on Apple II)

MSR \$49.95)

STAR RANK BOXING II (★★★★/★★★★) is the "upgrade" of the original Star Rank Boxing by *Gamestar* and distributed by *Mediagenic* (formerly Activision). This newer version of a popular boxing game, adds such things as better control of the boxers, improved sound, and better animation. Upon start-up you can choose to go into a practice bout against a friend or the computer; choose tournament play to match your best fighter against the computer in one or more fights; or manager if you wish to retire one of your players onto disk. There are three divisions - welterweight, middleweight, and heavyweight, with the ability to create up to five fighters in each class. Then you're ready to go into training as you choose number of weeks to train, and scheduled rounds. The four things to train on are the light bag, heavy bag, sparring time, and running. Once you're through training, it's time to move into the ring against your opponent. There it's a question of endurance, strength, quick moves, and knockout skills as you move through the bout. As a round ends, the three judges show their scores. The scores are tallied for the winning boxer at the end of the fight, if there's no knockout.

#### **Improved Movements**

You'll note improved movements, additional footwork, as well as better joystick control in the fight in this newer version of Star Rank Boxing. As a result, the fighters have a much more realistic feel and look to them. Gamestar has always been one of, if not the best, in creating sporting events for various computers, and this one is no exception. (one player; two-player simultaneous; reviewed on Apple II)

Recommended (MSR 34.95)

TETRIS (★★1/2/★★★★1/2) has just been converted for Apple II from *Spectrum Holobyte*. Originating in the Soviet Union and a favorite among C64, IBM and Macintosh owners, the premise is simple, yet deceptive. All you have to do is rotate and position various moving shapes into solid rows as they free-fall downward. You want your objects to fill in the area as solidly as possible for the highest score. Speed also factors in on your score. There are ten levels of play, with the pieces falling faster and faster through the levels. As the game moves through its' paces, the background pictures change to depict various Russian scenes such as a cosmonaut, the Kremlin, the Russian ice hockey team, etc.

#### **Graphically Not As Good**

The Apple II version, due to the limitations of the machine, is just not as good as earlier versions we've seen and reviewed. The Russian scenes don't begin to have the definition of the earlier versions and the pieces themselves are much "blockier" and less clearly defined than the earlier ones. However, it should be pointed out that this is really a game of concentrated play and coordination. The graphics are just an added plus, but not integral to the game being worthwhile. By the way, Spectrum Holobyte has done something that will be lauded by many...both an Apple II version and an enhanced Apple IIGS version are packaged together (see GS review following immediately). The reasoning is that many Apple II users have either already upgraded to a GS or may in the future. This is a great marketing idea that dealers will like as much as the users! (one player; keyboard; 5-1/4" Apple II disk; 3-1/2" Apple IIGS disk; also available for IBM, C64, Macintosh; coming for Atari ST, Amiga, Macintosh II)

Recommended (MSR \$39.95)

## APPLE IIGS Software

TETRIS (★★★★/★★★★1/2) for the Apple IIGS is packaged in the same box as the Apple II version reviewed above. *Spectrum Holobyte* brings both versions together for Apple II owners who have either recently upgraded or who may do so in the future.

#### **Enhanced**

This "Rubik's Cube of software" has been enhanced in the IIGS version. In addition to the dazzling graphics which the GS offers, the game has been given new features for this machine (these features are available in other 16-bit machines as well). An advanced mode has been added which triples the speed of the pieces from levels 0 through 4 (good luck!!) and doubles the speed at levels 5 through 9. A tournament mode allows up to four players to compete against each other for high scores when given identical falling pieces. Several original songs using Russian folk music themes have been composed for the game as well. Because of these additional features, as well as the enhanced graphics, the game is, of course, much more satisfying on the GS than the Apple II. Again, we really like both versions packaged together as it takes care of the Apple II user today who may purchase a GS later on. (one to four players; 3-1/2" GS disk; 5-1/4" Apple II disk; also available for IBM, C64, Macintosh; coming for Atari ST, Amiga, Macintosh II)

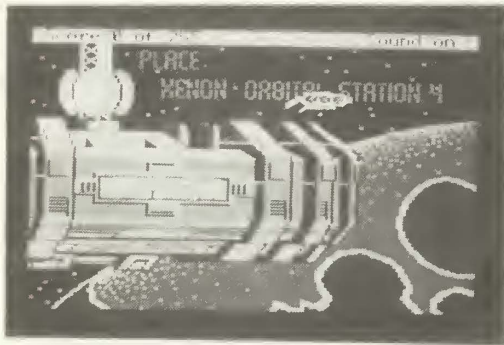
Recommended (MSR \$39.95)

### MOVED??

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

## MACINTOSH Software

**SPACE QUEST II: VOHAUL'S REVENGE (★★★★★★★★)** now comes to the Macintosh screen in this very humorous sequel to the popular *Sierra* game, *Space Quest*. Our hapless her, Roger Wilco the

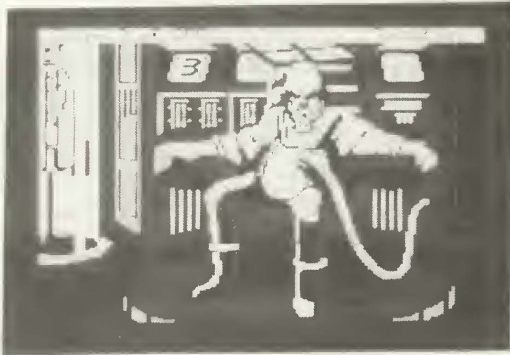


space janitor, returns after foiling the destructive plans of evil scientist S I u d g e Vohaul in the first game. Vohaul is madder than ever and his new plan is (horrors!) to dump hordes of obnox-

iously pushy insurance salesmen who are genetically engineered, all over the world! Could there be a worse fate?? Now's your chance to show you're not as klutzy as everyone says you are as you get ready for an alien more hideous than your great Aunt Hildegard! You must head for the jungle planet Labion as your stumble around trying to find Vohaul's asteroid fortress. Can you stand such adventure, so many suspenseful moments? Moreover, can you stand all this silliness??

### *Wit and Terrific Graphics*

This game packs more wit-ness than its' predecessor, and is tremendously entertaining too. The graphics are up to Sierra's typical excellence with the Macintosh particularly adaptable to the game. The pull-down menus for your commands, mouse which can move Roger around, etc., make it pretty easy...even for first-time adventure gamers. This 3-D animated adventure is a real winner, packed with entertaining moments which will have you chuckling throughout all the silliness! (reviewed on Macintosh; requires double-sided disk drive; game is in color on Macintosh II; also available for IBM; coming for Amiga, Atari ST, Apple IIGS.) Recommended (MSR \$49.95)

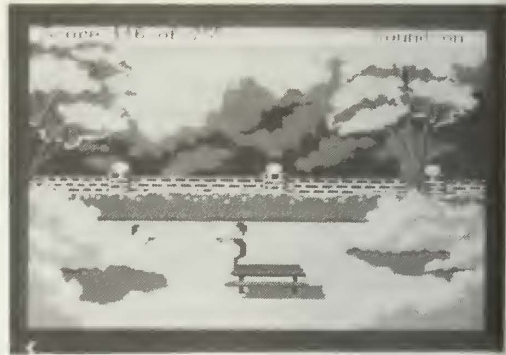


**POLICE QUEST: IN PURSUIT OF THE DEATH ANGEL (★★★★★★★★)** is another *Sierra* 3-D animated adventure delight to make its' way to the Macintosh. Here you'll take the role of a small-town police officer dealing with the day-to-day problems of handing out tickets, attending briefings, bantering with the other cops in the locker room, and more. This is a factual account as told by ex-police officer Jim Walls with 15 years on the police force! As street cop Sonny Bonds, dealing from day to day, you may be asked to "go

undercover" in an assignment to infiltrate the "Death Angel's" gang...that is, if you're a good cop. There's a growing problem of drug traffic in this town where low-crime has always been the case in the past. You must carefully follow police procedure as outlined in the manual - after all, this isn't *Miami Vice!*

### *Entertaining and Educational*

We really enjoyed this game when it was introduced for IBM and continue to find the game extremely strong as it is translated. With its' eye for detail and accuracy, not only are you getting an entertaining ad-



venture in police work, but you're also in for a truly fascinating look at what police work is really

about, not the "shoot-'em-up" *Dirty Harry* variety! Obviously, the drug-related theme is extremely topical now as the nightly news is filled with that type of news and a realistic crime computer provides access access to vital information on the suspects. In addition there are over 100 city streets and 4 highways providing the background for leads and high speed pursuits. Again, the pull-down menus make it very easy to get around in the program. With multiple solutions, strong graphics, and a game which should spark some thoughtful discussions, this is a great addition to any family's library. (reviewed on Macintosh; requires double-sided disk drive; game is in color on Macintosh II; also available for IBM; coming for Amiga, Atari ST, Apple IIGS) Recommended (MSR \$49.95)

### *Sierra Supports Macintosh II*

Anyone who owns a Macintosh II need not worry about purchasing a Sierra 3-D animated adventure (two are reviewed in this issue), as the same disk which works on other Macintosh's has the color graphics capability built-in. Upon booting, the disk looks to see if it's being run on a Macintosh II and, if so, comes up in color. In addition to the *King's Quest* series, *Space Quest* series, *Leisure Suit Larry*, *Mixed-Up Mother Goose*, and *Police Quest*, an enhanced version of *Black Cauldron* is currently being designed to further improve graphics for the color Macintosh.

## COMMODORE 64/128 Software

**TOWER TOPPLER (★★1/2/★★1/2)** is a cute action/arcade-style game from *U.S. Gold*, distributed by *Epyx*. There are eight mysterious, rotating towers which have risen from the ocean floor on the planet Nebulus. Surrounded by a toxic sea, you as the senior operative for Destructo, Inc., must topple them back into the murky depths. Once your sub drops you off at the first tower, you must scale elevators, work through doorways, all as the tower rotates. As you attempt to scale the slippery walls, there are all sorts of mutant molecules, boulders, ledges which disintegrate, and more destructive things. In addition, you're racing against the clock...there are only minutes to reach the top. You're only armed with a snowball gun which work against some of the enemies. Others you must carefully avoid as they are indestructible. Once you topple one tower, it's on to the next as you attempt to work your way through all eight.

### Cute Game

Nothing involved here, just some cute and quick action which should be enjoyed, especially by the age group including teens. The graphics are nice, with our fellow from Destructo Inc., a cute little guy. (one player; joystick required; reviewed on C64; coming for Apple II, MS-DOS, Atari ST, Amiga) (MSR \$39.95)

**OCEAN RANGER (★★★1/2/★★★1/2)** puts you in charge of a next generation missile ship, Ocean Ranger, in one of four of the major military "hot spots" of the world. This simulation from *Activision*

TOP SECRET  
U.S.S. OCEAN RANGER PERSONNEL DOCKET

LIEUTENANT Put YOUR Name Here !!!  
ACTIVE DUTY 0 PTS 0 YRS

BASIC TRAINING DUTY  
REALISTIC WAR GAMES  
AGAINST MOVING TARGETS

BERING SEA TOUR OF DUTY  
PROTECTION OF AMERICA'S  
NORTHERN FRONTIER

MOVE POINTER - PRESS FIRE TO SELECT

DELETE THEATER LEVEL CAPTAIN BRIEFING

covert CIA activities, and finally to elite National Security Council assignments. As you begin you'll use the Personnel docket where there's a current "active duty" officer status report. You can either enter a new name or reactivate a captain which you've saved from an earlier encounter. Once that's done you must choose a duty assignment and theater of operation. The assignment details are levels of skill, and the four areas of operation are in graduated difficulty with the Bering Sea assignment the easiest, the Persian Gulf the toughest. You'll need to go to a briefing session where the top secret information you need will be given to you via a "slide show." Then you must move on to correctly provision your ship with its' arsenal as well as fuel. Now you are ready to head off for your assignment. You will take control from the bridge as you view the action in any of the four directions. Crew members are automatically given their assignments so you can keep track of them, as well as any problems via the computer "maintenance crew" key. In addition, there are various navigation aid charts from a full-screen chart showing land areas, ship's position, etc., to the coordinate chart. Within your mission you will engage in battle with planes, submarines, mines, destroyers, and more, as your arsenal includes 76mm cannons,

Sea Sparrow and Harpoon missiles, depth charges, Chaff, and an ECM Radar Jammer.

### Good Tactical Simulation

This is a fine tactical simulation with plenty of action as you enter the areas of conflict. The opening sequences in which you are in the briefing room getting your orders via a slide show, are quite dazzling graphically. There's lots of attention to detail, not only in the gameplay but in the graphics as well. You should garner several hours of enjoyment from this one. (one player; joystick required; reviewed on C64; coming for MS-DOS) Recommended (MSR \$34.95)

**4X4 OFF-ROAD RACING (★★★★★★★★)** is another beauty from *Epyx* as you enter the world of off-road racing where the terrain is anything but predictable. You have your choice of four terrains - Baja which is 1000 miles of rough and tough desert, dried lake beds, and more; Death Valley which is HOT desert terrain; Georgia where some of the slimiest mud anywhere will do its' best to bog you down; and Michigan where there's snow, ice, mud, and all the unpredictability of a Northern winter. There are four levels of skill and four different types of basic trucks to use, each one rated in different areas such as power, endurance, weight, fuel capacity, etc., all important based on which terrain you've chosen. Once you've bought your basic rig, you must equip and customize it. Head into the auto-parts shop and carefully pick the right parts to aid you in the terrain you've chosen. Then it's on to the customizing shop where you can pick up those special tires, extra fuel tank, etc. The Auto Mart will have some other items that will come in very handy as you can pick-up extra oil, coolant, battery, a map, flashlight, and more. Then it's on to the race. As you attempt to pass the others ahead, keep an eye out on your dashboard which will give you clues to any engine parts in trouble, damages, low fuel, etc. There are checkpoints throughout the race which you can pull into to make repairs; however, can you spare the time? Then it's back on the bumpy, icy, muddy track as you attempt to stay upright and win the race!

### A Racer's Delight

There's loads of action for any racing fan as you bump, spin, bounce, topple, and more in your off-road vehicle. The graphics throughout are spectacular as the details are just terrific. We also found all the strategy at the beginning as we walked from store to store outfitting our rig gave it added dimension...you don't just race and race 'til you're bleary. Lots of action, lots of strategy, and lots of fun! (one player; joystick required; reviewed on C64; also available for IBM) Recommended (MSR \$39.95)

## Commissioner's Disk Ships

Electronic Arts has just shipped the Commissioner's Disk for IBM and compatibles. This disk is designed for use with the very popular Earl Weaver Baseball and provides players with all sorts of tools to manage a major league team. With the disk, you can review all the available draft picks, hire free agents, run drafts, update player and team files, as well as print them. You can trade up to five players at a time as you operate an entire league. You can also print and customize league schedules. You can easily edit stats for the players, change the players' eligibility status and print stat cards for individual players and teams. In addition, there's a Ball Park Editor included with allows you to design your own ballpark or redesign the classics that are already out there. You can change the capacity of the stands or even the wind conditions. The suggested retail is \$19.95

## MS-DOS COMPATIBLE

**LOCK-ON** (★★1/2/★★1/2) is a home conversion of *Data East's* own combat flight simulation of the same name. The player is in control of a fighter plane in a combat mission to demolish as many enemy aircraft as possible, using the fighter plane's guns and its tracking "Lock-On" missiles. Of course, the enemy planes fire on the player's aircraft as well, and there are also missiles, including heat-seekers, out to abort the player's mission. Maneuvering the fighter plane is a straightforward matter of manipulating the joystick or using directional keys on the keypad, because **LOCK-ON** does not require the complex sets of controls typical of a true computer flight simulator. The only unusual control is the ability to make the fighter hover, although this cannot be done for a long period of time because of engine overheating. (You will probably find, as we did, that this game is much easier to control with a joystick than with the keyboard.) Basically, **LOCK-ON** is a simple shooting game augmented with the ability to launch tracking missiles and the window dressing of a flight simulator. In between waves of enemy planes, there are tunnels to subsequent stages, and bonus points are awarded for accurate flying in the tunnels. Players who are looking for the complexity of a true flight simulator are likely to be disappointed, and even the arcade-oriented players are in for a fairly repetitive shooting game. We just couldn't get excited about this one. And there was one minor point that we found annoying: the designers have not provided a way to exit the demo and move into the actual game without rebooting the entire system. To give a bit of credit where it is due, however, we were happy to see Data East run actual screen shots of the IBM EGA version of this game on the box, rather than the arcade shoots they have typically used for other computer games in the past. (Solo play; Joystick or keyboard; Pause; 256K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/compatibles version reviewed; also available for Atari ST at \$44.95. Not recommended. (MSR \$39.95)

**IKARI WARRIORS** (★★★/★★★) is a new version of the classic arcade game of guerilla warfare. Licensed from SNK, the home version for IBM, Tandy and compatibles is from Data East and follows the original coin-op action very closely. **IKARI WARRIORS** can be played by one person against the computer or as a two-player cooperative effort. (If you play with a friend, only one of you can use a joystick, while the other must control a character from the keyboard.) The action scrolls vertically as your commando character runs into enemy territory and plenty of enemy resistance. The fighter's initial weapons are a machine gun (limited bullets) and some hand grenades. As your character fights his way more deeply into enemy terrain, additional ammunition can be found, along with new weapons, including rocket launchers and tanks. The action is fast and challenging, the scrolling smooth, and the graphics fairly detailed, even in CGA mode. Data East has done a good job translating this arcade hit to IBM format, and it comes off better on this system than some other arcade translations for IBM that we've seen. (Solo or 2-player cooperative action; Joystick and/or keyboard; Pause; 256K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/compatibles version reviewed. Also available for Apple II and from SNK for Nintendo Entertainment System; for Commodore 64/128 at \$29.95. Recommended. (MSR \$39.95)

**KARNOV** (★★★1/2/★★★1/2) is a new arcade translation for IBM and compatibles from *Data East*, and the designers have done a fine job of capturing the look and feel of the coin-op. The hero of the game, Jinborov Karnovski, is a former Russian circus strongman with a

unique talent for shooting fireballs, and his job in the game is to recover the lost Treasure of Babylon for his village. It seems that the evil dragon, Ryu, and his demonic cohorts have made off with the treasure, and it's up to Karnov to get it back. His trek through the horizontally scrolling countryside is fraught with danger and some of the most fantastic monsters you're likely to encounter in a computer action-adventure. Karnov must outmaneuver the dragon's minions, using his endless supply of fireballs and a variety of special items that he can find throughout the countryside, including super jumping boots, ladders, bombs, wings, and others. After our disappointment with the sluggish Commodore 64/128 version of **KARNOV**, we were happy to find that the IBM version is lively, well animated, and lots of fun to play. By the way, we recommend that you play this one with a joystick if possible. Although keyboard control is possible, it's not nearly as quick and easy to manage with the keyboard. (Solo play; Joystick or keyboard; Pause; 512K required; CGA/EGA/Hercules; Includes 5.25-inch & 3.5-inch disks.) IBM/compatibles version reviewed. Also available for Nintendo Entertainment System; for Commodore 64/128 at \$29.95. Coming for Atari ST at \$44.95. Recommended. (MSR \$39.95)

### *EMPIRE* by Interstel Now Available for IBM

One of the most popular of all computer strategy games is now available in a new version for IBM/Tandy and compatibles (MSR \$49.95) from Interstel (distributed by Electronic Arts). The program, supplied on both 5.25-inch and 3.5-inch disks, requires 512K RAM and CGA or EGA, and it supports mouse control. **EMPIRE** is a strategic simulation of global conflict and empire building among two or three opposing forces in a fictional setting. The program allows one to three human or computer-controlled opponents with multiple levels of difficulty and battle records maintained on each player.

### *Updates from MicroIllusions*

MicroIllusions has a host of projects in the works for release over the next few months. **FAERY TALE ADVENTURE** and **FIREPOWER** are each coming in three new versions: Commodore 64/128, MS-DOS and Macintosh. A Macintosh version of the text adventure, **ROMANTIC ENCOUNTERS**, is also coming soon. There are also four games in development using the classic Hanna-Barbera cartoon characters: **SCOOBY DOO** (MS-DOS, Apple IIGS), **JETSONS** (Macintosh II, Amiga), **FLINTSTONES** (MS-DOS, C64/128, Apple IIGS), and **JOHNNY QUEST** (MS-DOS, C64/128). The first of the Hanna-Barbera games are expected shortly before Christmas, with the balance due in the early part of 1989. According to the company, all of the Hanna-Barbera titles will feature accurate graphics and sounds from the original cartoon series.

### *Accolade Signs Jack Nicklaus for Three-Year Association*

Accolade and Jack Nicklaus Productions have signed an agreement for a three-year association to produce home computer golf simulations. The first will be **JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF**, a program for IBM/compatibles, Commodore 64/128, Apple IIGS and Amiga to be based on Nicklaus' recently released videotape from the ABC Sports Video Library. The computer program, scheduled for pre-Christmas release, will feature Nicklaus' favorite 18 holes of championship golf plus two additional Nicklaus-designed courses not seen in the videotape. The program will allow players to try their skills against a computerized Jack Nicklaus or a variety of other opponents.



## COMMODORE 64/128 Software

**ADVANCED DUNGEONS & DRAGONS: POOL OF RADIANCE (★★★★1/2/★★★★)** is the first product in the eagerly awaited series of games that will result from the collaboration of *Strategic Simulations, Inc. with TSR, Inc.*—the producer of the **ADVANCED DUNGEONS & DRAGONS (AD&D)** fantasy role-playing system.



**POOL OF RADIANCE**, distributed in North America by Electronic Arts under its Affiliated Label program, is a game of mammoth proportions which is set in the magical world known as the Forgotten Realms. The story of **POOL OF RADIANCE** is based on the **RUINS OF ADVENTURE** scenario written

by TSR, and the game allows the player to assemble and control a party of up to eight characters on a quest to rid the city of Phlan from evil forces. Monsters, items and spells are taken from the AD&D Monster Manuals, Dungeon Masters Guide and Players Handbook. Character races, classes and alignments also adhere to AD&D standards, creating an immediately familiar playing environment for fans of the AD&D system. As a computer realization of the AD&D style of fantasy role-playing, **POOL OF RADIANCE** offers first-person travel through a city and wilderness in 3-D perspective, individual animated portraits of monsters and player characters, self-mapping, and a choice of player-controlled tactical [combat or computer-controlled quick combat complete with animated fighting scenes more realistic than is typical for games of this type. Typical of SSI games, documentation is detailed and lengthy, but with a wealth of hints and clues. (A separate book of clues and maps is scheduled for October availability.) This is not the game for any player not prepared to devote many hours to its exploration—and even to preparation for play. (There are eight disk sides, which SSI advises the player to copy onto playing disks to preserve the originals.) However, for those who relish the complexity of this kind of gaming, **POOL OF RADIANCE** is a rich experience with all the combat, magic, problem-solving and exploration to be desired. (Solo play; Joystick & Keyboard; Blank disks required.) Commodore 64/128 version reviewed. Coming soon for IBM/compatibles, Apple II at \$44.95.

Recommended. (MSR \$39.95)

### *Hawaiian Sweepstakes Announced by IntelliCreations*

IntelliCreations recently announced a promotion for its computer game, **THE HUNT FOR RED OCTOBER**, which is available on the company's Datasoft label. Three round-trip vacations for two~ to Hawaii will be awarded during the Hawaiian Sweepstakes, which runs from September 15, 1988 to February 28, 1989. Entry forms are available inside **HUNT FOR RED OCTOBER** packages, from special displays at participating computer software dealers, and directly from Datasoft. (No purchase is required.) The vacation package includes round-trip airfare to Kona, Hawaii, accommodations at the Hotel King Kamehameha, rental car, and a half-day tour of a fully operational submarine.

## ATARI ST Software

**SINBAD AND THE THRONE OF THE FALCON (★★★★★★★★/2)** is finally available from *Cinemaware* for the Atari ST, and this "interactive movie" is every bit as dazzling as it was { in the original Amiga version. The hero of the game and the player's on-screen alter ego is the legendary Sinbad, who has returned to his home of Damaron at the urgent request of the Princess Sylphani. Her father, the Caliph, has fallen prey to a conjurer's spell and been transformed into a falcon. As Sinbad, the player's task is to learn the secret needed to save the Caliph before he is forever trapped in his current falcon form, protect the princess, and keep the armies of the evil Black Prince from taking over Damaron.

### *Complex and Challenging*

The game, although easy enough to learn, is complex, multifaceted, challenging, and never quite the same when replayed. **SINBAD** is a role-playing adventure: help Sinbad find the secret of the Caliph's transformation. It's a game of exploration by land and sea, with crucial meetings with key characters. It is also a whole series of arcade-style action games, from shooting down the Black Prince's spy birds to navigating dangerous reefs, from sword-fighting duels to escapes from earthquakes. And threaded through all of this is a strategic wargame that pits the Caliph's forces against those of the Black Prince. There's quite a lot going on in the game, and Sinbad has to attempt to stay on top of all of it, even when it seems that everything is happening at once. It's a very large game in scope, taking up three disks (referred to as reels in Cinemaware's movie-oriented parlance). Because of the game's size, the designers recommend one Megabyte of RAM, which allows most of the game to be loaded into RAM. The second-best setup (with less than one Megabyte) is to have two disk drives. Be warned that playing this game on a standard 520 ST with a single disk drive requires a tremendous amount of very frequent disk-swapping, which can detract from the player's enjoyment of the game. **SINBAD** is a very beautifully drawn game with great music (it even keeps playing during disk swaps—how do they do that?) and plenty of very enjoyable action and strategy gaming. (Solo play; Joystick.) Atari ST version reviewed; also available for Amiga.

Recommended. (MSR \$49.95)

### *Two New Titles from Psygnosis*

Psygnosis recently announced two new game titles scheduled for release this month in versions for Atari ST and Commodore Amiga. **MENACE**, an arcade-style game, will be released under Psygnosis's new Psyclipse label. The game is described as an action-packed journey through six very different worlds where lightning-fast reflexes and furious fire-button action are your only hopes for survival. Your mission is to destroy the planet Draconia, an unnatural world formed over many centuries by six of the most feared rulers that have ever existed. The second new title from Psygnosis is their first adventure, **CHRONO-QUEST**, a multi-disk epic created by the French development house, Infomedia. The story casts the player as the chief suspect in a murder, complicated by the fact that the murder victim is the suspect's father. The player's task is to find dear old dad's time machine and learn to use it to move into the future, where the real murderer has escaped. An IBM version of **CHRONO-QUEST** is in development for future release.

## MULTI-SYSTEM Software

**A QUESTION OF SCRUPLES (★★★/★★★)** is a computer adaptation of the Milton Bradley boardgame. The electronic version of this lively game of moral dilemmas was created by Virgin Games of Great Britain, released under the trademark of *Leisure Genius*, and distributed in North America by *Electronic Arts*. Playing with as few as one or as many as ten human players, the game has you set up a personality profile, rating yourself on qualities such as personal and professional integrity, greed, shyness, family and partner relations, and others. Each of the available 64 computer characters also has a distinctive personality profile. All players are dealt a number of "dilemma" cards and a single "answer" card: "yes," "no" or "depends." The object of the game is to be the first to get rid of all your dilemma cards, which is accomplished by figuring out which other player is likely to answer a particular dilemma question on one of your cards in a way that matches the answer card you hold currently. This means staying on your toes and doing your best to read the personalities of the other players. It's quite fascinating played by yourself against two or more computer players, but **SCRUPLES** can be even more fun when a few more humans enter into the competition. The interactions and reactions of players to the dilemmas are revealing and provocative, tending to foster some lively discussions and challenges to certain answers. Try this one out at a party or family gathering as a guaranteed ice-breaker. A note to the publishers: the instruction manual explains the game well enough, but it should have been better edited to remove several very obvious errors. (3 to 10 human and/or computer players; Keyboard; Joystick option in C64/128 version.) Apple II and Commodore 64/128 versions reviewed. Also available for Atari ST.

Recommended. (MSR \$39.95)

**DUNGEON MASTERS ASSISTANT VOLUME I: ENCOUNTERS** is part of the line of products beginning to appear as a result of the association between software developer Strategic Simulations, Inc. and TSR, Inc., developers of the well-known *Advanced Dungeons & Dragons* (AD&D) fantasy role-playing system. **DUNGEON MASTERS ASSISTANT** is not a game, but rather the first AD&D utility program. It is meant to be used by *Dungeon Masters* (DM's) to cut game preparation time in generating encounters for AD&D campaigns. The program's large database includes over 1000 encounters and more than 1300 monsters and characters, including all monsters from the AD&D *Monster Manuals* I and II. Existing data in the program can be used as is, modified, or added to by DM's. Results can be printed or stored on disk for recall during a game. The program also simplifies the DM's bookkeeping chores by keeping track of treasure, spells, experience points, armor and weapons. For anyone who enjoys playing the classic AD&D games, this program is a must because it lets you get down to the point of actually playing the game much sooner. (Available now for Apple II; coming soon for Commodore 64/128, IBM/compatibles; Not copy-protected.)

Recommended. (MSR \$29.95)

### Two More Versions of **BUBBLE GHOST**

#### Released by *Accolade*

Just at presstime, we received copies of two new versions of *Accolade's* **BUBBLE GHOST**. The latest versions are for IBM PC/Tandy (256K, CGA/EGA) and Amiga.

## APPLE II Software

**DEMON'S WINTER (★★★1/2/★★★1/2)** is a new fantasy role-playing adventure from *Strategic Simulations*, and it was designed by Craig Roth and David Stark, who were also responsible for "Shard of Spring." In fact, the initial territory you'll explore in **DEMON'S WINTER** is similar to that of "Shard of Spring," although the action in this new story takes place some 5000 years later than the first game. And the scope of **DEMON'S WINTER** is much larger and more complex. The story begins near the remains of Ildryn, a village laid waste by a band of Kobolds led by goblins. The player controls a five-member adventuring party, each member individually created from a wealth of choices, including race, class, traits, and various skills including magic. The adventurers' first task is dealing with the Kobolds, but they soon learn of the threat of the evil demon Malifon. Even though he is trapped in a volcano, his power is so great that he is able to cast a spell of icy winter over the land and turn the oceans to crimson blood. The ultimate goal of the quest is to search for the spells needed to trap Malifon permanently and release the frigid grip of his spells over the land of Ymros and beyond. The search takes the party through towns and wilderness, over vast seas and into deep, dark dungeons full of traps. As in all such fantasy games, combat is a key element. In **DEMON'S WINTER**, combat offers many options, depending upon the weapons skill of the adventuring characters. (Karate and Kung Fu are among the many possibilities.) Those who enjoy a deep and complex fantasy role-playing game will find this one enjoyable and reasonably priced. (Solo play; Keyboard; Blank disks required.) Apple II version reviewed. Coming soon for Commodore 64/128.

Recommended. (MSR \$29.95)

**DIVE BOMBER (★★★/★★★)**, a flight simulation and combat game from *U.S. Gold* and distributed by *Epyx*, has been converted for Apple II owners. It's a semi-factual re-creation of the 1941 mission to sink the German battleship, the *Bismarck*. This heavily secret mission sends the torpedo bomber, *Avenger*, to a waiting aircraft carrier, *Ark Royal*, where you must take-off from to sink the *Bismarck* before dawn. You must practice take-offs, landings and torpedo runs before you enter actual combat duty. Make sure you are fully prepared as there's only one run at the *Bismarck*! There are four screen views: pilot's screen, engineer's screen, navigator's screen, and tail-gunner's screen. During your combat run there are enemy aircraft to shoot down, intelligence reports to be monitored, minefields, etc. The navigator's screen consists of four views which allow the pilot to create flight plans and monitor reports of enemy locations. In this simulation, you'll have to work hard to be successful! (one player; joystick required; Apple II version reviewed, also available for Atari ST; coming for Amiga, MS-DOS, C64) (MSR \$39.95)

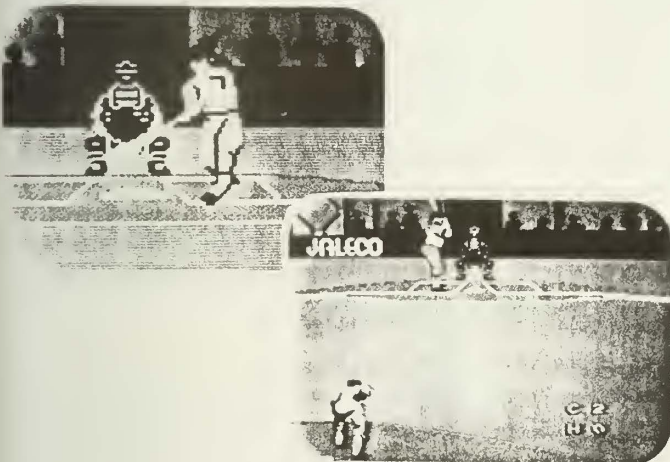
### *CORRUPTION from Rainbird and Magnetic Scrolls*

*Rainbird* will soon release a new game of illustrated interactive fiction written by *Magnetic Scrolls* (well known for "The Pawn"). **CORRUPTION** is billed as a game of power, profit, double-dealing and deceit in which the player becomes the victim of a frame-up as the chief suspect in an insider trading scandal. Versions of **CORRUPTION** are planned for IBM/compatibles, Macintosh, Apple II, Commodore 64/128, Amiga and Atari ST.

# THE VIDEO GAME UPDATE

## NINTENDO Software

**BASES LOADED (★★★★★★)** has been an eagerly awaited title from *Jaleco* as it features, in addition to the ever-popular game of baseball, also "real voices and sounds." The game features both a 2-player version and the "pennant" mode, a 132 game series against the computer. If you win 80 games, there'll be a special celebration in your



honor. The program features a password system which keeps track of your wins and losses against the computer. In both versions there are twelve teams to choose from. The starting line-up for the teams is pre-determined by the computer, except for the pitcher. You choose that

man from a group of 12 pitchers which have their ERA's listed.

### *Play Ball*

As pitcher, you have a choice of pitches to make. By careful movement of the control pad, you can choose a fast, medium, or slow pitch. In addition, you can choose the location of the pitch, from low outside to high inside; however, you cannot choose curves and such. When you're batting, there are also a number of choices via the control pad. Swing high, swing low and into the pitch, step away from the pitch; or choose to bunt.

When fielding, you control all the players, but only one at a time. Whichever player is closest to the ball is the one you control. When your fielder gets ready to throw the ball into a base, the control pad will direct which base the ball is thrown to. You can bring in a pitcher from the bullpen at any time, as well as bringing in a pinch hitter. When pitching, you can make a quick move and pick a runner off base. While the computer will automatically advance a runner if the batter has hit the ball, you manually advance the runner(s) in any other situation, or if you wish to take additional bases.

### *Graphics and Sound Superb*

Graphically, this game has it all over the original Nintendo *Baseball*. The players are large and very well-defined (reminiscent of Coleco's

and Atari's baseballs for their game ColecoVision and Atari 5200 respectively), and there are several views which give you a true sense of what's going on. Initially it's the close-up confrontation of the batter and pitcher (a small diamond diagram is always in the left-hand corner to keep track of runners). Then it's a great overhead view of the portion of the field where the action is. The ump announces all the balls and strikes, as well as when you're out in clear, easily understandable voice. You'll get a kick out of the antics when there's a homerun. The big "diamondvision" screen shows the pitcher in his anger, as the runner makes his triumphant run around the bases, being greeted by his teammates as he crosses home plate. By the way, watch out for the pitcher who "beans" a batter...the benches may clear on to the field for a real melee! The choice of swings in this game is something you don't have in the original Nintendo Baseball, and there are more pitching choices. We do have one complaint, however. In Nintendo's Baseball we complained about the lack of control of the fielders. While this game indicates you have control (and, in fact, you can definitely move them around giving the sense you are in complete control), we accidently discovered something. Our eyes left the screen due to a distraction as the ball was being hit to the outfield. We found the outfielder doing a fine job of nabbing the ball without our help! We then tried the same experiment a few more times with virtually the same result over 90% of the time! Very seldom did we have to exert any energy moving a man under the ball. Of course, the fielder would not throw the ball without our direction, but we were disappointed with the lack of concentration we could exert in the field. (one player; two-player simultaneous)

(MSR \$44.95)

**LIFE FORCE (★★★★★★)** is the latest from *Konami*, a company which has been very consistent in graphics and gameplay. This sequel to *Gradius* is no different as there are spectacular graphics, more choice of weapons than the original as well as extremely challenging gameplay. Yes, you've saved the people of *Gradius* from the Bacterions. But now there's an even deadlier enemy as you fight against *Zelos*, an all-engulfing, planet-eating alien who will swallow galaxies with a single gulp. You must enter the terror-zones which include awesome perils. Before you even reach Cell Stage 1, you must shoot your way through an area filled with enemy craft and red power pods. The first stage is where you'll find the dreaded death hand which will sway and move, doing its' best to grab you out of the sky. But that's not all as the walls of this area fill in as you fly through...touch the wall and you've lost your ship. There's the volcanic stage where molten lava spits out at you. Then there's the scorching fire creatures in the Prominence Stage. Needless to say, you've got your work cut-out for you.

### *Dazzling Graphics and Wild Gameplay*

Typical of Konami excellence, this one does not disappoint as the various stages offer one gorgeous graphic stage after another. Colorful, crisp, and detailed, you'll feel as though you're in an arcade. The gameplay is not for the timid as it's a rip-roaring adventure of lightening-fast response and quick timing. Shooting all the way as you maneuver around enemies you can't kill, this one definitely gets the "numb thumb" award. By the way, in the two-player mode, you will be joined by a second ship as the two of you work cooperatively shooting down the enemy. This one is loads of fun for any action lover out there. (one player; two-player simultaneous in cooperative mode; continue feature)

Recommended (MSR \$39.95)

## SEGA Software

**WONDER BOY IN MONSTER LAND** (★★★/★★★1/2) is the light-hearted and easy-to-learn sequel to *Sega's* "Wonder Boy." In the sequel, the little boy Tom-Tom is a nearly-grown adolescent, but the people of Wonder Land remember his feats in conquering the evil King. Now danger threatens again as a ferocious, fire-breathing dragon has turned Wonder Land into Monster Land, and Wonder Boy sets off on a 12-round quest to rid the country of demons and monsters.

### *Starts Easily*

The game starts easily, unlike many Sega action-adventures. (We actually made it through the initial stage on our first try.) Of course, it doesn't stay easy for very long, but at least we didn't get overly frustrated right at the beginning! Wonder Boy walks, climbs, swims and flies in this one. He starts with nothing to help him but a sword and a life potion, but there is much to be found or bought along the way. There are many locations in the game that can be entered for a rest or the opportunity to purchase something—sometimes even a helpful hint. We enjoyed **WONDER BOY IN MONSTER LAND** as much as we did the first game—although we missed that skateboard from his first adventure. If you liked the original **WONDER BOY**, be sure to add his adventure in Monster Land to your collection. (Solo play; Pause.) Available for Sega Master System only. MSR approx. \$40-45

### *Late News Flash from Vic Tokai*

Just as we were about to go to press with this issue, we learned that Vic Tokai has acquired the rights to market the Nintendo version of the classic arcade game, **BUMP'N JUMP** (MSR approximately \$35). The game is expected to be available just in time for Christmas gift-giving.

### *New Publication Dates*

Computer Entertainer publication dates have changed for the balance of the year. Dates the issues will be mailed are:

October 15  
November 21  
December 19

Our December issue will feature the publication dates for 1989.

### *In The Arcades*

SNK has released **P.O.W.** (Prisoners of War), a dedicated, 2-player, simultaneous game which lets the player use a number of moves to overcome the enemy. Besides kicking and punching, players can steal the knives and guns from the enemies and use them to fight.

### *Dive Bomber Promotion*

Epyx has announced a Dive Bomber Sweepstakes (review of the game in this issue) where you can win an Avirex WWII leather flight jacket and silk aviator scarf! Mail in the entry form found in the Dive Bomber boxes. Promotion ends March 31, 1989.

## SNEAK PREVIEW NINTENDO Software

**MICKEY MOUSECAPADE** (★★★1/2/★★★) is a charming action-adventure scheduled to be available from *Capcom* next month. Licensed from Walt Disney Co. and Hudson Soft of Japan, the game stars two of everyone's favorite cartoon characters, Mickey and Minnie Mouse, in a fast-paced adventure in search of their mystery friend. The game's action takes place over five settings: the Fun House, by the Ocean, in the Woods, on the Pirate Ship, and in the Castle. The full adventure begins in the Fun House, but it's also possible to select the other scenes to play for variety. Mickey takes the lead with Minnie following him closely. In the Fun House, they encounter lots of enemies who try to keep them from getting their shooting stars and the wizard's key to the next level. Some of the enemies will look familiar to Disney fans, such as the bewitched brooms that look like the ones from the Sorcerer's Apprentice segment of *Fantasia*. And there is even a crow that sometimes appears to kidnap Minnie away from Mickey. (He must find her because they must complete the adventure together.)

### *Appealing to Youngsters*

The other game stages are full of equally varied characters and plenty of pitfalls. Typical of action-adventures in general, this one becomes progressively more difficult as you play. However, the overall difficulty level is somewhat easier than the usual action-adventure, making **MICKEY MOUSECAPADE** playable for the youngsters to whom it will be very appealing. Older players, especially Disney cartoon fans, will enjoy it as well because it's not so easy to play that it is without challenges. And we must comment that Capcom has done a better job on their instruction booklet this time than they have with several of their earlier games. The only thing missing is some sort of readout that explains the symbols and scoring that appear across the top of the screen. Overall, **MICKEY MOUSECAPADE** is a cute and charming game. (Solo play; Pause.) Available for Nintendo Entertainment System only.

Recommended. (MSR approx. \$40)

### *Atari 7800 Games: Higher Prices*

Owners of the Atari 7800, accustomed to a \$20-\$25 typical price range for their new games from Atari, may be surprised to see much higher price tags on some new releases. In keeping with the upward trend of prices for Nintendo and Sega games, two of Atari's newest for the 7800, **SUMMER GAMES** and **WINTER GAMES** will probably sell for about double the price of the earlier releases for that system. Our information is based on reports from retailers carrying the 7800 line who report a wholesale cost on these titles which is considerably higher than the manufacturer's suggested retail price of the previous 7800 games. If the higher prices continue for additional new 7800 releases, this would negate the previous Atari price advantage over Nintendo and Sega games.

King of Chicago (CIN)  
 Land of Legends (MI)  
 Lords of Conquest (EA)  
 Manhunter (SIE)  
 Metropolis (ARC)  
 Monopoly (VIR)  
 Napoleon in Russia (DS)  
 Pirates (MIC)  
 Power at Sea (ACO)  
 Rubicon Alliance (DS)  
 Sarge (CAP)  
 Side Arms (CAP)  
 Sierra 3-D Tank Simulator (SIE)  
 Silpheed (SIE)  
 Sorcerer Land (DS)  
 Sporting News Baseball (EPY)  
 Star Empire (FR)  
 Star Fleet II (INS)  
 Stocker (CAP)  
 Sweet Sports Soccer (EPY)  
 Superstar Soccer (MIN)  
 Tag Team Wrestling (DE)  
 The Games-Winter Edition (EPY)  
 Train, The (ACO)  
 Trials of Honor (EPY)  
 Uninvited (MIN)  
 Visions of Aftermath (MIN)  
 Wizard Wars (PAR)  
**FOURTH QUARTER**  
 Alcon (TAI)  
 Battleship (EPY)  
 Bubble Bobble (TAI)  
 Carrier Command (RAI)  
 Chrono-Quest (PSY)  
 Gladiator (TAI)  
 Guerilla Wars (DE)  
 Jack Nicklaus Golf (ACO)  
 Leisure Suit Larry II (SIE)  
 Manhunter: New York (SIE)  
 Mind-Roll (EPY)  
 Platoon (DE)  
 Police Quest II (SIE)  
 PT-109 (SPE)  
 Qix (TAI)  
 Renegade (TAI)  
 Scruples (VIR)  
 Sky Shark (TAI)  
 Space Quest III (SIE)  
 Sports-A-Roni (USG)  
 Street Sports Football (EPY)  
 Super Hang-On (DE)  
 Technocop (USG)  
 Tower Toppler (USG)  
**FIRST QUARTER '89**  
 Battle Chess (IP)  
 Legend of Blacksilver (EPY)  
 Red Storm Over London (IS)  
 Red Storm Rising (MIC)  
 Risk (VIR)  
 T.K.O. (ACO)

**INTELLIVISION**  
**SEPTEMBER**  
 Flight Simulator (INT)  
**OCTOBER**  
 Super Pro Pool/Billiards (INT)  
**NOVEMBER**  
 Choplifter! (INT)  
**DECEMBER**  
 Super Pro Auto Racing (INT)  
 Super Pro Horse Racing (INT)  
**THIRD QUARTER**  
 Karateka (INT)  
 Super Pro Decathlon (INT)  
 Super Pro European Bike Rally (INT)  
 Super Pro Monster Truck Rally (INT)  
 Super Pro Skiing (INT)  
 Super Pro Volleyball (INT)  
 Super Pro Wrestling (INT)  
**SECOND HALF**  
 Chess (INT)  
 Sea Battle II (INT)

**ATARI 2600**  
**SEPTEMBER**  
 Pete Rose Baseball (ABS)  
 Tomcat F-14 Simulator (ABS)  
**OCTOBER**  
 River Raid II (ACT)  
**NOVEMBER**  
 Nebulus (AT)  
**DECEMBER**  
 Crack'ed (AT)  
**THIRD QUARTER**  
 Dark Chambers (AT)  
 Sprintmaster (AT)  
 Super Baseball (AT)  
 Super Football (AT)

**ATARI 7800**  
**AUGUST**  
 c-Desert Falcon (AT)  
 c-Summer Games (AT)  
 c-Winter Games (AT)  
**SEPTEMBER**  
 Super Huey (AT)  
**OCTOBER**  
 c-18 Homet (ABS)  
 Super Skateboardin' (ABS)  
**NOVEMBER**  
 Crossbow (AT)  
 Donkey Kong (AT)  
 Donkey Kong Jr (AT)

Jinks (AT)  
 Mario Bros (AT)  
 Nebulus (AT)  
**DECEMBER**  
 Ace of Aces  
 Fight Night  
 Skyfox (AT)  
 Touchdown Football (AT)  
**THIRD QUARTER**  
 Commando (AT)  
 Crack'ed (AT)  
 Dark Chambers (AT)  
 Hat Trick (AT)  
 Impossible Mission (AT)  
 Super Baseball (AT)

**ATARI XE**  
**SEPTEMBER**  
 Crime Busters (AT)  
 Mean 18 Golf (AT)  
 Summer Games (AT)  
**OCTOBER**  
 Airball (AT)  
 Dark Chambers (AT)  
**NOVEMBER**  
 Jinks (AT)  
 Nebulus (AT)  
**DECEMBER**  
 F-16 Fighting Falcon (AT)  
 Ultimate Driving (AT)  
**THIRD QUARTER**  
 Ace of Aces (AT)  
 Choplifter (AT)  
 Commando (AT)  
 Crossbow (AT)  
 Crystal Castles (AT)  
 Desert Falcon (AT)  
 Eagle's Nest (AT)  
 Food Fight (AT)  
 Karateka (AT)  
 Mario Bros (AT)  
 Necromancer (AT)

**NINTENDO**  
**AUGUST**  
 x-Bases Loaded (JAL)  
 L Trevino Fighting Golf (SNK)  
 x-Legendary Wings (CAP)  
**SEPTEMBER**  
 Adventure Island (HS)  
 Battlefield Napoleon (BRO)  
 Bomberman (HS)  
 Cobra Command (DE)  
 Dr. Chaos (FCI)  
 Galaga (BAN)  
 Golgo 13 (VT)  
 Indiana Jones-Temple/Doom (MIN)  
 x-Life Force (KON)  
 Magmax (FCI)  
 Milon's Secret Castle (HS)  
 Pac-Man (TEN)  
 Seicross (FCI)  
 Super Mario Bros 2 (NIN)  
 Wheel of Fortune (GT)  
 Xevious (BAN)  
**OCTOBER**  
 Bionic Commando (CAP)  
 Bubble Bobble (TAI)  
 Ghostbusters (ACT)  
 Jackal (KON)  
 Jeopardy (GT)  
 John Elway's Quarterback (TW)  
 Mickey Mousecapade (CAP)  
 1943 (CAP)  
 Racket Attack (JAL)  
 Sesame Street 123 (HT)  
 Sesame Street ABC (HT)  
 Simon's Quest (SUNa)  
 Skate Or Die (ULT)  
 Superman (KS)  
 Tecmo Baseball (TEC)  
 Tecmo Bowl (TEC)  
**NOVEMBER**  
 Guerilla Wars (SNK)  
 Operation Wolf (TAI)  
 Paperboy (MIN)  
 Rampage (DE)  
 Sky Shark (TAI)  
 Track & Field II (KON)  
 Ultima (FCI)  
**DECEMBER**  
 Adventure of Link (NIN)  
 Blades of Steel (KON)  
 Blaster Master (SUN)  
 Dr. Jekyll & Mr. Hyde (BAN)  
 Legacy of the Wizard (BRO)  
 Robo-Cop (DE)  
 Street Fighter (CAP)  
 Tetris (TEN)  
 WWF WrestleMania (ACM)  
 Xenophobe (SUN)  
**FIRST QUARTER '89**  
 Adventures of Lolo (FIAL)  
 Air Fortress (HAL)  
 Airwolf (ACM)  
 Alcon (TAI)  
 Black Tiger (CAP)  
 California Games (MC)  
 Chester Field (VT)  
 Cycle Shooting (TAX)  
 Desert Tank Force (KS)  
 Empire City 1931 (ACM)  
 F-1 Grand Prix (DE)  
 Flying Dragon I (CB)  
 Flying Dragon II (CB)  
 Friday the 13th (LJN)

Guardian Legend (BRO)  
 Hydride (FCI)  
 Joust (FIAL)  
 Ken (TAX)  
 Kid Kool (VT)  
 Magic of Scheherazade (CB)  
 Mappy Land (TAX)  
 Marble Madness (MB)  
 Marvel's X-Men (LJN)  
 Millipede (HAL)  
 NFL Football (LJN)  
 Ninja Gaiden (TEC)  
 Platoon (SUN)  
 Predator (ACT)  
 Roller Ball (HAL)  
 Rastan (TAI)  
 Secret Warriors (KS)  
 720 (MIN)  
 Spy Vs. Spy II (KS)  
 Starship Hector (HS)  
 Super Chinese Hero (CB)  
 Terminator (SUN)  
 Terra Cresta (VT)  
 Tetris (TEN)  
 Titan Warrior (CAP)  
 Touchdown Fever (SNK)  
 Vegas Dream (HAL)  
 Who Killed Roger Rabbit (LJN)  
 Willow (CAP)  
 World Games (MB)  
 Zombie Master (ACT)

**SEGA**  
**AUGUST**  
 Rapid Fire Control Stick (SEG)  
 Rapid Fire Adaptor (SEG)  
 x-Wonder Boy: Monster Land (SEG)  
**SEPTEMBER**  
 x-Blade Eagle 3-D (SEG)  
 Kenseiden (SEG)  
 Miracle Warriors (SEG)  
 Monopoly (SEG)  
 Phantasy Star (SEG)  
 Shanghai (SEG)  
 Shinobi (SEG)  
 Spy Vs. Spy (SEG)  
 Thunder Blade (SEG)  
**OCTOBER**  
 R-Type (SEG)  
**NOVEMBER**  
 Double Dragon (SEG)  
 Poseidon Wars 3-D (SEG)  
 Rambo III (SEG)  
 Y's (SEG)  
**DECEMBER**  
 A.L.F. (SEG)  
**FOURTH QUARTER**  
 Cyborg Hunter (ACT)  
 Rampage (ACT)  
 Super River Raid (ACT)  
**FIRST QUARTER '89**  
 California Games (SEG)

King's Quest (PB)  
 Out Run 3-D (SEG)  
 Reggie Jackson Baseball (SEG)  
 Summer Games (SEG)  
 Walter Payton Football (SEG)  
 Where/Carmen Sandiego (PB)  
 World Games (SEG)

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**ATARI XE/XL**

AUGUST  
x-Bismarck: N Sea Chase (DS)

**ATARI ST**

AUGUST  
Alcon (TAI)  
Arkanoid (TAI)  
Bubble Bobble (TAI)  
x-Global Commander (DS)  
Heroes of the Lance (SSI)  
x-Japan Scenery Disk (SUB)  
x-Jet (SUB)  
Master Ninja (PAR)  
x-Sinbad/Throne Falcon (CIN)  
x-Warlock (TS)  
Wizard Wars (PAR)  
SEPTEMBER  
Beyond Dark Castle (TS)  
Chrono-Quest (PSY)  
Menace (PSY)  
x-SpaceCutter (RAI)  
x-Virus (RAI)  
NOVEMBER  
Deja Vu II (IS)  
Guardians of Infinity (PAR)  
THIRD QUARTER  
Alt Reality 2: Dungeon (DS)  
Android Decision (DS)  
Annals of Rome (DS)  
Art & Film Director (EPY)  
Bard's Tale (EA)  
BattleDroidz (DS)  
BattleShip (EPY)  
Downhill Challenge (BRO)  
Final Assault (EPY)  
Fire Zone (DS)  
x-4X4 Off-Road Racing (EPY)  
4th & Inches Team Cons Disk (ACO)  
Galactic Invasion (MI)  
Games: Summer Edition (EPY)  
King of Chicago (CIN)  
Karateka (BRO)  
King of Chicago (CIN)  
Lock On (DE)  
Music Construction Set (EA)  
Napoleon in Russia (DS)  
Omega Run (MD)  
Platoon (DE)  
Rings of Triton (MD)  
Shackled (DE)  
Shadow World (MD)  
Shiloh: Grant's Trial (SSI)  
Sorcerer Land (DS)  
Sports-A-Roni (USG)  
Star Wars (BRO)  
Starglider II (RAI)  
Technocop (USG)  
Trials of Honor (EPY)  
FOURTH QUARTER  
Gladiator (TAI)  
Operation Wolf (TAI)  
Orbiter (SPE)  
Qix (TAI)  
Rastan (TAI)  
Renegade (TAI)  
RoboCop (DE)  
Tetris (SPE)  
Tower Toppler (USG)  
FIRST QUARTER '89  
Journey (INF)  
Monopoly (VIR)  
Red Storm Over London (IS)  
Risk (VIR)  
Shogun (INF)  
Zork Zero

**COMMODORE 64/128**

AUGUST  
Captain Blood (MIN)  
x-Decisive Battles/Civ War V2 (SSG)  
x-Global Commaoender (DS)  
Heroes of the Lance (SSI)  
x-Navcom 6: Gulf Defense (COS)  
Operation Wolf (TAI)  
x-Pool of Radiance (SSI)  
x-Scraples (VIR)  
720 (MIN)  
x-Where/Europe Is C Sandiego (BRO)  
Wizard Wars (PAR)  
ZorkQuest II (INF)  
SEPTEMBER  
Battles of Napoleon (SSI)  
Beyond Dark Castle (TS)  
Fast Break (ACO)  
Gladiator (TAI)  
Pharaoh's Revenge (PI)  
Predator (ACT)  
Prime Time (FR)  
Qix (TAI)  
Red Storm Rising (MIC)  
SpaceCutter (RAI)  
Virus (RAI)  
OCTOBER  
Fire Power (MI)  
Rack 'Em (ACO)

Rampage (ACT)  
Serve & Volley (ACO)  
Steel Thunder (ACO)  
Warlock (TS)  
NOVEMBER  
Pete Rose Pennant Fever (GAM)  
Twilight Zone (FR)  
DECEMBER  
Flintstones (MI)  
Johnny Quest (MI)  
THIRD QUARTER  
Alien Fires (PAR)  
Android Decision (DS)  
Annals of Rome (DS)  
Battle of Chickamauga (GDW)  
BattleShip (EPY)  
Bionic Commando (CAP)  
Black Tiger (CAP)  
Crossbow (ABS)  
Dan Bunten's Sport of War (EA)  
Deathlord (EA)  
Destroyer Escort (MIC)  
Dive Bomber (USG)  
Dondra: New Beginning (SPE)  
Downhill Challenge (BRO)  
Dungeon Master's Asst (SSI)  
Ebonstar (MI)  
F-18 Hornet (ABS)  
Faery Tale Adventure (MI)  
Final Assault (EPY)  
Fire Zone (DS)  
x-4X4 Off-Road Racing (EPY)  
4th & Inches Team Cons Disk (ACO)  
Galactic Invasion (MI)  
Games: Summer Edition (EPY)  
King of Chicago (CIN)  
Land of Legends (MI)  
Legend of Blacksilver (EPY)  
Lock On (DE)  
Main Event (GAM)  
Moses #1 (FR)  
Neuromancer (IP)  
Old Scores (DS)  
President Is Missing (COS)  
Risk (VIR)  
Rocket Ranger (CIN)  
S.D.I. (CIN)  
Sarge (CAP)  
Sorcerer Land (DS)  
Space (ABS)  
x-Sporting News Baseball (EPY)  
Sports-A-Roni (USG)  
Star Wars (BRO)  
Stocker (CAP)  
Street Fighter (CAP)  
Super Basketball (KON)  
Swords & Sorcery (DS)  
x-Tower Toppler (USG)  
Trojan (CAP)  
x-U.S.S. Ocean Ranger (ACT)  
Ultima V (ORI)  
Zak McKracken (LF)  
FOURTH QUARTER  
Carrier Command (RAI)  
Guerilla Wars (DE)  
Ice Thrashers (EPY)  
Jack Nicklaus Golf (ACO)  
Mind-Roll (EPY)  
PT-109 (SPE)  
Robocop (DE)  
Sky Shark (TAI)  
Street Sports Football (EPY)  
Super Hang-On (DE)  
Technocop (USG)  
Trials of Honor (EPY)  
Univ Military Simulator (RAI)  
Victory Road (DE)  
Vigilante (DE)  
FEBRUARY '89  
BattleTech (INFX)  
FIRST QUARTER '89  
T.K.O. (ACO)

**AMIGA**

AUGUST  
Bubble Bobble (TAI)  
Captain Blood (MIN)  
Cosmic Relief (DS)  
First Expedition (INS)  
Gauntlet (MIN)  
Heroes of the Lance (SSI)  
x-Queston II (SSI)  
x-Rockford (ARC)  
Shiloh: Grant's Trial (SSI)  
Wizard Wars (PAR)  
SEPTEMBER  
Beyond Dark Castle (TS)  
Chrono-Quest (PSY)  
Honeymooners (FR)  
Lords of Rising Sun (CIN)  
Menace (PSY)  
Prime Time (FR)  
x-Space Cutter (RAI)

**AVAILABILITY UPDATE**

TV Sports Football (CIN)  
Twilight Zone (FR)  
Twilight's Ransom (PAR)  
x-Virus (RAI)  
OCTOBER  
Warlock (TS)  
NOVEMBER  
Balance of Power: 1990 (MIN)  
Deja Vu II (IS)  
Guardians of Infinity (PAR)  
DECEMBER  
Jetsons (MI)  
THIRD QUARTER  
Alt Reality 2: Dungeon (DS)  
Battle Chess (IP)  
BattleDroidz (DS)  
BattleShip (EPY)  
x-Bubble Ghost (ACO)  
Craps Academy  
Apollo 18 (ACO)  
Dive Bomber (USG)  
Final Assault (EPY)  
4X4 Off-Road Racing (EPY)  
4th & Inches (ACO)  
4th & Inches Team Cons Disk (ACO)  
Global Commander (DS)  
Gunship (MIC)  
Harpoon (TS)  
Ice Thrashers (EPY)  
Land of Legends (MI)  
Master Ninja (PAR)  
Metropolis (ARC)  
Orbiter (SPE)  
Pinball Wizard (ACO)  
Planetarium (MI)  
Police Quest (SIE)  
Power at Sea (ACO)  
Silent Service (MIC)  
Star Wars (BRO)  
Starglider II (RAI)  
Street Sports Basketball (EPY)  
Time Bandits (MD)  
Tracers (MI)  
Train, The (ACO)  
Turbo (MI)  
FOURTH QUARTER  
Games: Summer Edition (EPY)  
GATO (SPE)  
Gladiator (TAI)  
Jack Nicklaus Golf (ACO)  
Operation Wolf (TAI)  
Qix (TAI)  
Rastan (TAI)  
Renegade (TAI)  
Sky Shark (TAI)  
Sports-A-Roni (USG)  
Street Sports Football (EPY)  
Technocop (USG)  
Tetris (SPE)  
Tower Toppler (USG)  
Trials of Honor (EPY)  
FIRST QUARTER '89  
Journey (INF)  
Monopoly (VIR)  
Red Storm Over London (IS)  
Risk (VIR)  
Shogun (INF)  
T.K.O. (ACO)  
Zork Zero (INF)

**APPLE II/IIc**

AUGUST  
Arkanoid (TAI)  
Battles of Napoleon (SSI)  
Bubble Bobble (TAI)  
x-Decisive Battles/Civ War V2 (SSG)

x-Demon's Winter (SSI)  
x-Dungeon Master's Asst (SSI)  
Graphics Companion II (DS)  
Last Ninja, The (ACT)  
x-Pharaoh's Revenge (PI)  
Rampage (ACT)  
x-Scraples (VIR)  
x-Star Rank Boxing II (GAM)  
ZorkQuest II (INF)  
SEPTEMBER  
Pool of Radiance (SSI)  
Twilight's Ransom (PAR)  
Wizard Wars (PAR)  
OCTOBER  
Journey (INF)  
Shogun (INF)  
Zork Zero (INF)  
THIRD QUARTER  
Anc Art War/Sea (BRO)  
Card Sharks (ACO)  
Crossbow (ABS)  
x-Dive Bomber (USG)  
Global Commander (DS)  
Home Video Producer (EPY)  
Hunt for Red October (DS)  
John Madden Football (EA)

Monopoly (VIR)  
Old Scores (DS)  
Risk (VIR)  
Rubicon Alliance (DS)  
Sky Travel (MI)  
Sporting News Baseball (EPY)  
Street Sports Basketball (EPY)  
Street Sports Soccer (EPY)  
Superstar Ice Hockey (MIN)  
Swords & Sorcery (DS)  
The Games-Summer Editionz (EPY)  
The Games-Winter Edition (EPY)  
x-VCR Companion (BRO)  
FOURTH QUARTER  
Gunship (MIC)  
Legend of Blacksilver (EPY)  
Mind-Roll (EPY)  
Platoon (DE)  
Qix (TAI)  
Renegade (TAI)  
Street Sports Football (EPY)  
Technocop (USG)  
Tower Toppler (USG)  
Victory Road (DE)

**FEBRUARY '89**

BattleTech (INF)

**APPLE I/IIgS**

AUGUST  
x-King's Quest II (SIE)  
x-Pirates (MIC)  
S.D.I. (CIN)  
x-Space Quest II (SIE)  
OCTOBER  
Journey (INF)  
Warlock (TS)  
NOVEMBER  
Battle Chess (IP)  
Deja Vu II (IS)  
Serve & Volley (ACO)  
Shogun (INF)  
Zork Zero (INF)  
THIRD QUARTER  
Bubble Ghost (ACO)  
Card Sharks (ACO)  
Dark Castle (TS)  
Deja Vu (MIN)  
Dondra: New Beginning (SPE)  
Downhill Challenge (BRO)  
Ebonstar (MI)  
Final Assault (EPY)  
Flintstones (MI)  
4th & Inches (ACO)  
4th & Inches Team Const Disk (ACO)  
Galactic Invasion (MI)  
King of Chicago (CIN)  
Land of Legends (MI)  
Last Ninja, The (ACT)  
Mini Putt (ACO)  
Pinball Wizard (ACO)  
Scooby-Doo (MI)  
Silent Service (MIC)  
Silpheed (SIE)  
Sinbad & Throne/Falcon (CIN)  
Sky Travel (MI)  
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FOURTH QUARTER  
Futuremagic (EA)  
Games: Summer Edition (EPY)  
Jack Nicklaus Golf (ACO)  
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**MACINTOSH**

AUGUST  
x-Balance of Power: 1990 (MIN)  
x-Colony, The (MIN)  
x-Moebius (ORI)  
x-Police Quest (SIE)  
x-Space Quest II (SIE)  
SEPTEMBER  
Drawing Table (BRO)  
DTP Advisor (BRO)  
OCTOBER  
Fire Power (MI)  
Guardians of Infinity (PAR)  
Journey (INF)  
Quarterstaff (INF)  
Shogun (INF)  
Zork Zero (INF)  
NOVEMBER  
Deja Vu II (IS)  
DECEMBER  
Jetsons/Mac II (MI)  
TypeStyler (BRO)  
THIRD QUARTER  
Anc Art War/Sea (BRO)  
Android Arena (SIL)  
AutoDuel (ORI)

Faery Tale Adventure (MI)  
4th & Inches (ACO)  
4th & Inches Team Const Disk (ACO)  
Harpoon (TS)  
Hunt for Red October (DS)  
Jet (SUB)  
Risk (VIR)  
Might and Magic (NWC)  
Romantic Encounters (MI)  
S.D.I. (CIN)  
Sinbad & Throne/Falcon (CIN)  
Sky Travel (MI)  
Train, The (ACO)  
Ultima IV (ORI)  
FOURTH QUARTER  
Carrier Command (RAI)  
Games: Summer Edition (EPY)  
Tetris/Mac II (SPE)  
FIRST QUARTER '89  
Red Storm Over London (IS)

**MS-DOS**

AUGUST  
Arkanoid (TAI)  
Captain Blood (MIN)  
x-Commissioner's Disk (EA)  
x-Empire (INS)  
Guardians of Infinity (PAR)  
Heroes of the Lance (SSI)  
x-Ikari Warriors (DE)  
x-Kamov (DE)  
King's Quest IV (SIE)  
x-Lock on (DE)  
x-Paperboy (MIN)  
Pete Rose Pennant Fever (GAM)  
x-Pharaoh's Revenge (PI)  
Pool of Radiance (SSI)  
x-President Is Missing (COS)  
Scavengers (INS)  
x-Three Stooges (CIN)  
x-Victory Road (DE)  
x-Zak McKracken (LF)  
ZorkQuest II (INF)  
SEPTEMBER  
Airborne Ranger (MIC)  
Beyond Dark Castle (TS)  
Falcon/AT EGA (SPE)  
Sinbad & Throne/Falcon (CIN)  
Starglider II (RAI)  
Stealth Fighter (MIC)  
Twilight Zone (FR)  
OCTOBER  
Fire Power (MI)  
Honeymooners (FR)  
Main Event (GAM)  
Rack 'Em (ACO)  
U.S.S. Ocean Ranger (ACT)  
NOVEMBER  
Balance of Power: 1990 (MIN)  
BattleTech (INF)  
Colony, The (MIN)  
Deja Vu II (IS)  
Journey (INF)  
Serve & Volley (ACO)  
Shogun (INF)  
TV Sports Football (CIN)  
Zork Zero (INF)  
DECEMBER  
Flintstones (MI)  
Johnny Quest (MI)  
Neuromancer (IP)  
Scooby-Doo (MI)  
THIRD QUARTER  
Alt Reality 2: Dungeon (DS)  
Android Decision (DS)  
Annals of Rome (DS)  
Apollo 18 (ACO)  
Bionic Commando (CAP)  
x-Bubble Ghost (ACO)  
Card Sharks (ACO)  
Commando (DE)  
Corporate Raider (COS)  
Crossbow (ABS)  
Dan Bunten's Sport of War (EA)  
Dive Bomber (USG)  
Dondra: New Beginning (SPE)  
Downhill Challenge (BRO)  
Dungeon Master's Asst (SSI)  
Ebonstar (MI)  
Faery Tale Adventure (MI)  
Final Assault (EPY)  
Fire Zone (DS)  
4X4 Off-Road Racing (EPY)  
4th & Inches (ACO)  
4th & Inches Team Const Disk (ACO)  
Futuremagic (EA)  
Galactic Invasion 7 (MI)  
Games: Summer Edition (EPY)  
Global Commander (DS)  
Gold Rush (SIE)  
Graphics Studio (ACO)  
Harpoon (TS)  
Hat Trick (CAP)  
Ice Thrashers (EPY)

...contd. on Page 13

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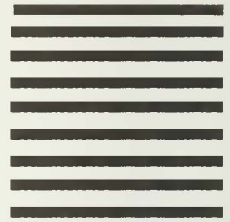


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***Carmen San Diego Sweepstakes Winner***

Broderbund just concluded their *Where In Europe is Carmen Sandiego? Sweepstakes* which drew over 27,000 entries. The winner, Mrs. Marion Reichert of Bennington, VT, has never been to Europe and will now have the chance to do so with her 9-year-old son, James who the program was purchased for.

***Print Magic Sweepstakes***

Epyx has announced a nationwide sweepstakes to promote Print Magic, their graphics program. To enter, simply fill out an entry blank found in any Babbages, Egghead Discount Software, Electronic Boutique, Software Etc., and Warehouse stores. Entries must be returned no later than January 31, 1989 to be eligible.

Epyx will award two three-night stays at the Hyatt Grand Champions Resort near Palm Springs, California, including airfare. Additional prizes include Kenwood CD players, Nishiki "Olympic" model road bikes from West Coast Cycle, a Realistic videocassette recorder from Radio Shack, Casio portable digital sampling keyboards, memory telephones with tilt bases from TeleQuest and Multicolored Paper Packs from Memorex.

***Broderbund Debuts Three Titles at MacWorld***

At MacWorld Expo last month, Broderbund unveiled a line of desktop publishing tools for Macintosh: DTP ADVISOR, DRAWING TABLE and TYPESTYLER. DTP ADVISOR (MSR \$79.95) is a HyperCard application that incorporates two programs, a tutorial on the general subject of graphic design as it applies to desktop publishing and a project-management system for graphic arts projects. DRAWING TABLE (\$129.95) is a professional-quality drawing tool with applications such as illustrations, maps, flyers, letterheads, floor plans and many others. The program includes extensive clip-art libraries and supports ImageWriter and LaserWriter printers plus color display on the Macintosh II. TYPESTYLER (\$149.95), which also supports ImageWriter and LaserWriter, is a tool for creating a wide variety of special effects with display type. The program has the ability to import Paint, PICT and EPS files so that it can be used with many popular draw, paint and page-layout programs. (Owners of the earlier Broderbund POSTERMAKER PLUS may upgrade to TYPESTYLER for \$20.)

***Print Shop Supports Additional Printers***

Due to demand, Broderbund has worked on the MS-DOS versions of The Print Shop and Print Shop Companion to support 24-pin and laser printers. If you bought an earlier version, you may receive a free replacement disk within 90 days of purchase by sending a dated receipt to Broderbund (address is in your documentation). Any other user may get a replacement disk by sending their original disk(s), along with a check (\$5.00 per disk plus \$2.50 for postage and handling).

***Fantavision Ships for MS-DOS***

Broderbund has just shipped Fantavision for MS-DOS machines, allowing IBMers to create smoothly animated cartoons. Unlike normal cell animation where you must redraw shapes constantly to create movement, this program creates smooth, fluid motion automatically from one drawing to the next as the program can generate up to 64 "in-between" frames. The MS-DOS version includes a library of sounds and music, and a sound editor so you can create soundtracks for your cartoons or movies. This version supports EGA, CGA, Tandy, and Hercules display modes and supports PC paint programs such as PC Paintbrush. It comes with a 3-1/2" disk and requires keyboard and mouse. Suggested retail is \$59.95.

***Video Guide to DeluxePaint II***

Electronic Arts recently announced the availability of a 30-minute videotape full of tips and techniques for the use of "DeluxePaint II," the color paint program which is made for IBM/compatibles, Amiga and Apple IIGS. Entitled VIDEO GUIDE TO DELUXEPAINT II, the instructional tape is available from Electronic Arts Direct Sales (800-245-4525) for \$19.95 plus \$3.00 shipping and handling. The videotape also is provided free of charge with the purchase of any version of "DeluxePaint II" at full retail price from Electronic Arts Direct Sales.