

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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This Issue...
This Issue PACKED with CES News

REVIEWS Include...
...for *Evon Aire*
...for *Commodore 64*
...for *Madden Football*
...for *Apple II*
...for *Jeja Vu II*
...for *Amiga*
...for *California Games*
...for *Nintendo*
...for *Magilante*
...for *California Games*
...for *Sega*

TOP 15 COMPUTER GAMES

- 1. Falcon (Spec/I)
- 2. Duel/Test Drive 2 (Aco/I)
- 3. Dungeonmaster (FTL/I)
- 4. Space Quest III (Sie/I)
- 5. Battlehawks 1942 (LF/I)
- 6. Kings Quest IV (Sie/I)
- 7. Red Storm Rising (Mic/I)
- 8. Rocket Ranger (Cin/Co)
- 9. Jordan vs Bird (EA/Co)
- 10. Ultima V (Ori/I)
- 11. Pool of Radiance (SSI/Co)
- 12. Renegade (Tai/I)
- 13. Three Stooges (Cin/Co)
- 14. Blood Money (Psy/Am)
- 15. Battletech (Inf/I)

TOP FIFTEEN VIDEOGAMES

- 1. Super Mario Bros II (Nin/NES)
- 2. Skate or Die (Ult/NES)
- 3. Double Dragon (TW/NES)
- 4. Blaster Master (Sun/NES)
- 5. Simon's Quest (Kon/NES)
- 6. Blades of Steel (Kon/NES)
- 7. Operation Wolf (Tai/NES)
- 8. Track & Field II (Kon/NES)
- 9. Bases Loaded (Jal/NES)
- 10. Ninja Gaiden (Tec/NES)
- 11. Tecmo Bowl (Tec/NES)
- 12. Rampage (DE/NES)
- 13. Bubble Bobble (Tai/NES)
- 14. Zelda II: Adv of Link (Nin/NES)
- 15. California Games (MB/NES)

Coming...

More News from CES
Reviews include...
Montezuma's Revenge
The Last of the Mohicans
...for *Sega*

Glory Days for Gamers at CES

This year's Summer CES (Consumer Electronics Show) in Chicago presented more games than we can remember seeing at any CES in the past—games for computers, games for videogame systems, hand-held games, hand held game systems with tiny cartridges, VCR games—the aisles of games went on for what seemed like miles! With the largest booth in the history of CES (50,000 square feet), Nintendo and its 50+ software and accessory licensees occupied what amounted to a



The Nintendo Mega-Booth

small city, complete with its own "restaurant," Cafe Mario. And Nintendo occupied just one corner of a show floor that was loaded with various companies' games—some great ones, many not nearly so great. (More and bigger does not always mean better.)

What Did We Like at the Show?

Three of us covered the 4-day CES extravaganza this year, and no one of us saw everything because we had to split up for many appointments. But the three of us sat back and rested our aching feet at O'Hare Airport just before departure and compared notes on the highlights of the show. We were preparing for the number one question we get from our readers and from friends in the industry: "What did you really like at the show?" First on all of our lists was the little party we threw at our hotel suite for subscribers and software industry friends. We enjoyed meeting and talking to those of our readers who were able to come. Everyone had a good time playing games on the Sega MegaDrive and NEC PC Engine, and there was plenty of lively discussion about the relative merits of the systems. It was a very rare opportunity for game players to meet and talk with a few game designers and other people from the software industry. And several of our friends in the industry told us that they enjoyed the chance to meet some of our readers because they respect your knowledge of gaming and your tendency to be involved in the leading edge of new technology. Everyone had so much fun that we plan to do it again in January at Winter CES.

Innovation

In a sea of software at CES, there were definitely some standouts. Our vote for the most innovative computer game at the show goes to LOOM, a fantasy role-playing adventure from Lucasfilm. Created by Brian Moriarty, formerly of Infocom where he wrote "Wishbringer," "Trinity," and "Beyond Zork," the adventure dispenses with all text commands and menus and lets the player weave magical spells with music. LOOM graphic settings, drawn by award-winning fantasy artist, Mark Ferrari, are exquisite and moody. We were totally captivated by LOOM, and we can't wait for the review copy! And while we're talking about innovation, chalk up another future hit for veteran game designer David Crane. He's now at Absolute Entertainment where he has created that company's first game for the Nintendo system, A BOY & HIS BLOB. The boy becomes friends with a Blob who loves jelly beans, and he helps the Blob save the planet of Blobolonia from its evil king. The game is charming, eccentric, original and funny—we loved it! Another eccentric is POPULOUS (Electronic Arts), a game that lets you be a god, gathering followers and convincing them to help you get rid of false gods. This one is a big hit in Europe. Innovation wasn't limited to game design, as proved by the introduction of Access Software's RealSound. This bit of technical

...contd. on Page 6

COMMODORE 64/128 Software

LAST NINJA 2 (★★★★★★) is the sequel to *Activision's* exciting and innovative martial arts adventure, which was released in late 1987. **THE LAST NINJA** was good enough that it certainly deserved a sequel, and the follow-up is everything that fans of the first game could have hoped for. Once again, the program was designed by System 3 Software Ltd., and they have used the same realistic graphic and movement techniques that we loved in **THE LAST NINJA**. In the second game, the action has moved from Japan to New York City, where the Last Ninja seeks the evil Samurai Master Armakuni. Armakuni and his Ninja henchmen have unleashed a reign of terror on the city—and the corrupt police are under the warlord's power. The action moves through seven areas of danger and adventure that include Central Park, the streets of the city, the sewers, a mansion, a high-rise office building, a basement, and the Samurai's inner sanctum. There's plenty of fighting action both with and without traditional Ninja weapons, but there are also puzzles to solve, clues to find, and enough adventure to satisfy gamers looking for more than just kicking and punching. **LAST NINJA 2** is a beautifully executed piece of programming: superb three-dimensional graphics, good musical background, outstanding animation, great depth of play, and an involving storyline. If you haven't played **THE LAST NINJA**, it will take some practice to control the wide repertoire of your character's moves, but the practice time is worth the effort to be able to enjoy this excellent adventure. (Solo play; Joystick; Pause.) Available for C64/128 only; additional versions likely.

Recommended. (MSR \$34.95)

DEVON AIRE (★★★1/2/★★★1/2) takes you to Crutchfield Manor as Devon Aire, a cat-burglar extraordinaire. In this discovery-type game from *Epyx*, you've been hired by Lady Crutchfield III to find a collection of precious stones her eccentric (and deceased) husband has hidden in the Manor. So, you head off through a floor plan that reminds of Winchester House in San Jose, California (a famous home build with dead ends, hidden doors, secret passageways, etc.) where you must move around items, push furniture out of the way, stack items, even balance on a billiard ball. Want to reach a particularly high spot? See if you can stack the furniture and climb up! There may even be a jewel hidden behind the roaring fire in the fireplace...if you can just figure out how to avoid the blaze. All the while, there are some pretty crazy critters to avoid like killer canaries and flies - all failed experiments in genetic engineering from Lady Crutchfield's crazy husband. If you manage to get all the jewels back to her, you still have to find your way out of the Manor!

Colorful and Fun

Don't assume anything - those gems could be anywhere! Use your puzzle-solving skills and don't overlook any area of this crazy house. You'll have fun moving the furniture around, climbing up on all sorts of things, and collecting items. The graphics are quite good, and give a nice 3D effect. This is a good game for anyone who enjoys a good puzzle and likes to think things through. The game also has a nice sense of humor which adds a fun touch to the proceedings. (one player; reviewed on C64; coming for Amiga, ST, Apple II, MS-DOS) Recommended (MSR \$29.95)

AXE OF RAGE (★★★1/2) finds you in the character of either Gorth the Barbarian or Princess Mariana in a quest from *Epyx* to find the evil sorcerer Drax and stop him from shrinking humankind's brain capacity in an attempt to throw civilization back millions of years. Your weapon is the Axe of Rage which you must wield with strength and accuracy. You'll have to practice with your joystick to learn how to chop and kick as well as moving correctly in order to gain points. Before you can axe Drax in his subterranean sanctum, you must battle the creatures who face you in the first three levels. You'll go from the Valley of Despair, Caverns, to the Dungeon, before facing Drax. There are various important charms to pick-up in the initial levels which will be needed in order to complete your quest. There's 80 chambers in all.

Kill The Creatures

It's pretty straight-ahead action as you just have to kill all the creatures to accomplish your goal. There are other perils such as lethal rivers, dripping gore which will sap your strength, etc. The graphics are pretty good but the action pretty basic. It's, obviously, a pretty

gruesome theme but they get away with it by making it in "another time with barbarian warriors. This is a game which will appeal mostly to young boys. (one player; joystick required; reviewed on C64 coming for MS-DOS, Amiga, ST) (MSR \$34.95)

AMIGA Software

MIND-ROLL (★★★1/2) is a multi-dimensional puzzle played on ten different dimensions which change each time you play. Reminiscent of games such as *Marble Madness*, it's an effort in concentration from *Epyx* which finds you maneuvering through obstacle courses, around barriers (many of which are invisible), while picking up keys, amulets, as well as other items for points as well as unlocking doors. You'll have to jump over electrical seas, race down a racetrack while working against the clock. There are bonus rounds following each completed plane, with each plane more difficult than the last. You can also choose to go directly into a more difficult level if you wish.

Pay Close Attention!

Lots of concentration is needed as you must carefully work around puzzles squares, avoid falling off, "walk the plank," and more. There are blind corners, and situation after situation which requires lightning-fast reaction. There are secret exits, and you can beam all over the plane by using the network of transports on the board. We like the fact that you can play any one or combination of levels so if you have a favorite one, you can go straight to it. The graphics are quite nice with checkboard puzzles, barriers, etc., which you have a birdseye view of. You'll enjoy sitting down for a few hours at a time as you test your concentration. (one player; joystick required; reviewed on Amiga; also available for C64; coming for MS-DOS)

Recommended (MSR \$29.95)

WHERE IN THE WORLD IS CARMEN SANDIEGO? (★★★1/2) makes its way to the Amiga in a series which has spawned two sequels to this original, all from *Broderbund*. The program has been rewritten to take advantage of the Amiga's sound and graphics capabilities as you learn about world geography in your quest to track down Carmen and her notorious band of thieves. Your computer becomes your extension of Acme Detective Agency as you gather facts to help determine which world cities to jet off to as you close in on Carmen. In the package you'll find *The World Almanac* where you can look up and decipher the clues. As you move city to city, you're taken on a brief background journey on culture and local geography. The clues and the crimes are pretty hilarious at times!

Great Learning Tool

One of the features we've liked best in this trilogy of "Carmen's" is what a great learning experience they are, without feeling as though you're sitting down to a geography lesson. You'll learn about flags, colors, famous landmarks, and many other things as you move from country to country racing against the clock. *Broderbund* has done a nice job with the graphics, taking advantage of the Amiga's capabilities. We've always liked the Carmen Sandiego adventures and they make a good addition to anyone's library (reviewed on Amiga; also available for MS-DOS, Macintosh, Apple II, Apple IIGS, C64) Recommended (MSR \$44.95)

DEJA VUII: LOST IN LAS VEGAS (★★★1/2) is a sequel from *Icom Simulations* for *Mindscape* to the original *Deja Vu: A Nightmare Come True*. You wake up in the bathroom of a seedy Vegas motel, abducted by two thugs from Chicago. Now the mob wants you to pay \$100,000 - you've got to raise it at the blackjack tables, or find another way. You've got 7 days to get the money...there's plenty of clues along the way as you move from one detailed screen to another

THE RATING SYSTEM:

4 STARS = EXCELLENT
3 STARS = GOOD

2 STARS = FAIR
1 STAR = POOR

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

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

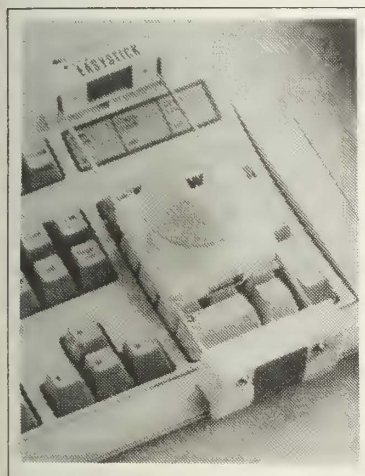
Tongue-in-Cheek

This is a tongue-in-cheek adventure with lots of action in the 24-day city of Las Vegas. You'll point and click for your commands to examine, open, go, etc. With the point and click, you'll be able to manipulate drawers, books, etc., in order to explore all the items. You'll need to pick up certain items along the way in order to find that money in time! Because of the easy manipulation, it's a very easy adventure even for beginners. There's plenty of humor with good, clean graphics as you explore the fun capital of the world! (one player; reviewed on Amiga; also available for Macintosh, Atari ST, MS-DOS, Apple IIGS)
Recommended (MSR \$49.95)

Wico Shows Joystick Alternative for MS-DOS Computers

We were impressed with the simplicity and utility of the new EASYSTICK (MSR \$19.95) for MS-DOS computers from Wico, one of the oldest and most respected names in controllers for home and

arcade. This nifty little controller mounts over the arrow keys on the keyboard and works on any keyboard that has cursor keys on the numeric keypad or arranged in a "plus-sign" configuration. EasyStick has obvious gaming applications, but it also offers an alternative way to control the cursor in programs such as spreadsheets, databases, graphics packages, and many others that require intensive use of the arrow keys.



Access Accomplishes the Impossible with RealSound

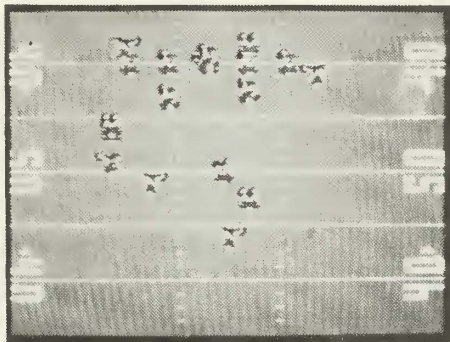
Anyone who owns an IBM PC or compatible knows that the systems' internal speakers are pretty much limited to beeps, buzzes and clicks. Access Software is about to change all of that with their new technology called REALSOUND. Access seems to have accomplished the impossible by creating real music, real sound effects, and real digitized speech on MS-DOS systems WITHOUT any added hardware. The company has applied for a patent for RealSound, a process in which analog sounds such as speech, music or sound effects digitized and copied onto a floppy disk with the application software. Access demonstrated upgraded versions of WORLD CLASS LEADER BOARD (MSR \$54.95) and ECHELON (\$59.95) enhanced with RealSound, and it was very difficult for us to believe that the realistic sound we heard was generated directly from the disks without the help of an add-on sound board. In the golf game, we heard the "thwack" of club-head meeting ball, the applause of the crowd, and even birds chirping in the background. The company plans to license the technology to other companies.

4th & Inches Construction Disk

Accolade has shipped *4th And Inches Team Construction Disk* for Macintosh (MSR \$14.95). With this disk you can create your own football players and teams for your *4th & Inches* program. You can assign specific stats, player sizes, experience, and ability attributes.

APPLE II Software

JOHN MADDEN FOOTBALL (★★★1/2★★★★) is a fascinating football simulation which has been four years in the making from *Electronic Arts*. There are a total of 81 offensive and 81 defensive plays in individual playbooks compiled from ten teams which John Madden coached, including his World Championship seasons. There are 22 computer-programmed players on the field as you choose your plays. Before kick-off, you can choose the field conditions - from hot to rain, to snow or cold and windy. In addition, you'll choose time per



quarter as well as your team and handicap levels. There's an announcer's recap following each play too. The various games which can be chosen are Quick Game in which you can run your offense yourself or allow the computer to run the play, as well as a reduced playbook in order to make play calling simple. In the

Standard Game you pick your teams while the computer runs the plays and builds up the stats. You can play a strategic version of this game if you just want to call the plays but let the computer control the players. Call the plays from the Madden playbook and play as strategic, action, or Stat Replay. You can also go into a team roster/stat screen in which you can change player's ratings in various areas such as offensive, defensive, and special team ability; build a team, etc. Another screen available to you is the Madden Report in which you can compare the abilities of any two teams which is a great way to work on a good game plan.

Play Editor on a Chalkboard

For anyone who has always wanted to diagram plays on a chalkboard, the feature is included and works as a play editor. Draw the play on the chalkboard, save it and build custom playbooks. There's loads of features here as you can get into the QuickPlay mode with a reduced playbook with simple play calling. The standard game can be played in the strategic or action mode. In the action mode, you will deliver passes, block, intercept...all the features of the real game. In all levels of play, you can choose to be the coach on the sideline and call the plays or take control of the passer, ball carrier, or receiver. When you're passing or kicking, you'll get an overall view downfield of the whole field. During normal downs, you'll have a birdseye view of the action below. Designers Trip Hawkins and Robin Antonick worked with Madden through the four years in order to get as realistic a game as possible and they have done a terrific job. We especially enjoyed the chalkboard as we really felt as though we were in the locker room with the team gathered around us. You can play from Madden's playbook or try all those creative plays you've dreamed up as you sit down in front of the TV on a Sunday afternoon! This is one of the most complete computer sports games we've seen. By the way, the 1988 NFLP Player Disk will be shipping shortly. (one player; two-player simultaneous; joystick required; reviewed on Apple II; coming for C64, MS-DOS)

Recommended (MSR \$49.95)

Vroom Through San Francisco With Vette

Spectrum Holobyte showed a fascinating street racing simulation entitled *Vette!* in which you work through one of four street courses through the winding streets of San Francisco. Not only are the graphics pretty breathtaking, but you have several points-of-view including side views and a helicopter view. You'll dodge cable cars, pedestrians (we ran over one in the almost-finished game and there was a flattened person in our rear-view mirror!). There will be four models of Corvettes to choose from, with completely realistic attributes. Our resident driving fanatic has already put on goggles and gloves awaiting a review copy which should be here shortly!

Movie Titles and More from Activision

Activision announced computer game versions of two movies, GHOSTBUSTERS II and DIE HARD. Both will be available initially for MS-DOS systems (MSR \$49.95), with additional versions of GHOSTBUSTERS II for C64/128 (\$34.95) and Amiga (\$39.95) to follow. The games are promised to build upon material from the movies' plots. The company also announced TONGUE OF THE FATMAN (\$49.95 for MS-DOS), a hand-to-hand combat game set in the future with bizarre characters and lots of dark humor. (Imagine a time when the most popular sport is a sort of human cock fighting.)

More fun from Activision

On the lighter side of computer entertainment, Activision showed an eye-popping new Mac II (color) version of SHANGHAI, the very popular puzzle game based on Mah-Jong. And for those who don't have a Mac but have heard about the enchanting interactive adventure, THE MANHOLE, this charming program will be available later this summer for MS-DOS systems and will support Roland MT32 and Ad Lib sound boards. And Mac-owning MANHOLE fans won't want to miss COSMIC OSMO (\$69.95), another HyperCard fantasy exploration program from Cyan, the same team that designed THE MANHOLE. COSMIC OSMO is set in an animated fantasy universe with no end of wonders to discover. We could have spent hours happily exploring the solar system with Osmo, but we did have to move on to see other new products!

Broderbund: New CARMEN SANDIEGO, LICENCE TO KILL and More

Never say that the folks at Broderbund don't know how to get the most out of a good concept! The company showed WHERE IN TIME IS CARMEN SANDIEGO? at CES (MSR \$49.95 for Apple II, MS-DOS), in which Carmen and her gang of thieves have nabbed a time machine that allows them to move through the past. Of course, the Acme Detective Agency has its own time machine, and you'll be sent back in time to track down Carmen and her cohorts, saving such priceless artifacts as Queen Isabella's jewels or the Magna Carta. History is the focus of the learning experiences behind all the fun in this one, and the program comes with a 1300-page reference book, *The New American Library Desk Encyclopedia*. The Broderbund booth was also the place to see trailers from the upcoming James Bond film, LICENSE TO KILL, along with the new Broderbund action game based on the movie. (Both the movie and the game use the British spelling, "Licence.") The game lets players become Agent 007 and fight on land, sea and through the air, striking out to bring down a ruthless billionaire drug lord. The game will be available for MS-DOS, Amiga, Atari ST (\$34.95 each) and C64/128 (\$29.95), and it looks like great fun as you get to pilot helicopters in pursuit of planes and jeeps, go swimming with sharks, dodge bullets, water-ski with a harpoon gun, and chase oil tankers in a crop duster.

More from Broderbund and Affiliates Maxis and Kyodai

Broderbund has also introduced WIBARM (\$39.95, MS-DOS), an action role-playing game in the tradition of the type so popular in Japan. The object of the game is to recapture Government City's orbiting power plant before it explodes and pulverizes the planet. The game features high-speed arcade action combined with true role-playing elements such as puzzle-solving and interactions that can affect ability and energy powers. Broderbund affiliate Maxis introduced the MS-DOS version of SIMCITY (\$49.95), the program that is already very popular on Macintosh. Maxis has also released SIMCITY Version 1.1 for Mac, which includes several new features (LaserWriter support, among others) and enhancements. Kyodai Software Marketing showed two

Japanese titles: MURDER CLUB, an interactive mystery adventure with a realistic comic-strip look to the graphics (\$39.95 for MS-DOS) and ANCIENT LAND OF YS, a role-playing game with plenty of arcade-style action (\$44.95 for MS-DOS, Apple IIGS). Broderbund also announced a new long-term agreement with Distinctive Software, a company that has developed and converted many familiar titles, including "Test Drive," "The Duel," "HardBall" and "Out Run." The first jointly developed titles from the two companies are expected in 1990.

Revamped PRINT SHOP Due

Broderbund's most successful group of titles are the various versions of THE PRINT SHOP and their accompanying add-on program Responding to feedback from program users, THE NEW PRINT SHOP will be available for MS-DOS (\$59.95) this summer and later in the year for Apple II (\$49.95). The new program includes more than 20 new features and enhancements, including a new assortment of high-resolution graphics saved in multiple sizes, an improved interface allowing users to make changes during design without repeating steps, the ability to place multiple graphics and fonts anywhere on the page, and WYSIWYG (what you see is what you get) preview that allows users to see how an overall design looks at any time. There will also be new Graphic Library add-ons (\$34.95 MS-DOS, \$24.95 Apple II) and THE NEW PRINT SHOP COMPANION (\$49.95 MS-DOS, \$39.95 Apple II). Upgrades will be available to owners of the original PRINT SHOP for \$20, unless their purchase of the original program is recent enough to qualify for a free upgrade (within 90 days of purchase for MS-DOS; after May 25, 1989 for Apple II). Upgrades can be ordered by calling 800-999-3256 (consumers) or 800-521-6263 (educators).

Accolade Shows Wide Range of New Programs

Some of the new programs from Accolade fit with their existing catalog, but the company is also striking out in new directions as well. HARDBALL II is a sequel to one of the company's biggest hits as it attempts to combine the best of the original program with many new features requested by users of the first program, such as choice of viewpoint (behind the batter or behind the pitcher), player drafting, league play, instant replay and tailored team construction. HARDBALL II will be available for MS-DOS (MSR \$39.95) and Amiga (\$44.95) later this year. Two new racing simulations were shown for the first time at CES: HEAT WAVE: OFFSHORE SUPERBOAT RACING (\$39.95, MS-DOS) and THE CYCLES: INTERNATIONAL GRAND PRIX RACING (\$44.95 MS-DOS, \$29.95 C64/128). The first program lets players experience the thrill and danger of traveling at speeds in excess of 200 mph in an authentic 600-hp Superboat while moving through an entire season of racing on courses along the Mississippi River, Biscayne Bay, Miami and Ft. Lauderdale. The second offers speed and thrills of a different kind as it puts the player on the seat of a racing motorcycle on 15 of the most grueling courses in the world. Accolade also showed the highly realistic EYE OF THE STORM: THE VIETNAM COMBAT HELICOPTER SIMULATION (\$44.95 MS-DOS), which lets the player fly 12 combat missions in a Huey UH-1 helicopter. Graphics are rendered in D polygon-fill style.

New from Accolade: Role-Playing Games

Catering to their typical customer, the adult player, Accolade introduced their first efforts in the graphic adventure and role-playing categories, all of which feature contemporary themes and modern characters. CONSPIRACY: THE DEADLOCK FILES (\$49.95 MS-DOS) puts you in the role of an innocent bystander accused of murder and mistakenly entangled in a plot to overthrow the U.S. government.

...ruly fine mess you've gotten yourself into this time!). This one uses 500 digitized photos that give the program a gritty sense of realism. THE THIRD COURIER (\$49.95 MS-DOS, \$44.95 Apple II) plunges you into a world of espionage and deadly intrigue that takes place on both sides of the Berlin Wall. This program would seem to offer an unusual degree of repeat playability because your character, Agent Moondancer, changes according to your answers to the "Character Creator" function at the beginning of the program. DON'T GO HOME (\$39.95 MS-DOS) puts you and a few other characters into a haunted house where each creature encounter may drive you all closer to the brink of insanity. You can't be killed, but you can go mad and be transported to another section of the house where you'll have to start over. Accolade's initial foray into role-playing games certainly piqued our interest.

Variety of New Games from Mindscape

The Mindscape booth at CES looked a little like a Trekkie convention, with several people clad in uniforms of USS Enterprise officers. The reason was the first showing of Mindscape's strategy and action game in development, STAR TREK V: THE FINAL FRONTIER (MSR \$54.95). The portions that we saw are from the MS-DOS version of this fall, and it certainly looked good with its digitized photos from the movie. (There will be Macintosh and Amiga versions, but not until next year.) The company was also showing GAUNTLET II, which looked very good—much better than the original game, in fact. GAUNTLET II will be available for MS-DOS (\$39.95), Atari ST and Amiga (\$49.95) and C64/128 (\$29.95). Chris Gray's latest for Mindscape was also shown, and it's quite different from his earlier hit, "The Filtrator." FIENDISH FREDDY'S BIG TOP O' FUN contains six bonus events rendered in cartoon style, and Fiendish Freddy is ready to foil your every attempt at high wire or trapeze stunts. This game will be available in late summer for MS-DOS (\$44.95), Amiga and Atari (\$49.95). Mindscape will also let you take to the road and experience the bikers' lifestyle in HARLEY-DAVIDSON: THE ROAD TO JERGIS (\$49.95 for MS-DOS, Amiga, Atari ST). You'll get to compete in bikers' contests to earn money and Harley points.

Sega Arcade Hits for the Home

Some computer versions of two Sega arcade hits, SHINOBI and AFTER BURNER, were on display in Mindscape's booth at CES. Sega computer games are distributed by Mindscape.) SHINOBI lets you be a Ninja, using your stealth and weapon skills to rescue the kidnapped children of world leaders. AFTER BURNER puts you at the controls of an F-14 Thunder Cat in a speedy game of dogfighting against the enemy. Both games will be available for C64/128 (\$34.95), MS-DOS (\$39.95), and Amiga and Atari ST (\$49.95 each).

ABC Sports and Data East Join Forces

Data East introduced Data East MVP Sports™ at the show, with the main title being ABC Monday Night Football. A familiar and notorious name in sports simulations will be helming the project—Matt Orr (formerly of Gamestar), who will also develop a Basketball and Baseball game. We saw the football game and were impressed with the advanced graphics and digitized voice. While we didn't have a chance to get into the game, we noted that there is a very interesting feature in which you can be involved in the action from one of several positions, leading to the excitement.

Another game in the MVP Sports line will be a car racing title which involves racing legend, Al Unser Jr.

New Arcade-Style Titles

Heavy Barrel, a strategic combat game for the C64 and MS-DOS systems, was also shown. The player attempts to recapture an underground control complex of a nuclear missile site occupied by terrorists. Silante combines a martial arts theme set in an urban setting.

Capcom Shows Variety of New Arcade Titles

Expanding its computer game catalog, Capcom introduced many new arcade titles for Amiga (MSR \$39.95), MS-DOS (\$34.95), Atari ST (\$19.95) and C64/128 (\$29.95) systems. The summer introductions included L.E.D. STORM (futuristic driving quest packed with danger), LAST DUEL (save a princess and an alien world in your ship that transforms from land vehicle to jet fighter), SIDE ARMS (wear an advanced space suit with a personal arsenal to defend Earth from invasion by alien monsters), POCKET ROCKETS (600cc motorcycle racing simulation), FORGOTTEN WORLDS (fight aliens in your anti-gravity suit, moving through alien bases to save Earth), STREET FIGHTER (go up against the toughest street fighters in the world on a tour of England, China, Japan and the U.S.), and STRIDER (become a swordsman of the future and infiltrate enemy strongholds). Capcom has more arcade games lined up for release later in the year, including the sequel to "Ghosts 'N Goblins," GHOULS AND GHOSTS, the one-man army assault against terrorists in CABAL, and BLACK TIGER, a fantasy epic in which the hero must reclaim a kingdom conquered by three evil dragons. Two additional future releases are TIGER ROAD, in which a warrior in ancient China faces impossible odds in attempting to rescue the kidnapped children of his village, and 1918: HUNT FOR THE FLYING CIRCUS, a World War I flight combat game against the infamous Red Baron.

New Offerings from Origin

Origin had four new programs to preview at CES. WINDWALKER (MSR \$39.95), designed by Greg Malone, is the spiritual successor to his earlier game, MOEBIUS. The combination of role-playing with martial arts action sequences will be familiar to fans of his first game, but he has moved many steps beyond MOEBIUS in the conception and execution of WINDWALKER (Apple II, MS-DOS, C64/128, Macintosh, Amiga). KNIGHTS OF LEGEND (\$49.95 for MS-DOS, Apple II, C64/128) is a medieval fantasy role-playing game that claims "the industry's most comprehensive combat system." The game is planned as the beginning of a modular mega-game, with five additional modules planned that will each offer new quests, subquests, characters and locales. OMEGA (\$49.95 MS-DOS, C64/128, Apple II and IIGS, Macintosh, Amiga, Atari ST) lets you design cybertanks by integrating chassis components and creating artificial intelligence. Cybertanks then compete on simulated battlefields, with options such as competing against your friends' tanks. (Tank designs can be transferred by modem.) SPACE ROGUE (\$49.95 for Apple II, MS-DOS, C64/128) combines fantasy role-playing elements with space flight simulation as you explore a galaxy of eight star systems, twenty planets and two Imperium star bases.

SSI's CURSE OF THE AZURE BONDS

Previewed at CES

The second of Strategic Simulations' Advanced Dungeons & Dragons role-playing games, CURSE OF THE AZURE BONDS, was previewed at CES. The game is the sequel to POOL OF RADIANCE and revolves around the characters' regaining control of their own destiny. The game will be available initially for C64/128 (MSR \$39.95) and MS-DOS (\$49.95), to be followed later in the year by an Apple II version (\$49.95). The MS-DOS version we saw at CES looked wonderful, with detailed characters and a larger than usual graphics window.

wizardry, coded onto disk along with a program, allows IBM and compatible computers to produce music, digitized voice and realistic sound effects without an add-on sound board. Innovative design was also evident in the Atari Portable Color Entertainment System. Developed by Epyx, this hand-held game system accepts small cartridges and has its own 3.5-inch color LCD monitor. Video gamers can now play anywhere! More innovation: thanks to ESP Corporation, gamers can look forward to a sort of electronic theme park via BattleTech Centers (the first to open in Chicago in late 1989). Four-player teams, with each member in his own enclosed BattleTech cockpit with full instrumentation and a high-resolution computer screen, compete against other teams. It's total immersion in a fantasy world that becomes very real.

And More Games With "Something Special"

We saw many games that captured our interest for a variety of reasons. WHERE IN TIME IS CARMEN SANDIEGO? (Broderbund) adds a new dimension to the popular Carmen Sandiego mysteries, testing your knowledge of history as you hop into a time machine to chase Carmen and her gang. VETTE (Spectrum HoloByte) lets you loose on the streets of San Francisco in a Corvette—complete with all the familiar landmarks. INDIANA JONES AND THE LAST CRUSADE (Lucasfilm) turned out to be not one game but two: one for adventure fans, the other for those who love action games. Both look superb, and they let you become one of the great adventure heroes of our time. Also from Lucasfilm, THEIR FINEST HOUR: THE BATTLE OF BRITAIN is from the same design team that did "Battlehawks 1942," and it looks like a must for simulation fans. There were lots of sports simulations, and two that looked especially good were TV SPORTS BASKETBALL (Cinemaware) and LAKERS VS. CELTICS (Electronic Arts), both featuring five-on-five action. Martial arts action, always a popular focus in games, has two new expressions in BUDOKAN (Electronic Arts), an exquisitely animated game that lets you master a variety of martial arts styles, and WINDWALKER (Origin Systems), a game of intellectual and physical challenge that combines role-playing with beautifully drawn action sequences. Incidentally, WINDWALKER was one of very few games we saw demonstrated on Apple II. And when it comes to graphics and animation, no one does it better than Cinemaware. They showed portions of IT CAME FROM THE DESERT, their upcoming interactive giant bug movie which pays homage to "creature features"—it's definitely goose-bump time, folks! Another "creature" we liked was Osmo, who is the lovable alien in COSMIC OSMO (Activision). This is the second exploratory HyperCard adventure for Macintosh, designed by the same team that did THE MANHOLE, and it's a total delight. We also loved the newest SHANGHAI version in color on Mac II—fabulous graphics, and just as addictive as ever. Also in the addictive class, Taito's wildly colorful and musical ARKANOID II has the added bonus of a construction set.

Notable Trends

Several trends were noticeable among this show's exhibits. There seems to be a mini-trend toward the use of digitized photographs in computer games. They add to the gritty realism of THE DEADLOCK FILES (Accolade), provide a consistent cast of believable characters in DAVID WOLF: SECRET AGENT (Dynamix), and highlight the movie connection in STAR TREK V: THE FINAL FRONTIER (Mindscape). The trend in systems for game developers is MS-DOS—not because the programmers love working with it, but because that's where the largest segment of computer game buyers can be found. (MS-DOS drives programmers crazy because of compatibility problems among the many IBM clones, along with multiple graphics and sound standards.) After MS-DOS, the system seen most frequently at CES was Amiga. There were some Atari ST programs, very few Apple II and hardly any C64 programs on display. Developers are still supporting C64, but that market has become a troublesome one for them. Many feel that the sharp fall-off in the C64 market is due to player defection to video games. And the video game scene is wild, with Nintendomania rampant. It may be too much of a good thing, though, because the sheer number of games for the NES has reached the overwhelming point, which tends to confuse both consumers and dealers. One unfortunate trend noted in the Nintendo mega-booth: not only too many games, but too many that are too much alike. Both Sega with its GENESIS and NEC with its TURBOGRAFX-16 are hoping to take some of the wind out of Nintendo's sails by providing more sophisticated systems and options not currently available to Nintendo

players. Sega's TeleGenesis Modem and TeleGenesis Baseball game—playable by two people across phone lines—is the early step that what could be a very exciting area for game players. And NEC's TurboGrafx-CD player with its promise of greater depth of gameplay is another early foray into a new area of technology for gaming. It's too early to tell how these new systems will fare in the market, but they have begun the eventual and inevitable move toward what has already happened in computers: the supremacy of the 16-bit machine.

CES Is More Than Games

Although you could easily spend all four days of CES exploring computer and video games (we very nearly did just that), the Consumer Electronics Show encompasses all areas of electronics for the home. Some of the more interesting non-game products we saw include Sharp's portable unit that combines a four-head VHS VCR with a four-inch color LCD screen. Sharp also showed a working model of a 14-inch color LCD TV. It was a little over an inch thick (no giant picture tube protruding from the back of the set), and it had a beautifully clear picture. And they previewed a 19-inch TV with built-in Nintendo console. Camcorders are more popular than ever, spawning a large variety of camcorder accessories from lenses and lighting to cleaning kits and tripods. And novelty phone manufacturers are trying some pretty crazy things to get you to buy another phone. There are phones mounted in the bellies of teddy bears, a phone inside a running shoe (you can talk to your sole-mate, no doubt), and even a phone that's built into a dead fish! CES includes it all, literally from the sublime to the ridiculous.

Two Indy Games from Lucasfilm

When Lucasfilm Games set out to design a game based on the parent company's new film, *Indiana Jones and the Last Crusade*, they had to decide whether to favor intellect-challenging adventure or arcade-style action. Rather than compromise and make fans of one or the other type of game unhappy, they decided on two games. INDIANA JONES AND THE LAST CRUSADE (MSR \$49.95 for MS-DOS, Amiga, Atari ST) is structured like "Maniac Mansion" and "Zak McKracken" with point-and-click interface and no typing. The basic game follows the movie's plot, and can actually be played through by echoing the events in the movie. However, it also includes many alternate subplots for departures from the movie. Players earn more I.Q. (Intelligence Quotient) points for especially clever solutions to problems that Indiana Jones encounters in the game. INDIANA JONES AND THE ACTION GAME (\$29.95 for MS-DOS, Amiga, Atari ST, MS-DOS) was co-developed with Lucasfilm Games in Great Britain and turns many of the great action sequences from the movie into arcade-style challenges, including the circus chase, a trip through the Venetian catacombs, the three trials of the Grail Temple, and others. Both games look great and are full of small little touches that add to the enjoyment of the games.

Simulation and Fantasy Adventure

The design team that brought gamers the acclaimed "Battlehawks 1942" is now working on THEIR FINEST HOUR: THE BATTLE OF BRITAIN (\$59.95 MS-DOS, Amiga, Atari ST). We were told that it is not a sequel to "Battlehawks," but a separate game that incorporates some of Battlehawk's best features and expands upon them. The replay camera is back, but with more camera angles, slow motion, and the ability to record to disk. Players will be able to sample the fighting from both sides in a variety of German and British aircraft. Lucasfilm's first new introduction at CES almost defies description. LOOM (\$59.95 MS-DOS, Amiga, Atari ST) is a fantasy role-playing game, but it's unlike any you've ever seen. It is a game of magic and music, with absolutely no typing and no menus. It centers on Bobbin, a young member of the Weavers' Guild who tries to find out why the Elders of the guild have disappeared and where they have gone. He belongs to a guild whose members "weave" magic with musical notes. You are ignorant as he in the ways of weaving magic, so your tasks are to explore the wondrous fantasy landscapes of your village and beyond while learning to weave magic. We've experienced just a little of this game, and we were enthralled. Watch for an upcoming feature in Computer Entertainer, including a review of the game and an interview with its creator, Brian Moriarty.

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Cinemaware Does It Again

The Cinemaware suite at CES was a little more crowded than usual—more games on display because of adding their Spotlight Software line to the displays. We've talked about those games in past issues, so we'll omit this piece to just the brand-new titles on display for the first time. We got a bit of a preview of work in progress on TV SPORTS BASKETBALL, a five-on-five game for Amiga scheduled for this winter. To absolutely no one's surprise, it looks wonderful. The designers are adding new features that many people requested after playing TV SPORTS FOOTBALL, including instant replay. TV SPORTS will eventually become an entire series of sports games, including such favorites as baseball, tennis, boxing and soccer.

Giant Bugs Attack!

Cinemaware's other new title is an interactive sci-fi movie in the spirit of the "creature features" of the 1950s. IT CAME FROM THE DESERT (MSR \$49.95 for Amiga) is hysterically funny, and yet it manages to be very scary, too. It's set in the California desert town of Hazard Breath. A meteor strikes nearby, and soon there are reports of giant bugs. As an archeologist studying desert phenomena, you become involved in the battle to save the town from the monster ants. Eventually, even the National Guard is called in! And the game even contains its own sequel, IT CAME FROM THE DESERT II, in the package. We loved what we saw and heard—typically excellent Cinemaware graphics, a foreboding musical score, and some great timing sequences.

Work Progressing on

Hanna Barbera Games at MicroIllusions

While visiting the Mediagenic suite at CES, we had an opportunity to see the work in progress on MicroIllusion's Hanna Barbera titles COOBY DOO, JONNY QUEST, THE JETSONS and THE FLINTSTONES). Graphics in all games are extremely faithful to the original cartoons and feature large-scale characters. The designers are pressing the idea of bringing the player into the cartoons through the games, rather than simply creating games about the cartoons.

Electronic Arts Showcases New Products

Two conversions and three new games for MS-DOS systems were highlighted in Electronic Arts' CES booth. JOHN MADDEN FOOTBALL, just shipped on Apple II, is modeled after pro football and includes 162 of John Madden's favorite plays from his offensive and defensive playbooks. Playable as an action or statistical game, JOHN MADDEN FOOTBALL lets the player create his own plays on the talkboard. FERRARI FORMULA ONE, first done on Amiga, comes to MS-DOS as a detailed driving simulation in a Ferrari F1/86 over 16 international race courses. The program also includes extensive testing facilities, such as the Wind Tunnel and Dynamometer. F-16 COMBAT PILOT is a fighter simulation that allows players to plan and implement air squadron strategies in a series of missions against a real-time enemy. Head-to-head dogfights with another player via direct datalink or modem are also possible. (F-16 COMBAT PILOT is also planned for Atari ST.) LAKERS VS. CELTICS AND THE NBA PLAYOFFS uses real players and their stats from the 1988-89 season for five-on-five basketball action. Ten NBA playoff teams are available, complete with individual characteristics of some of the more well-known players. BUDOKAN is a martial arts game of considerable detail that is drawn with beautifully animated graphics. The program includes training and tournaments in a variety of martial arts styles, including weapons.

EA Programs for Amiga, Atari ST, C64

Electronic Arts reaffirmed its commitment to the Amiga, introducing its first Amiga product developed by the company's European division. POPULOUS presents the player with two warrior nations—one good, one evil—each following its own god. The player assumes the role of a god whose aim is to populate, claim new lands, attract new followers—and wipe out the opponent's population. As a deity, the player can also control the elements and cause fire or floods or volcanoes. This game with its fascinating concept can be played by modem, and a version is planned for Atari ST. POWER DROME, also for both Amiga and ST, is a futuristic airborne racing simulation with hovercraft. The third new Amiga title, SWORDS OF TWILIGHT, was designed by Free Fall Associates ("Archon," "Temple of Apsai"). This fantasy role-playing game allows up to three people to play at a time, each controlling a character, and characters can interact with each other. C64/128 owners haven't been forgotten. Four conversions of popular EA titles are planned for release this fall: SENTINEL WORLDS I: FUTURE MAGIC, STARFLIGHT, FERRARI FORMULA ONE, and KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEYBALL.

Interplay Debuts DRAGON WARS for Apple II at CES

We got a first look at Interplay's new fantasy role-playing game, DRAGON WARS, at CES. Typical of this design crew, this new game looks better than any of their previous efforts. It allows you to use characters from any of the three "Bard's Tale" games, and it features a very flexible combat scheme. Auto-mapping eliminates the need for graph paper, and the user interface has been simplified as compared to previous Interplay games. The initial Apple II version (MSR \$49.95) that we saw is quite impressive. The game is also planned for C64/128 (\$44.95) and MS-DOS. Interplay also showed new versions of BATTLE CHESS for Apple IIGS (\$49.95) and NEUROMANCER (\$44.95) for MS-DOS. An additional version of BATTLE CHESS for C64/128 is due this fall.

Taito Shows Three New Computer Games at CES

Moving beyond its previous niche of arcade game conversion, Taito showed RAMBO III, its first movie-based title. The action-adventure follows the movie plot, sending you as Rambo on a desperate mission to free Colonel Trautman from a heavily guarded fortress on the plains of Afghanistan. The program is set for Atari ST and C64/128 (MSR \$29.95), Amiga (\$34.95) and MS-DOS (\$34.95/\$37.95 dual pack). Taito hasn't abandoned the arcades, though, as they showed QIX, a classic puzzle game of mental dexterity and strategy, and ARKANOID II, THE REVENGE OF DOH with 67 new levels and a construction set (MS-DOS and Apple IIGS versions only). Both of these coin-op conversions looked terrific, and they're available or planned for C64/128 and Atari ST (\$29.95), Apple IIGS (\$34.95) and MS-DOS (\$34.95/\$37.95 dual pack). QIX will also be available for Apple II (\$29.95) and Amiga (\$34.95).

Taito Plans Rap Promotion

This fall, Taito Software plans a promotion that will involve its computer and video games. The "Say Rap, Say Taito, Say Yo" promotion will offer a grand prize of a trip to New York and a visit to MTV's hit show, "Yo! MTV Raps." Other prizes will include Side Out sportswear and Ray Ban sunglasses.

THE VIDEO GAME UPDATE

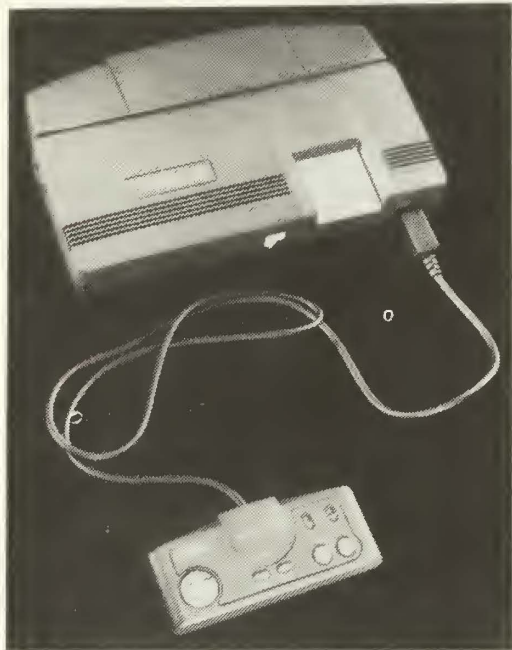
NEC Unveils TurboGrafx-16 in New York

With much fanfare on May 23, 1989, NEC introduced their new, state-of-the-art game machine, the TurboGrafx-16, in New York City's historic old U.S. Customs House. The new system is the U.S. version of the NEC PC Engine, which has been available in Japan since 1987.

Upon entering the rotunda of the Customs House, we noted that all NEC equipment was shrouded in the secrecy of black cloth. The only units visible were an Atari 2600, an Intellivision and a Nintendo. Each was set in a glass showcase with an adjacent monitor demonstrating the system's games. A nearby sign marked the year each unit was introduced. The effect created was one of viewing ancient relics in a museum. (King Tut never had it so good!)

Direct Comparisons of NEC and NES

Next we were led to a theatre-like area and treated to a super film and slide show highlighting the TurboGrafx-16 and all its peripherals, including an exciting CD-ROM interface which is capable of handling games with up to 2000 times the memory of the standard NEC TurboChip game cards (complete with CD-quality audio). And then NEC went straight for the "jugular" of Nintendo's system, comparing head-to-head the TurboGrafx-16's games to those of Nintendo on a large movie screen.



They compared NES "Kung Fu" to NEC "China Warriors," NES "Pinball" to NEC "Alien Crush," and NES "Rad Racer" to NEC "Victory Run." NEC stressed not only the superiority of the TurboGrafx-16 games in sound and graphics, but also their superior playability. They cited a Japanese study which showed that a youngster plays the average Nintendo game about 60 hours before shelving it, while the typical PC Engine game is good for 100 or more hours of play.

The introduction of the new machine proceeded as we returned to the rotunda, where the black cloths were lifted, and we got our first look at the TurboGrafx-16s. Members of the U.S. National Video Game Team were on hand to demonstrate VIGILANTE, POWER LEAGUE BASEBALL, R-TYPE I, GALAGA 88, DUNGEON MASTER (a 5-player interactive game), VICTORY RUN, ALIEN CRUSH, LEGENDARY AXE, and KEITH COUR-

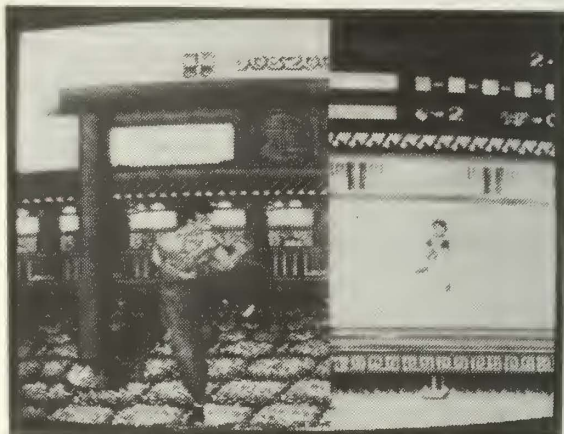


AGE IN ALPHA ZONE. NEC also demonstrated FIGHTING STREET (we know it as "Street Fighter"), which is on CD, a TurboChip game card. This is a martial arts game with nearly full screen-height characters displaying so much graphic detail that you could almost see them perspire. It was a dramatic and exciting debut for the TurboGrafx-16, which is expected to be available early this fall at a retail price of approximately \$200. The game console and optional TurboPad controller will be packaged with the TurboChip game card KEITH COURAGE IN ALPHA ZONE, a multi-level adventure featuring many large-scale, colorful adversaries. The controller has three-level turbo firing capability. NEC seems to have a strong entrance in what is shaping up as the Video Game Wars of 1989.

—Ron Patane

And Another NEC TurboGrafx-16 Showing in Chicago

At CES in Chicago, NEC chose not to have a presence on the floor at McCormick Place. Their showing of the new TurboGrafx-16 was in a hotel suite, so most people who attended CES did not see it, and indeed many would not have been aware of it but for some press coverage of the show dailies. The drama of the New York debut was missing, but the TurboGrafx-16, peripherals and games are quite capable of generating plenty of excitement on their own. No died-in-the-wool gamer could fail to be impressed by the large characters, high



TurboGrafx-16 large-scale graphics "China Warriors" similar game from Nintendo

resolution graphics and obvious "next generation" look of the system. The TurboGrafx-16 achieves its special graphic look with what is described by NEC as a 16-bit Custom Graphics and Video Encoder. It is not a fully 16-bit system, however, because it has an 8-bit CPU. Initial availability of the system (approx. \$200) and first games are expected to be limited to the New York and Los Angeles markets. NEC has stated that they "will distribute the system through selected toy and mass merchant chains as well as audio/video dealers." The company expects to have about 20 games available by Christmas, plus accessories including the TurboGrafx-CD player (approx. \$400), which includes CD-ROM game interface and system card. The CD player also plays standard audio compact discs (3" and 5"), as well as the new CD+G format (compact disc plus graphics—CDs encoded with visual information along with music, such as song lyrics, liner notes, pictures). Those of you who have been following our periodic updates on future digital technologies in development have already heard about CD+G. Other accessories for the TurboGrafx-16 include the TurboTap (allows up to five-player action), TurboStick (joystick with variable rate turbo fire and slow motion), extra TurboPad controller and TurboBooster (permits connection of console to monitor or amplifier or amplified speakers for enhanced visual quality and stereo sound). NEC's press releases state that the system "is aimed squarely at the 8 to 16 year old age group," which eliminates over three quarters of our readership. Perhaps NEC will catch on to the fact that the "old gamer" is a serious, important and growing force in the U.S. video game market today.

Intendo Showcases New Games, Accessories

ht new games are planned by Nintendo between now and the end of the year. DRAGON WARRIOR is a role-playing adventure with the promise of complexity, as you must gather three sacred objects to rescue the King's daughter and recover the mystic ball of light from the dreaded Dragon-Lord. CANADU is also a role-playing game. Your goal is to search for water to the elf kingdom of Eolis. Nintendo also showed its own version of ARCADE KICK, which may have been put together a bit hastily for the show since it not only looks nearly as good as Tengen's TETRIS. Nintendo again showed boat action in COBRA TRIANGLE, which will be available this summer. We were glad to see new games for both the Power Pad and the Zapper (which now sports a bright new color scheme). SHORT ORDER and EXPLODE! for the Power Pad are combined on a single cartridge. The first involves pattern matching, as you must build a deluxe burger in a specified order. The second game has you defusing bombs placed by a fox in the chicken coop. Both of these would seem to appeal more to younger players. The Zapper is used in BARKER BILL'S TRICK SHOOTING (carnival-style sideshow shooting gallery) and TO THE EARTH (first on space ship adventure). Nintendo's final new entry is NES PLAY FOOTBALL, which promises a realistic simulation of the sport. The game can be played by up to four people with the use of the new NES SATELLITE, a very interesting accessory. The NES SATELLITE is an infrared wireless remote control unit that accepts up to four controllers, including standard pads, joysticks and even the Power Pad or Zapper. Its four-player capacity will also be exploited by games from some of the third-party licensees, such as Tradewest's OFF-ROAD. Nintendo also showed the NES VIDEO FREE, a controller designed for the physically disabled which allows users to control most games with a "sip and puff tube."

Third-Party Licensees Now Number Over Fifty

Intendo shared its 50,000-square-foot booth with a huge number of licensed manufacturers of games and accessories who presented a staggering array of products. And then there was the World of Nintendo, and area showcasing everything from Nintendo-approved lunchboxes and pencils to pins and T-shirts. We spent an awful lot of time in the Nintendo mega-booth, but we still can't offer you more than general impressions until we receive actual reviews of these games. In general, we felt there were too many baseball games, too many scroll-and-shoot alien/space themed games, and too many similar conversions—definitely too much "me-too-ism" on display. Fortunately there was more to be found, and with. Herewith, our semi-annual rundown of the third-party licensees and their games.

Acclaim Entertainment

Acclaim is a new licensee with some heavy hitters on the design staff. David Greig's witty A BOY & HIS BLOB was easily the most charming and original game in the entire Nintendo area. The company also showed SHREDDER, a shredding/boarding game.

Acclaim Entertainment

Acclaim's company showed the DOUBLE PLAYER system, wireless remote control pads for two-player simultaneous action. Shown were AIRWOLF and GHOST RIDER (based on TV shows of the same names), CYBERNOID (out from the helm of the ultimate fighting machine), IRONSWORD: ARMS & WARRIORS II (action adventure that looks better than the original), and DOUBLE DRAGON II: THE REVENGE (a definite winner in 2-player simultaneous action). Acclaim also previewed a planned 1990 game, BIGFOOT, which simulates five "Monster Truck" events such as Mud and Car Crush.

Activision

Activision's new games from the veteran game designers include GHOSTBUSTERS II (based on the upcoming movie), ARCHON (fascinating chess-like game with strategy and action screens, magic and more), TOMBS AND TREASURE (exploration and magic among Mayan ruins), SUPER PITFALL II (Pitfall's return in an action-adventure with lots of secrets), STEALTH A.T.F. (fighter simulator) and THREE STOOGES (excellent adaptation of the Warner Bros. computer hit). Activision's overall lineup appeared to be one of the stronger ones in the Nintendo booth.

American Sammy

American Sammy's company's new arcade conversions are THUNDERCADE (features a motorcycle) and TWIN COBRA (military helicopter action). Their previously announced NINJA TARO may not be released.

American Technos

American Technos' company's first game is RIVER CITY RANSOM, a riverboat adventure.

Another new licensee, this company showed CHRIS EVERT & IVAN DRUM TOP PLAYERS' TENNIS (singles and doubles with advice from the pros) and COSMIC EPSILON (3-megabit space game).

Bandai's SHLETTIC WORLD and STREET COP are set for play on the Power Pad, and SHOOTING RANGE for the Zapper, which has backgrounds ranging from the Old West to outer space. DR. JEKYLL & MR. HYDE takes place in a world of MONSTER PARTY tells of a young boy mysteriously sent to a parallel world. Bandai brings players another coin-op conversion in DIG DUG vs. martial arts street-fighting action in WILD BOYS. Expected to be released early next year: STAR TREK V (based on the movie) and JIGAN'S ISLAND (based on the TV show).

Broderbund

The attention-getter was U-FORCE, the hands-off controller, but the company also showed its upcoming games, GUARDIAN LEGEND (super-fast space shooting action that looks much better than many of the general type) and BATTLE OF OLYMPUS, an action-adventure with familiar characters from Greek legends. Broderbund announced that a worldwide development program has been initiated to encourage creation of games specifically for U-FORCE.

Capcom

This company has a large lineup of games. Previously announced games which were shown at CES included the Disney titles ADVENTURES IN THE MAGIC KINGDOM and DUCKTALES, along with MEGAMAN II, STRIDER (spy adventure) and WILLOW. CODE NAME: VIPER is a brand-new title which involves a secret U.S. rescue mission to save U.S. citizens captured by a Central American drug organization.

CSG Imagesoft

This company showed its initial release, SUPER DODGE BALL, which is about to be the focus of a series of contests in major U.S. cities. Upcoming titles include SUPER RESCUE (rescue people from a burning building), SUPER SUSHI PINBALL and CHAMPIONSHIP SOCCER.

Culture Brain

In addition to the previously announced FLYING DRAGON (martial arts action) and MAGIC OF SCHEHERAZADE (an Arabian adventure), this company announced its BASEBALL SIMULATOR 1,000 with battery-backed memory for saving season results.

Data East

Upcoming releases are BAD DUDES and ROBOCOP, both of which had been announced earlier.

FCI

HYDLIDE (adventure with battery) will be available soon. FCI showed two new games for the first time: WORLD CHAMPIONSHIP WRESTLING (seems to have a very large number of possible moves) and PHANTOM FIGHTER (different-looking martial arts game with ghostly opponents and password feature).

GameTek

This company has announced far more games than it has shipped. They showed WHEEL OF FORTUNE, FAMILY EDITION and JEOPARDY!, SILVER ANNIVERSARY EDITION for early 1990 release. Two new games have been added to their Fisher-Price line for young children: PERFECT FIT and I CAN REMEMBER. (These should be available early next year and are expected to be the first of the Fisher-Price titles to ship.) Names of other Fisher-Price games have been changed somewhat. The line for later in 1990 now includes MY GRAND PIANO, FUN FLYER, SCHOOL BUS DRIVER, FIREHOUSE RESCUE and LITTLE PEOPLE BOWLING ALLEY.

Hal America

This company was again showing ADVENTURES OF LOLO, AIR FOOTBALL and ROLLERBALL. Hal America did not show any additional new titles.

Hi-Tech Expressions

In addition to its SESAME STREET titles, HI-Tech showed their NES version of the TV game show, WIN, LOSE OR DRAW plus the system's first chess simulation, CHESSMASTER (based on the computer version by Software Toolworks). Other future games are MTV's REMOTE CONTROL (based on the MTV Trivia game show), MUPPET ADVENTURE: CHAOS AT THE CARNIVAL (favorite Muppet characters go to the carnival), FUN HOUSE (based on TV game show for kids) and THE HUNT FOR RED OCTOBER (escape from the Soviet Navy and defect to America; based on Tom Clancy's best-selling novel).

Hudson Soft

ADVENTURES OF DINO-RIKI, a prehistoric adventure, and STARSHIP HECTOR, a shooting game had been announced earlier. New for this CES were the JOYCARD (control pad with rapid fire and stereo earphones with simulated stereo effect) and two games expected early next year. XEXYZ is a high-speed shooting adventure. PRINCESS TOMATO IN THE SALAD KINGDOM turned out to be a very captivating and clever adventure which we look forward to reviewing.

Jaleco

HOOPS (basketball) and GOAL! (soccer) are still scheduled for this year. Next year, the company plans to release BASES LOADED II: THE SECOND SEASON as a follow-up to their very successful baseball game. The sequel promises more realism and control options. Jaleco also showed an action game with the unusual title of BASHI BAZOOK: MORPHOID MASHER. (Where do they come up with these names?)

Kemco-Seika

This company had previously announced SPY VS SOY II, DESERT COMMANDER and SHADOWGATE. New game titles added for this CES were BUGS BUNNY CRAZY CASTLE (help Bugs rescue his Honey Bunny from Daffy Duck, Yosemite Sam, Sylvester and Wile E. Coyote); SNOOPY'S SILLY SPORTS SPECTACULAR (kooky contests with Snoopy, his brother Spike and pal Woodstock); ROCKET RANGER (based on the Cinemaware computer game); and RESCUE: THE EMBASSY MISSION (rescue hostages held inside the embassy by terrorists).

Koei

This company is about to ship their first title, NOBUNAGA'S AMBITION, a historical strategy game set in feudal Japan. Future titles, also based on

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Hand-Held Games Battle Looms

Thanks to the increasing popularity of video games for the Nintendo, Sega and Atari systems, there has been a resurgence of interest in hand-held games by a number of manufacturers, especially Nintendo's "Game & Watch" hand-helds which are distributed here by Microgames USA. With summer approaching, a time when most people spend less time indoors, watch for hand-held games to become the focus of an intense battle for market share among several companies. Microgames will introduce three new Nintendo hand-helds: THE LEGEND OF ZELDA, TETRIS (MSR \$38.95 each) and PUNCH-OUT (\$42.95). Konami/Ultra will debut a line of hand-held games including DOUBLE DRIBBLE, GRADIUS, TOP GUN, TEENAGE MUTANT NINJA TURTLES, C (Contra), and SKATE OR DIE. Acclaim will add to its initial line of hand-helds with a new series of SuperPlay games featuring enhanced graphics and sound: WWF WRESTLEMANIA CHALLENGE, WIZARDS & WARRIORS, KNIGHT RIDER, 1943 and ROCKY (\$19.95 each).

New Hand-Held Game Systems Shown at CES by Nintendo and Atari

Both Nintendo and Atari showed portable, hand-held video game systems at CES. Although both systems are small and accept game cartridges, they are quite different from each other. The Nintendo Game Boy (MSR \$109.95), which was previewed in our May issue, features a monochrome LCD dot-matrix display (black against a



Nintendo's Game Boy

yellow-green background) and stereo sound with earphones. The Game Boy weighs in at 10.6 ounces and runs on four "AA" alkaline batteries or an optional Rechargeable Battery Pack/AC Adapter (\$32.95). The system will be packaged with TETRIS, the Soviet puzzle game, and the Video-Link Cable which permits head-to-head competition between two Game Boy players. Initial cartridges announced for Game Boy are ALLEYWAY, BASEBALL, TENNIS and SUPER MARIO LAND (\$24.95 each). Third-party Nintendo licensees currently developing games for the NES were quick to jump on the Game Boy bandwagon. Konami showed prototypes of its football game for Game Boy, GRIDIRON GLADIATORS, and Ultra's MOTOCROSS MANIACS (reminiscent of "Excitebike" for the NES). Other titles announced for Game Boy were GHOSTBUSTERS II (Activision) and SUPER PINBALL and SHANGHAI (Hal America). Other Nintendo licensees planning to produce cartridges for Game Boy include Absolute Entertainment, Acclaim Entertainment, American Technos, Bandai, Capcom, FCI, Gametek, Hi-Tech Expressions, Hot-B USA, Jaleco, Koei, LJN Toys, Mindscape, Rare Coin-It, Seta, SNK, Software Creations, Taito, Tecmo and Vic Tokai.

Advanced Hand-Held Game Technology from Atari and Epyx

The Atari Portable Color Entertainment System is more expensive (MSR \$149.95) and slightly larger and heavier (about one pound) than Game Boy, but it is more sophisticated and offers full color on a 3.5-inch LCD monitor with 160x102-pixel resolution. The monitor displays dot-matrix graphics in up to 16 colors at a time from a possible

palette of 4,096 colors. The Atari system is packaged with CALIFORNIA GAMES, runs on six "AA" batteries, AC adapter or cigarette lighter adapter, and includes a headphone jack. A connecting cable can be used to link up to eight units for multi-player challenges. One feature that left-handers will love is that images on the screen can b



Atari Portable Color Entertainment System

rotated 180 degrees so that the eight-direction control pad can be manipulated by the preferred hand. Initial games to be released for the system (\$34.99 each) will be MONSTER DEMOLITION (angry monster wreaks havoc across the country), IMPOSSIBLE MISSION (spy mission against Criminal Brain and his droids), BLUE LIGHTNING (fly-and-fight jet simulation), TIME QUESTS & TREASURES (adventure from dungeons to outer space in quest for the Holy Gem), and THE GATES OF ZENDOCON (space battle against evil aliens). This system was developed by Epyx, and we saw and played a prototype unit in a private showing at the January CES. Excited as we were about the system at the time, we were unable to tell our readers about it since we had signed a non-disclosure agreement with Epyx. We felt privileged to be the first members of the press to see the system in development, but we hated not being able to talk about it! The project has now been sold to Atari, and the system will be marketed under the Atari name. Epyx will work with Atari on continuing development of new game cartridges for the system, and the two companies are said to be carrying out negotiations with a number of firms on licensing agreements and third-party development programs.

Tengen Shows New Games for NES

The newly released TETRIS (MSR \$39.95) for the NES was one of the highlights of Tengen's CES booth. Based on the Atari Games computer version of the original computer game, Tengen's TETRIS offers sparkling graphics, Russian folk tunes and totally addictive play action for one or two. (Tengen is a wholly owned subsidiary of Atari Games which is not affiliated with Atari Corp.) This TETRIS is definitely a lot better than Nintendo's for the NES, which was shown in Nintendo's booth. (Legal action is currently pending between Tengen/Atari and Nintendo over the rights to the game.) Tengen also showed upcoming NES games SUPER SPRINT (\$49.95), a Grand Prix driving game with cars that can be customized, plus VINDICATORS (battle tanks in the 21st century) and XYBOTS (futuristic battles against robotic monsters). Tengen also announced that it will release POLICE ACADEMY early in 1990. This will be a humorous game, based on a movie, in which players can be any of a variety of characters using wacky weapons to capture crazy criminals.

Lots of New Games from Sega

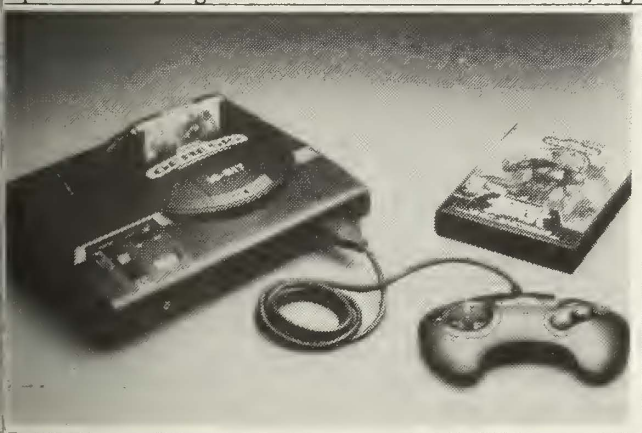
There was activity aplenty in Sega's booth at CES where the theme was "Sega: America's Most Wanted Games." Several new arcade games were featured, including DEAD ANGLE (government man with a mission takes on crimelords in cities from coast to coast), DYNAMITE DUX (zany game about a shooting duck out to rescue his girlfriend), SCRAMBLE SPIRIT (flight game with bombing missions), and GOLDEN AXE (barbarian adventure to be released simultaneously in home and arcade formats). New on the action front are three games that looked very good: CLOUD MASTER (Oriental theme with mystical undertones), CAPTAIN SILVER (pirate quest for treasure), and WONDER BOY III: THE DRAGON'S STRAP (our hero has been transformed into a little dragon and seeks the Salamander Cross to restore his former shape). On the role-playing front, ULTIMA IV is now a reality—a magical quest to become an Avatar of Truth. Sega offers a Western theme in WANTED!, the newest shooting game for the Light Phaser, in which you get to be the sheriff and hunt down the outlaws. Sports games, always popular with many gamers, include BASKETBALL NIGHTMARE (an offbeat game that replaces the previously announced "Super Basketball"), WORLD GAMES (international events from bull riding and barrel jumping on skates to log rolling and caber toss), TENNIS ACE (singles and doubles with password feature for saving tournament standings), and SUPER GOLF (wonderful graphics, accommodates foursomes, and has battery-backed memory to save games and standings).

Some Sega Titles Dropped

Periodically Sega thins out its line a little as the company introduces new games. KUNG FU KID and SHOOTING GALLERY are no longer listed, and all 3-D games except POSEIDON WARS have been deleted from the Sega catalog (BLADE EAGLE 3-D, SPACE HARRIER 3-D and ZAXXON 3-D). The 3-D games have not been as successful as Sega would have liked, so they have also dropped the planned titles OUT RUN 3-D and MAZE HUNTER 3-D II. Sega's Rapid Fire Adaptor was discontinued in January, and now the RAPID FIRE CONTROL STICK package has been discontinued, too. Some of the discontinued items may still be available in certain stores, but don't delay if you still want to add any of these titles to your collection.

Sega Genesis: 16-Bit Sophistication for Gamers

It looks as if the future has arrived for video game fans as Sega produced a splashy and successful CES debut for its GENESIS, the first fully 16-Bit game system which features true arcade-quality graphics and stereo sound. The GENESIS section of the Sega booth was enclosed, leading visitors first to a video presentation on the new system, next to a live demonstration of TeleGenesis (more about this a moment), and then to the "play room" with many GENESIS units lined up with a variety of games. As visitors left the GENESIS area, Sega



Sega's Genesis

personnel were on hand to ask them what they thought of the new system—and those Sega people were listening carefully to the answers. Reactions to Sega's GENESIS were very positive among many people we talked to at the show.

The Games

GENESIS is very impressive: realistic, arcade-quality graphics, great stereo sound (especially with earphones), very large and well-animated characters, and independent scrolling of two planes within

backgrounds that gives a 3-D look to many of the games. At the heart of the system is a 68000 microprocessor (the same as that in the Amiga computer) and a Z80 co-processor which allows the system to play 8-bit games made for the Sega Master System (with an optional converter). As might be expected from a company with a reputation for arcade game design, the earliest group of games relies on home versions of coin-ops: ALTERED BEAST (packaged with the system), SUPER THUNDER BLADE (helicopter fighting missions), SPACE HARRIER II (the scrolling 3-dimensional shooting classic), GHOULS'N GHOSTS (action-adventure with plenty of scary creatures), and SUPER HANG-ON (motorcycle racing with first-person perspective). Additional action games planned for this year include THUNDER FORCE II (high-speed shooting game with multi-directional scrolling and fantastic sound), LAST BATTLE (martial arts action and strategy), RAMBO III (multi-stage rescue operation), ALEX KIDD: ENCHANTED CASTLE (another adventure with Alex, this time on the planet Paper Rock), and FORGOTTEN WORLD (nine rounds of fast-action shooting). Sports games, always a popular category, are represented by TOMMY LASORDA BASEBALL (features managing and playing, with roving camera angles for unobstructed field vision) plus BASKETBALL, SOCCER, and a detailed GOLF game that features courses in the U.S., England and Japan.

Gaming-by-Phone

And sports fans are bound to love TELEGENESIS BASEBALL, which can be played between any two GENESIS players via telephone lines, so long as they both have the TELEGENESIS MODEM and the game cartridge. We saw this one in action—a very exciting demonstration showing that each player sees the same game from a different point of view (in other words, if you're batting, your view is from behind the



Modem for TeleGenesis

plate; pitching—your view is behind the pitcher!... pretty amazing stuff). TeleGenesis gameplay can also include partnered play-offs, in which two players test their skills as a partnership against another partner-

ship which might be next door or across the country. TeleGenesis is not expected to be available until late 1989 or early 1990.

Third-Party Support for GENESIS

Sega obviously recognizes that advanced technology is only one part of the appeal of any game system to the player. The real key is the availability of a good quantity and variety of exciting games. With that in mind, Sega announced that they expect to be working with 20 third-party developers of software for GENESIS in the U.S. and the MegaDrive in Japan. The first third-party developers named were Namco, Ltd.; Sun Electronics Corp.; Sigma Enterprises, Inc.; Techno Soft Company Ltd.; Micronet Company, Ltd.; Treco, Ltd; Dempa Publication, Inc.; HBS Company, Ltd.; and Spectrum HoloByte, a division of Sphere, Inc.. About fifteen games from third-party developers are expected to be available by the end of the year. Spectrum HoloByte's partnership with Sega was accomplished and announced during CES, and the first result will be a GENESIS version of Spectrum HoloByte's award-winning F-16 fighter simulation, FALCON. The game will be playable with the TeleGenesis Modem.

The System and Its Components

GENESIS will be available in September and will include one Genesis Control Pad and the arcade hit, ALTERED BEAST. The package is expected to sell for less than \$200. (Sega does not offer a

"manufacturer's suggested price" on any of its products.) GENESIS purchasers who may want to be able to play some of the games made for the 8-bit Sega Master System can purchase the Genesis Power Base Converter (less than \$40) which accepts both cartridges and cards. Additional Genesis Control Pads (less than \$20) will be available from the outset. The approximate price range of the games should be from about \$35-\$40 on the low end to \$60-\$70 on the high end. Watch for a major Computer Entertainer feature with reviews shortly before the release of GENESIS!

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successful computer strategy games, are ROMANCE OF THE THREE KINGDOMS and GENGHIS KHAN.

Konami

One of last year's most popular titles has spawned a sequel in TOP GUN II: THE SECOND MISSION. There are three fighters to choose from, and players can have a friend join the team as wingman. Konami also showed JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF, which is based on the popular computer game from Accolade.

LJN TOYS

LJN Interactive showed several titles seen or announced previously: WHO FRAMED ROGER RABBIT, NFL FOOTBALL, BACK TO THE FUTURE and MARVEL'S X-MEN. A NIGHTMARE ON ELM STREET has been completely reworked so that the player does not have the role of the murderous Freddy, but instead attempts to stop Freddy from killing.

Matchbox Toys

This new licensee, well known as a manufacturer of tiny cars and trucks, announced five titles for release in 1990: TUNE-UP RALLYE (design, tune, test and race cars); MONSTER TRUCK RODEO (design and customize monster trucks and then compete in six events); URBAN Convoy (wildcat trucking with schedules, pickups and deliveries); WEB WORLD (spiders in space, racing to capture the universe); and RING RAIDERS (flight game with various types of aircraft from different historical periods).

Mattel

The POWER GLOVE and the game BAD STREET BRAWLER captured plenty of attention as visitors to the Nintendo booth stopped to watch Mattel's game demonstrators in action.

Milton Bradley

In addition to the previously announced JORDAN VS. BIRD: ONE ON ONE, due this fall, Milton Bradley previewed three more games. CABAL is based on a popular combat-theme coin-op, CAPTAIN SKYHAWK is a jet fighter simulation, and TIME LORD is an adventure through time as you track down and destroy the Evil Force threatening to change the course of history.

Mindscape

Upcoming titles include ROAD BLASTERS (arcade hit with high-performance armored vehicle), 720 (coin-op skateboarding game), INFILTRATOR (an update of the Chris Gray computer hit combining helicopter combat and ground missions), THE LAST STARFIGHTER (space combat game based on the movie; programming actually derived from the computer game, "Uridium"), and ROAD RUNNER (maze-chase coin-op featuring the Road Runner and Wile E. Coyote).

Nexoft

This is another new licensee. The company showed CASTLEQUEST, a maze adventure, and wireless remote NES controllers (a gun and an elaborate, console-style joystick).

Romstar

This company's first release will be TWIN EAGLE, an arcade hit that provides cooperative shooting action for two players.

SNK

Upcoming releases from SNK are BASEBALL STARS (with memory feature to save statistics) and two military-theme coin-op translations, GUERRILLA WAR and P.O.W.

Seta

The first release from this new licensee will be ADVENTURES OF TOM SAWYER, an action-adventure loosely based on the Mark Twain character.

Sofel

CASINO KID is the first offering from new licensee, Sofel. The game combines poker and blackjack with adventuring aspects as you make your way through mazes to your next gambling opponent.

Square Soft

Another new licensee, Square Soft showed the action-adventure, KING'S KNIGHT. The game features four heroes who make their separate ways through the early stages of the game and then band together to save the princess.

Sunsoft

FESTER'S QUEST, using characters from "The Addams Family" TV series, stars Uncle Fester in a wacky quest to rescue the townfolk from an alien invasion. TERMINATOR has been delayed, probably until early next year. BATMAN was shown for the first time, and the game is based on this summer's movie. The portions we saw looked good, especially the character movement and animation.

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Nintendo Poliferation - An Editorial Viewpoint

As we roamed through the Nintendo booth, the largest display in the history of CES, we reflected back only about two years ago when Nintendo made strong statements regarding how they were going to keep this second wave of gaming from turning into the nightmare of the first time around (Atari, Intellivision, Coleco). They spoke of a very careful growth plan in which they would not allow "me-too" games poliferation of 3rd party companies, and the like. They were in a unique position to do that as everything must be licensed through the (although that is being challenged in court in a lawsuit brought by Tengen) and they provide the chip allocation for all the companies producing Nintendo software.

As we became bleary trying to cover all the new 3rd party companies (we're now up to around 40 - we wonder how many of these companies will be around in 12 months), alarm bells went off in our heads. We were three booths in a row in which new baseball games were being shown. Without making an exact count of all the baseball games at this show we wondered, "how many ways are there to play baseball?" The answer were the seemingly dozens of scrolling shoot-'em-ups with the basic premise so similar that the subtle differences do not justify the purchase of them (especially at the kind of money these things cost now). As we moved booth to booth, we asked for release dates and an amazing number of companies quoted "4th quarter." While we understand that everyone wants those Christmas sales, just how many games do they think you're going to buy??? Based on projected shipments of new titles in the fourth quarter, they want you to buy over 25 games the last few weeks before Christmas. Unless you've struck oil, I doubt you can do that! That then takes us to the Nintendo position on renting. They are openly against it and will not sell directly to anyone renting. They want it stopped. However, this poliferation of titles simply fuels rental as gamers try out games before purchase. As a result, many of the action-arcade games get play from a rental of a few days that the gamer isn't interested in purchase. Instead, he moves on to the next game coming out.

Joysticks, Guns, Peripherals Everywhere

Then, we started looking around at the ridiculous number of peripherals you can buy. Everyone has their own version of a control panel, infrared wireless joysticks, turbo this, turbo that, big, small, and many of them with the official Nintendo "Seal of Excellence." As the dust at the show wore on, we had more and more of a sinking feeling that "we've seen this movie before." When we confronted a Nintendo executive with our concerns, his reply was "we do not feel we should control what the 3rd party companies put out." That was in direct conflict with what we understood the Nintendo policy to be. We know the third party companies must submit each game to Nintendo for approval before manufacture so we're very confused by multiple baseball games (we can understand two or three for a varied approach but this is ridiculous), and some of the other, in our opinion, redundant titles. We are finding this is becoming more and more of a "F" business with only the big titles moving, and only having a short shelf life. We don't like the signs if we want a continued healthy gaming environment and are deeply concerned. If you feel the same, we urge you to write to Nintendo in Redmond, Washington. After all, we'd like to see some great games (see elsewhere in this issue) and feel this success should be slowed down just a bit in order to ensure the long-term health of the gaming business.

And Then, There's Tetris Vs. Tetris

In another situation which will confuse the market, both Nintendo and Tengen have versions of the widely popular Tetris! The Tengen version, of course, is not licensed (again, the lawsuit) so it won't have the same spread in stores as the Nintendo version. We spent time with both versions and, while we will have full reviews upon release, we think the Tengen version wins hands-down in our opinion. Not only are the graphics far superior with shading giving the objects a nice 3D feel, but there is more choice of music and a unique 2-player version as you battle side-by-side. The Nintendo version was nowhere near as good a version. We assume Nintendo is flexing its muscle in releasing the game in order to show Tengen "who's boss;" however, as the lawsuits go head-to-head they confuse the market and everyone loses in the end.

Meanwhile, haven't they noticed that little Sega machine with all the power and amazing graphics? The Genesis could just do some damage to the Nintendo power. Stay tuned as the battle heightens.

SEGA Software

ALF (★★★1/2/★★★) is a delightful little game from *Sega* based on a lovable character on television who thinks he's human. In this adventure, you guide Alf through various areas such as his house, the street, the sky, a cave, etc., as you search for items to help fix his broken spaceship so he can get to Mars and visit his friends Rhonda and Skip. Some items you can simply find and pick-up while others have to be bought. You can open doors and head to the basement to look for things, go outside, etc. Meanwhile, watch out for the Alien Task Force. One touches you, that's it! You can also get run over by a boy on his skate while out on the street. Perhaps that space scooter will help you travel into the sky; however, if you don't find the fuel, you can't make it go. Fix the spaceship and Alf is on his way; if not, he's stranded in Earth.

A Cute Game for Youngsters

Based on the popular TV character (we did miss hearing his voice, but that's another story), this Alf looks a good deal like his TV counterpart. The gameplay is cute and something that the younger set will enjoy the most. We really got a kick out of Alf when we got called out of the room and, upon returning a few minutes later, found him asking (text on the screen), "I'm human, is anybody out there?!" All this while he was knocking on his side of the screen. He continues his quest for your presence in a very funny dialogue with the knocks on the screen coming more persistent. It's a very cute game which is not terribly difficult, making it a good target for those 8-year-old plus kids. (one player) **Recommended**

VIGILANTE (★★★/★★★) is based on the *Sega* arcade hit in which you are a karate master called Vigilante who must rescue your girlfriend Maria from the clutches of the Rogue gang. You must knock off the punks and the five Area Bosses, all before they make it back to their headquarters in order to rescue Maria. At the headquarters, you must fight the Big Boss. You'll move through city streets, a junkyard, a bridge, downtown, and a construction site before making it to their hideout. You can kick and punch, jump, and use the Nunchuck weapon you battle the enemy.

Fun For Martial Arts Fans

There are plenty of martial arts fans and this one allows you to use those skills again, in a city setting. You'll have opportunity to kick and punch punk after punk in colorful scenes. Quick reflexes are the key you sit down for some fast and furious sessions. (one player)

CALIFORNIA GAMES (★★★1/2/★★★1/2) allows you to have a really rad time at the beaches and deserts of sunny Southern California. Originally a very popular title from Epyx for computers, the *Sega* game includes half pipe skateboarding, surfing, BMX bike racing, football, roller skating, and flying disk. You can choose to compete in all events, any combination, one event, or practice one event. Also, you can pick your sponsor. If you haven't tried an earlier computer version (and even if you have), you'll probably want to practice to get a feel for how the control pad works in each event. It has a high score screen and features the awarding of trophies after each event and scoring.

Still a Strong Title

In spite of the fact that this is a title that's been around for quite some time (albeit for computers only), it still holds strong as several fun sessions in various sports/skill games which are particularly popular in California. The action is quite good and adaptation to the control pad is fine. Graphics are very strong with some nice sound effects (the game opens to the strains of "Louie Louie"). With the ability to play one or with a total up to eight friends, you can have lots of fun this summer with this one. (one to eight players)

Recommended

NINTENDO Software

CALIFORNIA GAMES (★★★1/2/★★★1/2) ships for Nintendo from *Milton Bradley* coinciding (coincidentally) with the release for game by *Sega* (see review in *Sega* area above for details). This game features the same six events as the *Sega* game, with gameplay very similar and the same features included.

Good Game

As in the *Sega* version, this is a good game with lots of fun included. There are slight nuances that are different in the two versions. For

instance, the Nintendo version features a shark with the "Jaws" theme when your surfer wipes out. The *Sega* version has a shark which occasionally crosses the screen without music; however, we felt the waves were a bit better in the *Sega* version. Both are excellent translations of a hit title and will be a good addition to your library (one to eight players) **Recommended**

Atari Features New Video Games for 3 Systems

The Atari booth at CES was dominated by games for its 2600, 7800 and XE game systems. Small sections of the booth were devoted to the Atari Portable Color Entertainment System (PCES), Atari calculators, and music applications on the Atari ST. The very small space devoted to the ST stood in stark contrast to Atari booths in previous shows which included numerous displays by a variety of companies producing games and other software for the ST. The minimal emphasis on the ST at this year's show reflects the decreasing importance of the ST in the U.S. software market. Considering the small space devoted to it, the PCES certainly grabbed lots of attention for its beautiful color graphics combined with portability. (See separate article on hand-held games in this issue.) Most of the booth was devoted to video games, showcasing new titles for all three Atari systems and a new light gun (MSR \$24.95) for the Atari 2600 and 7800. New gun games include BARNYARD BLASTER for the 7800 (target practice in a farm setting), SHOOTING> ARCADE for the 2600 (carnival-themed shooting), and SENTINEL for the 7800 and 2600 (destroy energy sources in an alien landscape). Other new games shown for the 7800 included arcade conversions such as COMMANDO, IKARI WARRIORS and XENOPHOBE plus DOUBLE DRAGON and RAMPAGE from Activision. Additional 7800 games featured were PLANET SMASHER, NINJA GOLF, MAT MANIA CHALLENGE, WHITE WATER MADNESS and MEAN 18 ULTIMATE GOLF. New 2600 games shown included OFF THE WALL, ROAD RUNNER, RADAR LOCK, IKARI WARRIORS, WHITE WATER MADNESS, STREET FIGHT, MOTORDEO plus Activision's RAMPAGE and DOUBLE DRAGON. The XE Game System was represented by COMMANDO, SUPER FOOTBALL, TOWER TOPPLER, XENOPHOBE, MIDI MAZE and DEFLEKTOR. As many of our readers who own Atari game systems know, we have had considerable difficulty obtaining information and games for review from Atari in the past. (Many other publications have had the same problems.) Our meeting with an Atari representative at CES was encouraging, and we were assured that we will now get the cooperation we need to provide our readers the news and reviews they want.

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Taito

The next NES game from this company is SKY SHARK, which had been shown before. New at this CES were TARGET RENEGADE, a street fighting sequel to "Renegade," and DEMON SWORD, and action adventure that looked especially good.

Taxan

This company showed its existing games plus one new title, 8-EYES. The player is a falconer out to save the world from evil jewels of power. The falcon can be controlled by a second player for "dual attack mode."

Tecmo

TECMO WORLD WRESTLING is the next game due from this company, and it includes 36 different wrestling moves.

Toho

This new licensee's first title is GODZILLA, and it certainly looks like a lot of fun. The player controls Godzilla, battling his way through alien space monsters as he makes his way to enemy headquarters.

Tradewest

On display at Tradewest were MAGIC JOHNSON'S FAST BREAK, a two-on-two game. What really caught attention, though, was Tradewest's support of the new NES SATELLITE accessory in IVAN "IRONMAN" STEWART'S SUPER OFF-ROAD, allowing up to four players to race at one time—what fun!

Ultra

New from Ultra are two NES games based on computer games. The first is SILENT SERVICE, a submarine combat simulation by MicroProse. The second is licensed from Electronic Arts: KINGS OF THE BEACH, volleyball game which was co-designed by Sinjin Smith and Randy Stoklos, the #1 team in professional beach volleyball. Up to four people will be able to play with the NES SATELLITE.

Vic Tokai

GOLGO 13 comic books are new from Vic Tokai, and they even contain game hints. The company's newest game titles are KID KOOL, an action-adventure; CLASH AT DEMON HEAD, a quest to rescue a princess trapped on a dangerous mountain; TERRA CRESTA, an action game based on a classic coin-op; and ALL-PRO BASKETBALL, a five-on-five game.

Licensees who have not announced their first titles or were not showing games at CES were Hot-B USA and NTVIC.

AVAILABILITY UPDATE

ATARI

MAY
 x-Bubble Bobble (TAI)
 x-Demon's Winter (SSI)
 x-Talespin (MD)
 JUNE
 Android Decision (DS)
 Arkonoid II (TAI)
 Artura (ARC)
 x-Battle Chess (IP)
 Dark Side (SPO)
 Gauntlet II (MIN)
 Indiana Jones Last Crusade/Action (LF)
 Kristal, The (CIN)
 Last Duel (CAP)
 LED Storm (CAP)
 1943 (CAP)
 Qix (TAI)
 Operation Wolf (TAI)
 Rambo III (TAI)
 Rocket Ranger (CIN)
 Side Arms (CAP)
 Star Command (SSI)
 Street Fighter (CAP)
 Total Eclipse (SPO)
 SECOND QUARTER
 Aze of Rage (EPY)
 Bad Dudes (DE)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
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 Risk (VIR)
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 Wayne Gretzky Hockey (BS)
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 Their Finest Hour (LF)
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 x-Deja Vu II (SS)
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 Blades of Steel (KON)
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 HardBall II (ACO)
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 Stinder (CAP)
 Teenage Mutant Ninja Turtles (ULT)

APPLE II/IIe

MAY
 x-Bubble Bobble (TAI)
 x-John Madden Football (EA)
 Indiana Jones & Temple of Doom (MIN)
 JUNE
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 Journey (INF)
 Qix (TAI)
 Renegade (TAI)
 Shogun (INF)
 Zork Zero (INF)
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 Devon Aire Diamond Caper (EPY)
 Legend of Blacksilver (EPY)
 Leisure Suit Larry II (SIE)
 Manhunter New York (SIE)
 Mind Roll (EPY)
 RoboCop (DE)
 Superstar Ice Hockey (MIN)
 Technocop (USG)
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 Earl Weaver Baseball 1.5 (EA)
 First Over Germany (SSI)
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 AUGUST
 Clue (VIR)
 Omega (ORI)
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 Space Rogue (ORD)
 Windwalker (ORI)
 OCTOBER
 Knights of Legend (ORI)
 FOURTH QUARTER
 Curse of Azure Bonds (SSI)
 Where in Time/C Sandiego (BRO)

APPLE II/IIe

MAY
 x-Deja Vu II (SS)
 PT-109 (SPE)
 JUNE
 Arkonoid II (TAI)
 Captain Blood (MIN)
 Hostage (MIN)
 Renegade (TAI)
 Rocket Ranger (CIN)
 SECOND QUARTER
 Downhill Challenge (BRO)
 Final Assault (EPY)
 Indiana Jones & Temple of Doom (MIN)
 Jack Nicklaus Greatest 18 (ACO)
 Leisure Suit Larry II (SIE)
 Silphred (SIE)
 Superstar Ice Hockey (MIN)
 Undersea Commando (EPY)
 Zoom! (DIS)
 JULY
 Ancient Land of Ys (KYO)
 Battle Chess (IP)
 Halls of Montezuma (SSG)
 Life & Death (ST)
 AUGUST
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 Xybots (TEN)
 THIRD QUARTER
 Quarterstaff (INF)
 Third Count (ACO)
 Three Stooges (CIN)
 FOURTH QUARTER
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 Qix (TAI)
 Rastan (TAI)

MACINTOSH

MAY
 x-Gauntlet (MIN)
 x-Where in USA/C Sandiego (BRO)
 JUNE
 Arthur: Quest for Excalibur (INF)
 Captain Blood (MIN)
 Cosmic Osmo (ACT)
 Halls of Montezuma (SSG)
 Hostage (MIN)
 Puzzle Gallery (MC)
 SECOND QUARTER
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 Arkonoid II (DIS)
 Karnov (DE)
 Leisure Suit Larry II (SIE)
 Manhunter New York (SIE)
 Sceptre (DIS)
 Ultima IV (ORI)
 Undersea Commando (EPY)
 JULY
 Fidelity Chessmaster 2100 (ST)
 1943 (CAP)
 AUGUST
 Shanghai/Mac II (ACT)
 Wayne Gretzky Hockey (BS)
 SEPTEMBER
 Omega (ORI)
 T.H.R.U. QUARTER
 Starglider II/Mac II (RAI)
 FOURTH QUARTER

F-19 Stealth Fighter (MIC)
 Harpoon (TS)

MS-DOS

MAY
 x-Dawn Bustin Modern Wars (EA)
 x-Dr Doom's Revenge (PAR)
 x-Earl Weaver Baseball 1.5 (EA)
 x-Hillsfar (SSI)
 IROC (TS)
 x-Red Storm Rising (MIC)
 x-Speedball (SPO)
 x-Steel Thunder (ACO)
 x-Street Fighter (CAP)
 x-Total Eclipse (SPO)
 x-Wibarm (BRO)
 JUNE
 Amer Civil War Vol 2 (SSG)
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 Android Decision (DS)
 Arthur: Quest for Excalibur (INF)
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 Dark Side (SPO)
 F-14 Tomcat (ACT)
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 King of the Americas (SSG)
 Journey (INF)
 Shogun (INF)
 Zork Zero (INF)
 SECOND QUARTER
 Aze of Rage (EPY)
 Battleship (EPY)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
 Double Drabble (KON)
 Downhill Challenge (BRO)
 Galactic Conqueror (TI)
 Heavy Barrel (DE)
 Hybris (DIS)
 Inl Team Sports (MIN)
 Jackal (KON)
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 Battles of Napoleon (SSI)
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 Deathbringer (SPO)
 Deja Vu II (SS)
 Fendish Fieddy's Big Top (MIN)
 MI Tank Platoon (MIC)
 Manhole, The (ACT)
 Focket Rockets (CAP)
 SimCity (MAX)
 Wayne Gretzky Hockey (BS)
 SEPTEMBER
 Cabal (CAP)
 David Wolf: Secret Agent (DYN)
 Federation (SPO)
 Forgotten Worlds (CAP)
 Harley Davidson: Rd to Sturgis (MIN)
 Tank Killer: A-10 Thunderbolt (DYN)
 Their Finest Hour (LF)
 Thunder Blade (SEG)
 Tongue of the Fa'Man (ACT)
 THIRD QUARTER
 Conspiracy: Deadlock Files (ACO)
 Cycles, The (ACO)
 Don't Go Alone (ACO)
 Eye of the Storm (ACO)
 Ferrari Formula One (EA)
 HardBall II (ACO)
 Harpoon (TS)
 Heat Wave (ACO)
 LED Storm (CAP)
 Legend of Blacksilver (EPY)
 Overman (SSI)
 Starglider II (RAI)
 Third Count (ACO)
 TV Sports Football (CIN)
 OCTOBER
 ABC Monday Night Football (DE)
 Ghostbusters II (ACT)

Knights of Legend (ORI)
 License to Kill (BRO)
 Rambo III (TAI)
 Xybots (TEN)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Ajax (KON)
 Blades of Steel (KON)
 Castlevania (KON)
 Die Hard (ACT)
 Double Dragon II (MH)
 Dragon Wars (IP)
 KyBo (BS)
 Rick Davis World Trophy Soccer (MH)
 Shark Attack: G Norman Uli Golf (MH)
 Where in Time/C Sandiego (BRO)

ATARI 2600

MAY
 x-Dark Chambers (AT)
 x-Ram Page (ACT)
 x-Double Dunk (AT)
 JULY
 Off the Wall (AT)
 AUGUST
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 SEPTEMBER
 Ikan Warriors (AT)
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 FOURTH QUARTER
 Motorcade (AT)
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ATARI 7800

MAY
 x-Ace of Aces (AT)
 x-Super Huey (AT)
 JULY
 Rampage (ACT)
 AUGUST
 Double Dragon (ACT)
 Jmkk (AT)
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 SEPTEMBER
 Commando (AT)
 Mean 18 Golf (AT)
 THIRD QUARTER
 Ikan Warriors (AT)
 FOURTH QUARTER
 Barmy Blazer (AT)
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 Sentinel (AT)
 White Water Madness (AT)

ATARI XE GAME SYSTEM

MAY
 x-Eagle's Nest (AT)
 AUGUST
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 SEPTEMBER
 Commando (AT)
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 Xenophobe (AT)

NINTENDO

MAY
 x-California Games (MB)
 x-Legacy of the Wizard (BRO)
 x-Mappy Land (TAX)
 x-Taboo (TW)
 x-Tetris (TEN)
 JUNE
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 x-Airwolf (ACT)
 x-Ambius World (BAN)
 Baseball Stars (SNK)
 Defender of Crown (ULT)
 x-Guardian Legend (BRO)
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 x-World Games (MD)
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 Spy Vs. Spy II (KS)
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 Dr. Jekyll & Mr. Hyde (BAN)
 Hollywood Squares (GT)
 Jeopardy Jr. (GT)
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 Street Cop (BAN)
 Super Dodgeball (CSG)
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 AUGUST
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 Cobra Triangle (NIN)
 Dragon Warrior (NIN)
 Duck Tales (CAP)
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 Silent Service (ULT)
 U-Force (BRO)
 SEPTEMBER
 Fester's Quest (SUN)
 NES Satellite (NIN)
 P.O.W. (SNK)
 RoboCop (DE)

...continued on Pa

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Galactic Video Review Adventure Magazine

When a product becomes extremely popular, many people look for ways to "cash in" on that popularity. We're seeing that now with the Nintendo game and games, as entrepreneurial types try to get a little of that multi-million dollar business. An example is a tape we received recently, the first of a quarterly "video magazine," THE GALACTIC VIDEO REVIEW ADVENTURE MAGAZINE (MSR \$14.95) published by Studio Productions of San Luis Obispo, Calif. The tape includes lists of the top 10 Nintendo games (sales and rentals) and promises reviews of Nintendo accessories and games along with playing hints. In reality, the reviews and hints take a back seat to an overly long and lame comedy skit starring Commander Varnak and his space-kid sidekicks, Cadets Bob and Sabrina. In 40 minutes the trio manages to do mini-reviews of 12 games, two joysticks and one light gun (all invariably referred to as this or that "puppy") but they devote most of the time to some very poorly written comedy material. And as bad as the material is, the acting and production values are even worse. Reviews tend to consist of such unhelpful evaluations as "that game is totally tubular" or "really rad." Hints are very basic, and even the decent ones aren't detailed enough to be useful. The people who put this video together had an interesting idea, but they got carried away with trying to be cute and clever. The best parts of the video are the black-and-white clips from 1930s sci-fi serials. Don't spend your game money on this one!

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To the Earth (NIN)
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Air Fortress (HAL)
Baseball Simulator (CB)
Flying Dragon (CB)
Goal! (JAL)
Marvel's X-Men (LJN)
NFL Football (LJN)
Sky Shark (TAJ)
Stealth A.T.P. (ACT)
Super Password (GT)
Three Stooges (ACT)
OCTOBER
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Battle of Olympus (BRO)
Card Sharks (GT)
Castlequest (NX)
Classic Concentration (GT)
Code Name: Viper (CAP)
Dickard (ACT)
Family Feud (GT)
Jordan Vs Bird (MB)
Who Framed Roger Rabbit (LJN)
Willow (CAP)
Xyloxa (TEN)
NOVEMBER
Barker Bill's Trick Shooting (NIN)
Batman (SUN)
Chessmaster (HT)
Dig Dug II (BAN)
IronSword (ACM)
Jack Nicklaus Greatest 18 (KON)
Kings of Beach (ULT)
NES Play Action Football (NIN)
Romance of Three Kingdoms (KOE)
Short Order/Eggsplode! (NIN)
Top Gun II (KON)
Wild Boys (BAN)
Win Lose Or Draw (HT)
World Champshp Wrestling (FCT)
DECEMBER
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Ghostbusters II (ACT)
Knight Rider (ACM)
Super Pitfall II (ACT)
Tombs and Treasure (ACT)
FOURTH QUARTER
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Demon Sword (TAL)
Double Dare (GT)
Glove Pilot (MAT)
I Stewart Super Off Road (TW)
Magic Johnson's Fast Break (TW)
Roller Ball (HAL)
720 (MIN)
Super Glove Ball (MAT)
Target Renegade (TAL)
Terror of Tech Town (MAT)
Twin Cobra (AS)
Unser's Turbo Racing (DE)
Vegas Dream (HAL)
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MAY
x All (SEG)
x California Games (SEG)
x Time Soldiers (SEG)
x Vigilante (SEG)
JUNE
Alex Kidd Hi Tech World (SEG)
Altered Beast (SEG)
x Montezuma's Revenge (PB)
JULY
King's Quest (PB)
AUGUST
Cloud Master (SEGv)
Wanted! (SEG)
Spellcaster (SEG)
Wonder Boy III: Dragon's Trap (SEG)
SEPTEMBER
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Casino Games (SEG)
Galaxy Force (ACT)

Genesis System
World Games (SEG)
OCTOBER
Basketball Nightmare (SEG)
Walter Payton Football (SEG)
NOVEMBER
Dead Angle (SEG)
Dynamic Dux (SEG)
Scramble Spirit (SEG)
Super Golf (SEG)
Tennis Ace (SEG)
NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nationwide. Projected shipping dates are provided by manufacturers and subject to change.

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activation/Mediagame
AK...Asmik Corp
ARC...Arcadia
AS...American Sammy
BAN...Bandai
BE...Bullseye S/W
BRO...Broderbund
BS...Bethesda Softworks
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Comi
CSG...CSG ImageSoft
DE...Data East
DES...Design S/W
DIS...Discovery S/W
DS...DataSoft
EA...Electronic Arts
GT...GameTek
HAL...Hal America
HIC...HIC S/W
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Interstel
IP...Interplay
IS...IGOM Simulations
JAL...Jaleco
KOE...Koei
KON...Konami
KS...Kemco-Seika
KYO...Kyodai USA
LF...Lafilm Games
LJN...LJN Toys
MAX...Maxis
MB...Milton Bradley
MC...Mindcraft/Miles Comp
MD...MicroDeal/MichTron
MED...Medalyn Int'l
MH...Melbourne House
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
MT...Matchbox Toys
MW...Mindware Intl
NX...Nesoft
ORI...Origin
FAR...Paragon
PSY...Psygnosis/Psyclipse
PL...Publishing Int'l
RAI...Rainbird
SET...Sea
SIE...Sierra
SPE...Spectrum HoloByte
SPO...Spotlight S/W
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Tilus S/W
TS...Three Sixty Pacific
TW...Trade West
ULT...Ultra
VT...Vic Tokai

In the Arcades

Sega introduces Turbo Out Run, their newest driving game which puts you in a cross-country race beginning in New York and ending in Los Angeles. There are sixteen different scenes, hi/low shift, and a great turbo option for those long straight-aways. You can upgrade to an 800 horsepower engine, high grip tires, or a turbo charger of bigger capacity.

Sega also has Wrestle War, a realistic wrestling action game in an arena-like setting. Defeating all eight opponents allows you to wear the Championship Belt.

Another one from Sega is Gain Ground, portraying war action on battlefields of the past and present. It's the story of a battle simulation system controlled by a supercomputer which goes haywire and takes citizens hostage. You must go forth and fight to rescue the captives and then battle for the destruction of the system. There are up to 20 different types of warriors.

Hippodrome, from Data East, is set in the ancient times of gladiators and chariots where you are challenged to fight the planet's mightiest warriors in a duel to the death.

Taito has shipped U.S. Classic, a golf game allowing you to compete on a 9 or 18-hole course. There are realistic wind and terrain effects and you play with a roller ball.

Nastar Warrior, also from Taito, has a theme focusing on the people of Nastaria and their fear that the sacred shrine is falling into the hands of an evil tribe. It is believed that whoever gains control of the shrine will receive all of its power and rule the earth. You must prevent this from happening.

Konami has two new coin-ops: Bottom of the Ninth is a two-player baseball game, while M.I.A. is a two-player game where you must find the enemy prison camp and save the MIAs.

Atari has shipped Vindications II, based on a voyage to another place and time where intense galactic tank warfare prevails. It's a one- or two-player simultaneous tank game.

MicroProse Signs Agreement with Ozark Softscape

A five-year agreement between MicroProse Software and game designer Dan Bunten and his company, Ozark Softscape, was recently announced. Game players certainly know Ozark Softscape's previous work (SEVEN CITIES OF GOLD, HEARNOG AFRICA, M.U.L.E., MODEM WARS and others distributed by Electronic Arts), but they can look forward to more of Bunten's highly playable efforts which will now be distributed under the MicroProse label. Bunten looks forward to more of a collaborative effort with MicroProse, and he expects to be able to take advantage of the technical expertise of the MicroProse design staff in producing high-quality games.