Computer Entertainer
the newsletter

Journey to Ancient Egypt with Sir-Tech

Sir-Tech Software has just announced the release of THE SEVEN SPIRITS OF RA (MSR $49.95), a graphic adventure based on an ancient Egyptian myth. Compatible with IBM PC/XT/AT/Tandy 1000 and 100% compatibles (128K, CGA or EGA, RGB monitor or TV), this exhaustively researched adventure takes place over 3000 years ago during the reign of the Pharaoh Osiris. Set, the God of Darkness, orders the murder of Osiris. The player's task is to save the scattered souls of Osiris from the Land of the Dead. The program features Middle-Eastern, flute-like music and Egyptian hieroglyphics that guide the player through the desert wasteland, swamplands, cavern tombs, and the labyrinth of the pyramids.

New from Sega in '88

New Titles to watch for in 1988 from Sega include ZILLION II, WOODY POP (tentative), SDI/GLOBAL DEFENSE, PENGUIN LAND, COMBAT & RESCUE, PARTY GAMES, and AZTEC ADVENTURE. AFTERBURNER, currently the #1 coin-op game, comes to the Sega Master System in January and will utilize a whopping FOUR megabits of memory! (No pricing has been set for a Four-Mega Cartridge. We can assume that it will be priced higher than the current $40 retail for Two-Mega Cartridges.) Also set for January is Sega's electronic version of the much-loved Parker Bros. boardgame, MONOPOLY. This one will handle up to ten players, with the computer able to play any or ALL of the ten player spots! (Computer players will be able to play at beginner, intermediate, or expert level.) And on the 3-D front, expect four new games for the Sega 3-D Glasses to be shown at the Consumer Electronics Show (CES) in Las Vegas in January.

Sierra Shows New Titles, Conversions at Comdex Show

The latest in 3-D animated adventures from Sierra On-Line were shown at the recent Comdex Show in Las Vegas. SPACE QUEST II-VOHAUL'S REVENGE continues the adventures of Roger Wilco, sanitation engineer turned reluctant space hero, as he runs into a whole new set of disasters while trying to thwart the evil scientist, Sludge Vohaul. The sequel features improved graphics and animation and will be available initially in an MS-DOS version (MSR $49.95). SPACE QUEST II is also in development for Apple IIGS, Macintosh, Amiga, and Atari ST. POLICE QUEST-IN PURSUIT OF THE DEATH ANGEL ($49.95) will also be available first in an MS-DOS version, with additional versions for Apple IIGS, Macintosh, Amiga, and Atari ST. (POLICE QUEST will be the first Sierra 3-D animated adventure to be released without copy protection.) Promising a realistic viewpoint of police life that goes beyond the "glamor" of such things as high-speed chases, this tale of vice, drugs, and homicide written by ex-police officer Jim Walls includes the daily hardships of being a police officer. Playing the game means following police procedure, which is explained in the accompanying police training manual. And on a lighter note, Sierra also showed Roberta Williams newest 3-D animated adventure, MIXED-UP MOTHER GOOSE ($29.95). This is one for the youngster in your life (ages 4 and up) in which the object is to help Mother Goose find missing pieces to some of her most popular rhymes. Once the rhymes are corrected, they come to life as the on-screen characters perform the rhyme in full animation and music. There are a variety of male and female on-screen characters for the child to become, and Mother Goose can address your child by name throughout the game. All of the new Sierra MS-DOS games come with 5.25-inch and 3.5-inch disks in the package. The programs support Hercules monochrome, CGA and EGA graphics cards, and both RGB and composite monitors.

Sierra Conversions for Apple IIGS & 128K Apple II
New conversions from Sierra include Apple IIGS versions of THEXDER ($34.95), the best-selling arcade game from Japan, and SPACE QUEST-THE SARIEN ENCOUNTER ($49.95), which features advanced graphics and stereo digitized sound effects. Also shown at Comdex were 128K Apple II versions of SPACE QUEST-THE SARIEN ENCOUNTER (4 disks, $49.95) and the hilariously risque LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS (3 disks, $39.95).

Newest Electronic Arts Affiliated Labels

The latest additions to the Electronic Arts Affiliated Labels program are Alturas Corporation and Arcadia. Alturas is the creator of MAXX, a control yoke for computer pilots which is available only for use with IBM and compatibles at this time. (Versions of MAXX for Tandy and Apple II will be available soon.) MAXX is the first non-software item to be distributed by Electronic Arts, but it has a logical place in their product line-up since it adds true-to-life realism to EA's CHUCK YEAGER'S ADVANCED FLIGHT TRAINER, along with other simulation programs such as MICROSOFT FLIGHT SIMULATOR from Microsoft and GUNSHIP and SILENT SERVICE from MicroProse. The MAXX yoke (MSR $129.95) is a full-size, multi-function, self-centering aircraft control yoke complete with action buttons, slide throttle, and thumbscrews used for clamping MAXX to a table.

Arcade-Style Games from Arcadia
Arcadia is a publisher of arcade-style computer games. Their first products distributed by Electronic Arts will be METROPOLIS (futuristic graphics and text adventure for IBM/Tandy and Amiga), ROCKFORD (action and strategy game for IBM/Tandy, Commodore 64/128 and Amiga), and AARGH and ROAD WARRIORS for Amiga. (Please check this month's Availability Update for projected release dates.)

COMMODORE 64/128 Software

**THE SPEED RUMBLER (★★★/★★1/2)** is one of a trio of new action
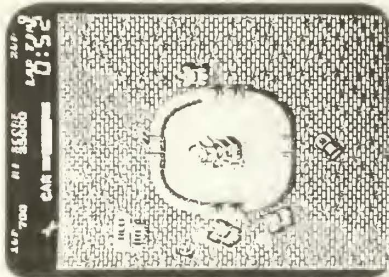
games from _Capcom_. Here you and Rammin' Rod are behind the wheel of Rammin' Rod's ThunderMobile as you attempt to save the hostaged town people and restore the peace by defeating the 21st Century Tyrants. As you work your way through the various levels (eight in all, from the Peace Village, Metropolis, Rock Valley, Stone Hill, Develop Zone, Armed Port, Fort Knox, to Zap Town), you must batter and run over the houses which appear, allowing the prisoners to escape. Your ThunderMobile begins the game with armor plate and you can add additional layers of the protection through the various levels. While you're trying to work your way through the various scenes, you'll run into barrels blocking you, ambushes, and the deadly enemy tractor-trailer trucks and big armored vehicles which lumber back and forth across the screen, sometimes pinning you in a corner, ramming you and depleting your armor plate.

Straight-Ahead Action

This is a straight-ahead action game, in which quick reflexes are the key. It gets pretty tough to maneuver the ThunderMobile as you work around the ramming trucks and heavy vehicles. The graphics are fine, quality typically found on the Commodore 64. If you enjoy action games, you may enjoy this one (One player; joystick required) MSR $29.95

SIDEARMS (★★★/★★★) isv a lightening-fast space action game from _Capcom_. The space stars are Alpha and Beta, in protective suiting, armed with fighting artillery and you take on Planet Earth's invaders
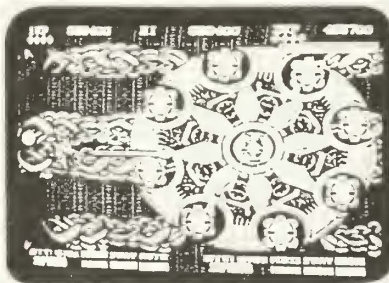
who are coming at you from every which way. Once you reach "alpha/beta" status, you get multi-directional alpha beams which can be launched. There are various weapons which you can choose from in your quest to save the earth. The enemy is everything from something that looks like a snaking magnet to an 8-turret whirling wheel, spewing out firepower.

Fast

This is a straight-ahead space shoot-'em-up, scrolling horizontally. You must have extremely quick responses in order to be successful as you dart around the screen, firing your weapons. An interesting feature allows you to preview the game's characters as well as checking out the backgrounds via a scroll test prior to entering battle. This gives you a chance to get a feel of what various elements look like (a feature which is extremely helpful due to the quickness of the game). If you enjoy fast-action, with good colorful graphics, you may want to add this to your library. (MSR $29.95)

GUN.SMOKE (★★1/2/★★) is another of the action games just released by _Capcom_. This game takes you back to the Wild West in a small mining town during the gold rush era. You are Billie Bob, out to gun down all the bad guys. In addition to fighting them, you need to hit the barrels as they hold bonus points and additional bullets. There are eight play levels, each a different part of the area, including the riverbank, main street, an indian village, etc.

Boring

After a few rounds in main street, we found ourselves pretty bored with the action. We found the game to be too one-dimensional in gameplay as Billie Bob just keeps shooting away at bad guys and barrels. This is an action game which just doesn't have enough action for us! (one player; joystick required; continue mode)

Not Recommended (MSR $29.95)

TEST DRIVE (★★★★/★★★★) is a game we've been anxious to get our hands on since seeing a partially complete Amiga version in the _Accolade_ booth at Summer CES. The finished version does not disappoint! This is a car racer's dream game. Once the opening screen passes (a side view of one of the cars revs its engine, the driver's window rolls down and the driver takes a look at you and rolls off the screen!), you move to the area of where you must choose the car you wish to test. There are five exotic cars to choose from (Ferrari Testarossa, Porsche 911 Turbo, Lotus Turbo Esprit, Lamborghini Countach, and the venerable Corvette). You get a terrific side view of each car with various specifications on the car including gear shift ratio, braking distance, a graph which shows proper shifting limitations, even the price (gulp) of the car. Once you choose your car, it's on to a mountain road where you test out your driving abilities. You joystick acts as accelerator, brake, steering wheel, and gear shift - all of which means you will take some time to master how to use the joystick. (Unfortunately, the documentation is not much help as it is very sketchy. You'll have to learn by trial and error as we did as we were constantly ending up in neutral as we were trying to accelerate or steer. That was somewhat frustrating.) Upon pressing the joystick button to activate the gear shift, the actual gear box appears in the lower right - in the correct configuration for the particular car you've chosen. The point-of-view is that of the driver. You see he wheel and the dashboard in front of you (again, the configuration matches that of the real thing) as you look out the front window. As you begin your acceleration in first gear, the sound of the car revs up (be careful not to blow the engine), and you must immediately begin careful steering as there's a high cliff on your right and a sheer drop to your left - not much room for mistakes. And, since this is not a test track, but a mountainous road open to traffic, you'll have to contend with oncoming traffic occasionally. Be sure you avoid them. You'll see them come into view and, as they pass you to the left, they will appear in your rearview mirror as they disappear into the distance! A nice touch. When you're travelling in such a high-powered car, you tend to start driving too fast. You've got a great little radar detector above you which will start warning you of an approaching highway patrolman. The radar detector will lock in on the speed he clocks you at, so be careful! You can try and outrun him, but it's likely he'll come up and pass you to pull you over.

A Great Car Racing Simulation

This is probably the best of the racing games available at this time. Not only are the graphics truly stunning and realistic with the "working" rearview mirror, radar detector, and gear box, but the outfitting of the car, including the steering wheel which moves as you steer the car. The sound effects are also excellent as you rev the car, taking it to maximum rpms. The gameplay is also terrific as it is a real test of driving abilities to be successful. There's a real thrill as you shift up through the gears, reaching the top speed as you're spinning around corners trying to stay on the road. It's certainly the closest most of us will have to "driving" one of these exotics and, while we can't compare this to actually sitting behind the wheel of one of these gorgeous machines, it's nice to imagine that the experience on the computer is not that far off the real thing (and, of course, it's a whole bunch cheaper, including the saved insurance). If you like driving games at all, this is an absolute must for addition to your library! (one player; joystick required; reviewed on Commodore 64; also available for Amiga—review below; coming for Atari ST)

Recommended (MSR $39.95)

New Typing Program form Software Toolworks

The Software Toolworks, publishers of the best-selling "Chessmaster 2000" promise a highly advanced artificial intelligence system and typing tutor in MAVIS BEACON TEACHES TYPING. The program is available now for IBM and compatibles (MSR $39.95) and is coming soon for Apple II, Commodore 64/128, and Atari 8-bit ($39.95 each) and for Apple IIGS, Macintosh, Amiga, and Atari ST ($44.95 each). Customized practice lessons are drawn from history's greatest writings, facts from the _Guinness Book of World Records_, and a collection of riddles, rhymes and jokes for all ages. Other program features include help windows, "guide hands" that type with you to show perfect technique, a "Road Racer" typing game, musical "Tempo Typing" with an on-screen metronome, progress graphs, Word-Processor and Typewriter modes, complete typing textbook, and a "Resume Writer" program.

THE RATING SYSTEM:

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

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

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

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

AMIGA Software

TEST DRIVE (★★★★/★★★★) was shipped simultaneously by *Accolade* for both the Commodore 64 and the Amiga. While the gameplay is identical, there are a few things we want to point out for Amiga owners (see review
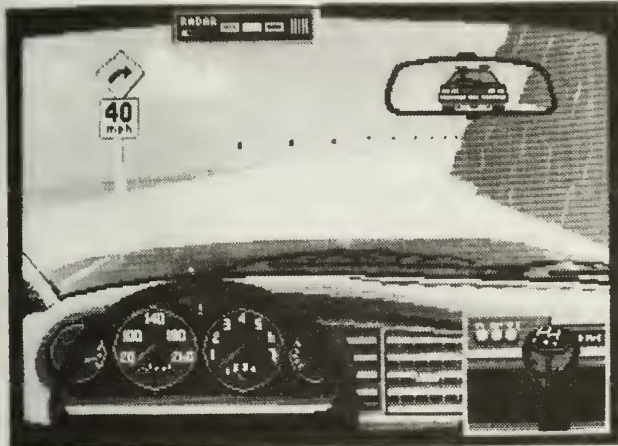
above for description of game). We had the rare opportunity to boot both versions simultaneously so screen comparison was easy. (Of course, this is not to downgrade the C64 version as we feel it utilizes that computer to its utmost. This is merely to point out some of the fine nuances of the Amiga version due to the capability of the machine.) Accolade has provided the utmost detail in the graphics, including, in the opening screen when the driver's window rolls down, the sun reflecting in the driver's sunglasses, providing a twinkle!. It goes without saying that the graphics of the various car interiors are terrific. Sound has also been "tweaked" in this version. You'll discover, as you move from car to car, that the sound of the engine changes, reflecting the throaty roar of the Porsche, the high-pitched whine of the Ferrari, and all the sounds in between. This is one of those rare games where we tell you to "run, don't walk" to your nearest computer dealer to put this on your shelf! It's an out and out winner. (one player; joystick required; also available for C64; coming for Atari ST)   Recommended (MSR $44.95)

PLUTOS (★★1/2/★★1/2) is a space shoot-'em-up for the Amiga from *Mindscape*. The premise is extremely simple – you must destroy as much of the alien fortress' defenses as you can while their alien ships come at you from all angles. You must also attempt to avoid the tall structures as you will lose a life. You consume a good deal of fuel, so watch for the fuel depots to pick-up more. Once you have passed through a level, you have to blind the cybernetic sentry guarding the passage to the next level. There are occasional mystery zones which are labeled "?" At times, you can pick up an extra life when you shoot the zone enough times. In the two-player mode, you both control an attack ship, vying for resources and points (you cannot shoot one another).
Nothing Special
While the sound effects are nice, the graphics are crisp and colorful, but not awesome like so many of the games we've seen on the Amiga. While shoot-'em-ups have their place, this is just too reminiscent of too many other space games already out their, albeit for other systems. If you have a friend you like to play shoot-'em-ups with, this is a very good game for that, however. (one player; two-player simultaneous;available for Amiga only) (MSR $29.95)

DARK CASTLE (★★★★/★★★★) has just been converted for Amiga owners by *Three-Sixty Inc.* (licensed from *Silicon Beach Software* who did the original Macintosh version). The Amiga version, due to the system's abilities, has brought even more vividness to an already terrific adventure. The game is an arcade-style action-adventure which is loaded with tricks, tests, pitfalls, perils, magic spells, a fascinating cast of characters, and loads of excitment. The player controls a hero seeking to defeat the nefarious lord of the Dark Castle, the dreaded Black Knight. However, before the hero can battle the Black Knight, he must negotiate fourteen treacherous rooms, with his only defense being a sack of stones against bats, rats, and zombies, to name a few. Mastering your control will take some time and frustration as the hero's movements are controlled from the keyboard, while the aiming of the stones are mouse-controlled. Since the actions are quick, lightening-fast reflexions are important.
Very Hard, But Satisfying
This version is just as hard as the original, but worth all the frustration you'll encounter in the early going. The Amiga, of course, adds incredible sound and

richly detailed full-color graphics. There's a wide variety of skills needed as you'll be jumping, swinging on ropes, avoiding fire-eating dragons, knife-throwing guards, and so much more. The job that's been done converting this program is just terrific. Three-Sixty has kept all the aspects of the original program, while utilizing the Amiga's capabilities to their maximum. This will be a fine addition to your library! (one player; keyboard and mouse; 2 disks; also available for Macintosh and IBM; coming for C64 and Atari ST) Recommended (MSR $39.95)

MULTI-SYSTEM Software

BOULDER DASH CONSTRUCTION KIT (★★★1/2/★★★1/2) is the inevitable outgrowth of the wildly popular *First Star Software* game, *Boulder Dash*. Now, *Epyx* brings us the ability to build your own caves and intermissions. Before you get started on your ultimate den of doom, you may want to try out the built-in game consisting of 12 caves and 3 intermissions. But that's not really why you want this game. Finally, you have the opportunity to come up with your own masterpiece with all the items that fascinated you in the original game. Rockford is still around, tapping his foot impatiently. You can build your caves with everything from the butterflies, amoebas, hidden doors, growing walls, enchanted walls, boulders, diamonds, to your entrance and exit from the cave. Once you've placed your items where you want them (or use the random feature to place items randomly around the screen), you should test the screen to make sure it's "workable." Once you're happy with the screen, you can save it and play it whenever you please. Boulder Dash has always been one of our all-time favorites and this is just an added dimension for any Boulder Dash fan! (available for C64/128, Apple II, IBM, Atari XE/XL, Atari ST) Recommended (MSR $24.95)

INFILTRATOR II (★★★★/★★★★) brings us back to the interesting world of Captain Johnny "Jimbo Baby" McGibbits as he must, once again, seek out the Mad Leader who has risen from the smoldering ashes you've left him in. A sequel to the popular Infiltrator, *Mindscape* has brought us back to the world of Jimbo in a combination flight-simulator, and ground-based action/spy game. As the game opens, you'll get your orders and take-off with your view through the pilot's window. All the gauges are in front of you with Jimbo's hands on the controls (when you "fly" with your joystick, you'll see Jimbo Baby take the same action. Once airborne, you'll have to watch for all sorts of aircraft as you head for the Mad Leader's new headquarters. Once there, you'll begin a whole new series of ground missions (that's if you get through the enemy airspace!) The first game had three ground missions, and this game features three all-new missions for Jimbo fans.
We Still Love It
We really loved the original Infiltrator and were pleased to see that there's more for fans with this sequel. It keeps the same tongue-in-cheek flavor while offering some terrific flight simulation as well as some tough missions. The graphics are simply first-rate, truly 3D in their presentation and the sound effects throughout work extremely well as the story progresses. If you enjoyed the original game by Chris Gray, then you shouldn't even think twice before adding this to your library. (one player; joystick required; reviewed on Apple II, IBM, and C64) Recommended (MSR $34.95)

Amiga Explores New Frontiers in the Arts

A new technology from Very Vivid, Inc. of Canada is capable of integrating video images, sound, and Amiga-generated graphics for a wide variety of multi-media presentations. First shown publicly last month in a demonstration at New York nightclub, The Tunnel, the Mandala system can capture the movements of a performing artist on video camera, digitize them, and then combine them with Amiga graphics and project them onto a large video screen. In addition to entertainment applications, the Mandala system can be tailored for other uses, such as interactive communications and sales programs in the business world. Although Mandala is a professional type of system, two lower-cost products that can create similar interactive video and MIDI environments are also available from Very Vivid: Midivision (MSR $295) and Air Instruments ($60).
Amiga as Canvas, Brush and Palette
The Amiga 2000 also showed off its artistic abilities last month at the opening of Mission Graphics Support in New York City, the world's first computer art gallery. Artist Sandra Filippucci gave a live presentation of computer art at the opening and commented, "The Amiga provides me with a foundation for creating beautiful work—it is a finely honed graphics machine with terrific software to support it. DeluxePaint I and II by Electronic Arts and DigiView from NewTek are excellent programs for creating computer art." The new gallery in New York's East Village not only exhibits and sells works of computer art, but also provides a work-bench environment and on-site training for artists interested in exploring the world of digital art.

THEXDER (★★★1/2/★★★1/2) comes from Japan where it's been a best-seller. Originally designed and programmed by Game Arts (a entertainment software published in Japan), *Sierra On-Line* brings it to the U.S. for IBMers, providing the first game to support the PS/2 MCGA color mode (also working on the MS-DOS machines). The premise in this action game is one in which you pilot Thexder, a robot-jet Super Assault Vehicle. Working your way through multiple attack scenarios, you can change from a robot to jet whenever necessary. There are over twenty alien types to battle with in the 16-level world which includes everything from caves, spaceship interiors, cargo holds, and more. You must destroy the super computer that generates the aliens. Your vehicle is armed with heat-seeking lasers and touch-controlled flight mechanisms. You'll run through mazes, trying to avoid deadends while shooting at the enemy. With the touch of the joystick button, you'll transform into a jet, allowing you to cover long distances quickly, and mount attacks from the air.
Fast Moving
This is a lightening-fast action game which will test your reflexes. Your armored robot speeds through the mazes, with loads of aliens at every turn. Designed for the second-generation 16-bit computers, this game takes advantage of the additional graphic animation capacity, as well as music. The gameplay will please the action lover, and you'll be happy to find a walk-through map included, making it easier to get a feel for the maze, enemies, as well as receiving some helpful tips. By the way, while you haven't seen this yet in U.S. arcades, it is coming out shortly as a coin-op from Data East. (one player; joystick optional; includes 5-1/4 and 3-1/2" disk; can be installed on hard drive; supports EGA, CGA and Tandy and PCjr graphics modes, as well as VGA and MCGA graphics for IBM PS/2; coming for Apple IIGS, Amiga, and Atari ST)
Recommended (MSR $34.95)

SIERRA'S 3-D HELICOPTER SIMULATOR (★★★1/2/★★★1/2) is a combination flight simulator/action game of combat, with the extra added bonus of modem play. The game, from *Sierra On-Line,* features a full compliment of gauges including altimeter, artificial horizon, airspeed indicator, and all the things needed for your flight. Mastering the rotor blade of the helicopter will take a bit, but you'll find you have good control of all the various movements of the helicopter once you get the hang of it. You'll really get the feel of flying a chopper as you can control reverse, forward, hover, and all the various elements of helicopter flight. Once you're in flight, you can choose one of eight views to look out the window. You can also choose to go into a "tracking mode" whereby you actually see your own helicopter, as if someone were following you with a camera. You can also track your helicopter from above, or the ground. There are several different sceneries to choose from in flight, from cities with skyscrapers to mountains.
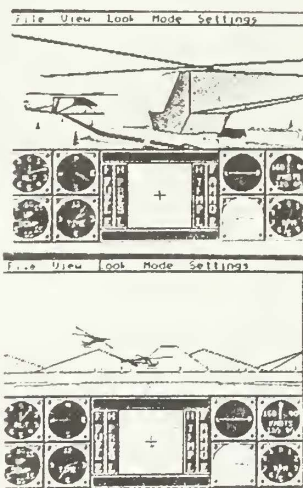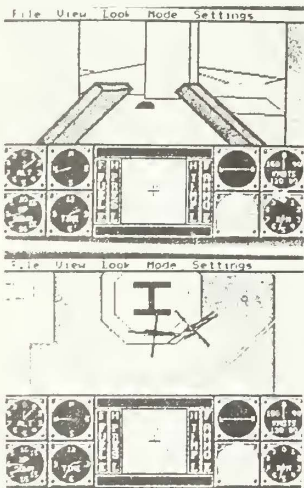
In Combat
Once you've gotten the hang of flight simulation, you can engage in combat. Begin by taking target practice, then take part in actual combat. Your copter is carrying missiles which you can use in the oncoming attack.
Via Modem
One of the most interesting aspects of this program is the ability to play the game via modem. You and your friend must both own a copy of the program (not the same type of computer is necessary). In this mode (directions in the manual explain how to set-up communications), you can either blast each other out of the sky or you can go sightseeing together, flying formations, etc.
Lots To It
There's a great deal to this game as it is a terrific simulator, the first to allow two pilots to fly simultaneously via modem, and a fine combat adventure. You have your choice of two helicopters - the Sierra Helicopter or an Apache attack helicopter (additional vehicles are promised on forthcoming vehicle disks).

The gameplay is very realistic as you dip and sway in the way that an actual copter is piloted. The graphics are extremely good, including a drawbridge which rises and lowers as you cross the harbor. With fast or slow scan, 360 degrees of viewing, zooming, and more, this is a terrific game for flying fans. And, being able to share the experience with a friend across town or across the country, brings it added dimension. (one player; two-player via modem; supports Hercules Monochrome and InColor, CGA, EGA, Tandy 1000 and PCjr color cards; supports Hayes compatible modem; joystick optional)
Recommended (MSR $49.95)

INSTANT PAGES is billed as "desktop publishing for the rest of us" due to price and ease of use. This program from *Electronic Arts* is perfect for the user who wants to generate forms, signs, charts, memos, and the like and doesn't need the power and features of the expensive programs. All the commands are entered via pull-down menus (which can also be accessed by function keys) for ease of use. In addition to a tutorial in the documentation, there is also on-screen help which takes you through all the various features of the program and how to use them, including a practical exercise in laying out a sample newsletter page. The program works with most word processors, allowing you to "import" text into the predetermined format you've designed. It includes word wrap, ability to copy, paste, cut, and undo, automatic reformatting, justification, creation of borders and boxes, just to name a few. Another feature which you will quickly learn to appreciate is WYSIWYG (what you see is what you get), allowing you to see what you're doing in the correct layout, without having to print the page.
Dozens of Templates Built-In
Making this a really great program are the dozens of templates included with the program. There are calendars, dataflow charts, invoices, ledgers, newsletter formats, statements, memos, and many more. This can save numerous hours in trying to design a form you need.
Good Buy
If you have need for generating flyers, graphs, newsletters (perhaps for PTA), and the like, this program should fit the bill very nicely. It certainly doesn't have all the power of a program such as PageMaker, but it also doesn't have the price (PageMaker is around $500). (available for IBM and compatibles; 256K; can be installed on hard disk; DOS 2.0 or greater; mouse supported; IBM MDA, CGA, EGA, and Hercules Graphics supported; IBM Graphics, ProPrinter, HP LaserJet or Epson printer)
Recommended (MSR $49.95)

COMPUTER SCRABBLE (★★★/★★★) is now available for Macintosh owners through Electronic Arts. It's the classic game in which you must pit your wits against either the computer or up to 3 other friends. The game includes a playing vocabulary of over 20,000 words (chosen from "The Official SCRABBLE Players Dictionary"), and has a built-in wordspeller which doublechecks each move. There are eight play levels for everyone from the novice to advanced Scrabble player. There's also a clock feature included if you wish to play against it. While, in a group of friends we still think the board game out on the dining room table is the way to go, this is a terrific way for you to be able to play your favorite game when there's no one around to play with. (1-4 players; also available for Apple; IBM; C64)
MSR $39.95

New Desk Accessory Package for Mac

Electronic Arts has just shipped DISKTOOLS PLUS, a collection of seven desk accessories for Macintosh. Included in the package is a very handy *Disk Tools II* which provides you the power of the Finder (without going back to the desktop) in order to copy, move, rename, find, get information, etc. The application remembers where files and folders are hidden which is extremely handy if you have lots of files. Other applications included in the package are a smart calendar for keeping track of appointments, a 250-page phone pad, text file printer which prints in the background, a scientific and RPN calculator, and a windowing utility which lets you switch from one open window to another with menu selection. The program is an enhanced version of BatteryPak, the award-winning title from Batteries Included. You'll find the program worthwhile just for the Disk Tools II accessory (installable in just a moment with your Font/DA Mover). Retail is $49.95 and will work on the 512K, 512e, Plus, SE, and Mac II.

ALTERNATE REALITY: THE CITY
Available for Macintosh

With the release of the Macintosh version of ALTERNATE REALITY: THE CITY (MSR $39.95), many more computer owners can enjoy this graphic role-playing adventure set in the City of Xebec's Demise. With the expected release of Amiga and IBM versions next month, ALL computer owners can start the journey through Alternate Reality.

COMMODORE 64/128 Software

BISMARCK THE NORTH SEA CHASE (★★★/★★★) is a battle-ship simulation/war strategy game from *Datasoft*, now distributed by *Electronic Arts*. It's a simulation of the 1941 battle in the Atlantic between Her Majesty's Ship Hood and the powerful German controlled Bismarck. You can play the game either from the British point of view, hunting down the Bismarck and her sister ship, the Prinz Eugen, or from the German point of view engaging the Bismarck in sea battles. You can select a full-scale battle or work on certain action sequences in order to hone your battle skills. As you begin the game, you'll see a Map screen. At that point you can save a game you're working on or call up a game you're in the middle of. You'll find a moveable white square (the Com Box) which you move over one of the naval units. You'll receive an intelligence report on that unit. There are many aspects to your search as you search for enemy ships, keep an eye on the weather, and watch for minefields. Once you're ready for engagement, you enter the Action Screen. This gives you a point of view from the bridge of your ship. You can choose to view in various directions, identify a sighted vessel, as well as actually engaging in battle. Your weapons include torpedoes as well as large anti-aircraft and heavy guns which can be directed for arc in order to hit your target. Below your view out of the bridge, there is a large diagram of your ship showing the various compartments. You'll be able to keep track of any damage and fires through this ship's plan. If you tire of commanding the bridge, you can take out a Fairey Swordfish torpedo plane from the carrier flight deck. From there, you can hunt for the Bismarck from the air, launching your torpedo when you sight your enemy.

Good Hunting
The game features various approaches to this battleship simulation, allowing for increased gameplaying. Accuracy is the key as you attempt to launch your weapons against the enemy. Because you must deal with everything from inclement weather to mine fields, you will find each battle a new adventure. The graphics are typical of the quality possible on the Commodore 64/128 with the various screens allowing for different viewpoints. The ability to save and reload a game later is a feature which is always a plus for the avid gamer who must leave the computer for awhile. You should enjoy the strategy, although anyone who is heavy into strategy games will probably find this not to their liking. It's really for those of us who like strategy, but not in large doses. (one player; joystick required)
Recommended (MSR $29.95)

STREET SPORTS BASKETBALL (★★★1/2/★★★) is the newest in the "street sports" line from *Epyx*. You have your choice of playing in an alley, a suburban street, school playground, or inner-city parking lot. Each playing area has its own set of hazards like the high curb in the suburban backyard, an oil patch in the alley, and more. Your team is chosen from ten neighborhood kids, each kid with their own good and bad points. For instance, Butch makes great outside shots; Ralph is quick and agile; and Vic is the sharpest shooter available. You flip a coin to see who begins choosing their team first. You can either play against the computer or a friend, with three players on each side. Then it's on to the "court" as you control one player at a time, using the joystick. You can make a fast break, steal the ball, pass, make jump shots, and more as you play this backyard version of basketball.

Lots of Fun
This series is cute, with this game being a good deal of fun to play. Having the four different courts to play on adds to the fun as each surface and location changes the approach to the game, with the various hazards encountered. It's easy to master with the joystick so you'll immediately be in the middle of the action. The graphics are typical to the Epyx approach to big, bold and colorful characters set against a crisp, colorful background. This game will be especially fun for kids. (one player; two player simultaneous; reviewed on C64; coming for Amiga, Apple II, and IBM)
Recommended (MSR $39.95)

THUNDER CHOPPER (★★★1/2/★★★1/2) is the latest in helicopter simulation for the Commodore from *ActionSoft*. You'll find yourself at the controls of an advanced Hughes 530MG Defender scout/rescue/attack helicopter. Using high-speed 3D graphics from *SubLogic*, you'll have out-of-the-window views in day, dusk, and night flight. As with any even semi-complicated simulator, you'll want to thoroughly familiarize yourself with the onscreen controls before attempting take-off, as well as the various keyboard controls which you will need to use throughout flight. You'll have items such as zoom, infra red, as well as the various navigational guides. Before heading out for any missions, you'll want to run through Flight Training in order to learn how to take-off and land. Once you feel comfortable with the basics, you can take on one of the missions. In *Rescue Alert*, you must find downed pilots, landing and rescuing them .In *Combat Alert*, you must find and destroy. In *Armed Escort*, you must escort a group of battle-weary troops and light vehicles back to safety through enemy territory. There's only one way out, and it's through territory guarded by guerilla fighters. In the *Rescue at Sea* scenario, a major sea battle is winding down and you must find and rescue the survivors from your base on a destroyer. Throughout the various scenarios, you must deal with not only your task at hand, but in the precise handling of your chopper.

Very Realistic
There is a good deal packed into this program, with many of the properties which are easily recognizable from SubLogic graphics. While the simulator itself is quite good, the scenarios which are quite varied really give the program its dimension. Most simulators, if they combine anything beyond just flying, navigation, landing, and the like, tend to add combat as the only other item available. The rescue missions, with their detailed graphics, add to the satisfaction of playing the game. All in all, it's a fine simulation with a good deal of depth (at a very reasonable price!) (one player; joystick required; reviewed on C64; also available for Apple II)
Recommended (MSR $29.95)

ECHELON (★★★★/★★★★) is yet another flight simulator, this one billed as a "3D Space Flight Simulator." In development for about a year, *Access Software* has brought us a truly unique and high-tech simulator. You're in the 21st Century at Echelon, a top secret flight facility to be trained on the Lockheed C-104 Tomahawk. Once trained, you will be assigned to Patrol Zone 106 where you must fly daily reconnaissance missions and search for artifacts and clues which may reveal the location of the Space Pirate Stronghold. Begin by acquainting yourself with all the gauges and readouts on your instrument panel. Then you'll need to learn the various functions of the keyboard controls (there's an overlay for your C64 to help you). Then it's time to leave the base station and try your hand at flying. You can simply fly around and explore, teleporting objects aboard to check them out. You can also fly by "remote control" in which you control and view your spacecraft from "outside" using the automatic tracking system. Various controls on the keyboard include the various views outside your ship, zoom, hyperdrive, hover, etc. When engaging in battle with the enemy, you'll have missiles, photo cannons, and high density anti-proton projectiles. You can choose to simply patrol and encounter enemy spacecraft; however, the real challenge is for the scientific adventure to explore and gather information and clues.

The LipStik
What we initially felt was a gimmick turned out to be a highly clever voice activated control headset used for battle! It's a very comfortable and light "walkman-type" headset which you speak into when you want to *"fire."* As you're busy flying your spacecraft with your joystick, not only does it make it easier to fire your weapons, but it tends to give even more of a sense of realism to the game.

Great 3D Graphics
There was an immediate sense of really great graphics as the opening screen came up. The sound and music are also quite good. But the real test is the depth of gameplay and there's no question that there's a great deal to the game. From flight simulator, to straight-ahead search and destoy, to a fascinating adventure in which you must teleport clues aboard your ship as you attempt to solve a series of mysterious and puzzling events, this is a game which has tremendous depth. There's a very good operations manual included (over 60 pages) which is complete in instruction and background, as well as a map of Patrol Zone 106 to help your in your search for the Space Pirate Stronghold. The LipStik is also included (Access indicates that this is a $19.95 value) for that extra added dimension for combat play. All in all, if you enjoy simulators at all, this really takes space simulation to a whole new level (one player; joystick required; reviewed on C64; coming for IBM and Commodore 128)
Recommended (MSR $44.95)

COMMODORE 64/128 Software

SUPERSTAR SOCCER (★★★/★★) is a combination action outdoor soccer simulator and strategy game from _Mindscape_ which finds you in control of your own team as you play, coach, and act as the General Manager. As a player you can control either the center forward or the goalkeeper. As the forward, you'll shoot, pass, and kick as you work your way to the opponents goal. As goalie, you must keep the ball from getting in for a score. As the owner/general manager, you can recruit new players, trade palers, and send your team to a training camp for practice. As the head coach, you set-up your lineup, make substitutions as necessary, and decide both the offensive and defensive strategies during the game. You begin as the worst team out of 64 in the league (the 16th team out of 16 in Division 4). You can work your way up through the various playoffs.

We'd Like More Control

While the owner/general manager/coach options are nice, they are nothing new in computer sports games. We've come to almost expect them as most sports games include the option to build, trade, and generally manipulate your teams. The problem here is that you can only control two of the players (and, at that, only one at a time) on your team in play. As a result, you don't get to really play with your whole team. (Even INTV's Slap Shot for Intellivision <review in this issue> allows you to control the entire team as you pass from one teammate to another. Frankly, we'd like to see the whole team being accessed in the game. (one player; two-player simultaneous; reviewed on C64; coming for IBM and Amiga)
Not Recommended (MSR $34.95)

4TH & INCHES (★★★/★★★1/2) is the latest football simulator to hit the market, this time courtesy of _Accolade_. Designed by Hardball author, Bob Whitehead, this is one of the better football games we've encountered. The game features twenty different plays, and eleven formations. The view from the press box gives an interesting perspective as the view changes as the play progresses, using a quick dissolve in the middle of the screen as you move to the next area of the field. In offense, you first control the quarterback and then move to the pass receiver or the runner. On defense, you control a key defensive player (the player you're currently controlling changes color to make it easy to pick-up where you are). As you begin play, you'll choose your play from the menu selection below the field. Between each play, a statistical screen appears showing the outcome of the last play. A built-in feature finds your players with maximum energy at the beginning of the game, and the energy level decreasing as the game progresses. Formations include short yardage, strongside back, shotgun with back, spread, etc. on offense while on defnese you'll find such familiar formations as nickel, short, flex, etc. You'll find you have the choice of 10 running plays on offense and 14 pass plays. While there are none of the "normal" football penalties in the game, and you can't "call an audible" changing a pass play to a running play at the line of scrimmage, you'll be able to play "sudden death" if the score is tied.

Good Game

We found that there is very good joystick response to the action, allowing you to really get in and "feel" the game. With all the play choices, you can really experience varied play too. The perspective and the way the game "scrolls" makes it one of the most graphically pleasing football games available and the players are large enough to make it more fun. You will really get the sense that you're in the game in this one and will be fun for anyone who enjoys an action football game. (one player; two-player simultaneous)
Recommended (MSR $29.95)

APPLE II Software

SHILOH: GRANT'S TRIAL IN THE WEST (★★★1/2/★★★1/2) is a simulation of the two-day Battle of Shiloh, General U.S. Grant's first real test in the Civil War. Using an enhanced version of the game system first seen in "Gettysburg: The Turning Point," _Strategic Simulations'_ designers have created a three-in-one wargame that offers introductory, intermediate, and advanced games to suit players of any experience level. The introductory game with its joystick option allows the player to get right into the action with a minimum of rulebook reading, while intermediate and advanced games offer greater depth and more nuances of strategic play. The battle takes place on a 30x30 square grid map and covers the two days of battle in 15 turns. All brigades that were part of the actual battle are re-created in the simulation (including Federal gunboats), and both Generals Grant and Johnston are present as army/corps commanders. A unique feature of SHILOH is the ability to zoom in and out between the overall strategic map and a close-up tactical display. Another interesting feature is the effect of morale when using "green," untried brigades. SSI's usual attention to historical accuracy and fine detail is very much in evidence in SHILOH, making it a must for wargamers interested in the Civil War. (Solo or 2-player games; computer-vs-computer demo game; Keyboard with joystick option in introductory game; Blank disk required for game-saving.) Available for 64K Apple II, Atari XE/XL, C64/128, 256K IBM PC/AT/XT with CGA.
Recommended. (MSR $39.95)

XEVIOUS (★★★/★★1/2) for Apple II and **XEVIOUS (★★★1/2/ ★★★)** for Atari ST are new home versions of the familiar and much-loved Namco arcade game. XEVIOUS on a disk comes from _Mindscape_, apparently part of their pact with Atari Games that has already seen the release of computer versions of "Gauntlet" and "Paperboy." (Atari Games, not to be confused with Atari Corp. which makes Atari XE and ST computers, is owned by Namco.) According to the game's scenario, the Xevians are out to claim Earth as their own. You get to pilot a Solvalu super-ship on a mission to destroy Xevian aircraft and the aliens' ground-based installations. The game scrolls vertically. You fly your Solvalu ship up the screen, Xevian ships of various shapes and flying formations move down the screen, and both enemy ships and ground bases fire at you more or less constantly. Your ultimate goal is to destroy the Xevian Mother Ship.

Basic Scrolling Shoot-'Em-Up

XEVIOUS is your basic scrolling shoot-'em-up, but it has become a favorite with arcade gamers for its detailed graphics, excellent music, and most of all for its fast-moving, unpredictable and difficult-to-defeat alien ships. The Apple version looks fairly similar to the coin-op, although backgrounds are not nearly as full of detail. There is no music at all, and sound effects are minimal. The Atari ST version, because of the capabilities of the system, fares much better in both graphics and sound. (The package reference to "stunning arcade graphics and sound" obviously applies only to the Atari ST and upcoming Commodore 64/128 versions, and not to the Apple II version.) Knowing that every system has its limitations, and sound reproduction is certainly one of the Apple II's weaker points, we can certainly live with the absence of music and the sparse sound effects. However, gameplay seems sluggish to us in this version of XEVIOUS. Again, the ST version plays a little better than the Apple. However, arcade purists will note that neither version is an exact duplicate of the coin-op. The ST version will be close enough to please most XEVIOUS fans, but they may not care for the Apple version. It looks enough like the XEVIOUS we know and love to be believable, but it somehow doesn't feel right. (Solo play; Joystick; Pause.) 64K Apple II and Atari ST versions reviewed; coming soon for C64/128. MSR $29.95

AIRBALL CONSTRUCTION KIT (★★★/★★1/2) is a utility program from _Microdeal U.S.A._ that allows the user to create original rooms for the arcade-style game, AIRBALL. The Construction Kit does not require that the user have the original game program, since a smaller demonstration game is included in the kit. However, the Construction Kit is likely to appeal most to those who do have and like the original game.

Tutorial Included

Construction is accomplished within the GEM environment with simple menu selections. A tutorial is included in the instruction booklet to get you started in the basics of room elements and objects. Unfortunately, the instruction booklet is not as clear as it might be. We ran into several situations where we were frustrated by an inability to find the items we needed, even when we followed the instructions. Our problems may have been due to a lack of familiarity with the AIRBALL game program itself, although Microdeal does describe the Construction Kit as a stand-alone product that should be useful even to someone who has never seen AIRBALL. The AIRBALL CONSTRUCTION KIT struck us as a good idea whose execution is hampered by mediocre documentation. (Solo use; Mouse & keyboard; Blank disk required.) Available for Atari ST only. MSR $24.95

GAUNTLET (★★★1/2/★★★1/2) is now available for the Atari ST from _Mindscape_, and this latest home version of the Atari Games coin-op comes a lot closer to the look of the arcade original than the C64/128 version did. Gameplay is also quite similar to the coin-op and should please those who have burned up more than a few quarters trying to master the game. For those not familiar with the game, GAUNTLET is a dungeon exploration in which your character encounters all manner of creepy creatures, plenty of treasure, and a variety of special objects such as keys, potions, and transporters. The view is from overhead, and you can choose any of four characters as your on-screen alter-ego. If you play with a friend, he or she can choose another character so that the two of you can battle the monsters together. In fact, the Atari ST version is the only one that permits a second player to join the battle in progress AND choose a character. (Other versions permit the second player to join a a game in progress, but only as a predetermined character.) GAUNTLET is a very good translation of a popular arcade game, offering fast and challenging gameplay and especially good graphics in the ST version. (Solo or 2-player cooperative; Joystick; Pause.) Atari ST version reviewed; coming soon for Amiga. Also available for C64/128 and coming soon for Atari XE/XL at $34.95.
Recommended. (MSR $49.95)

DEFENDER OF THE CROWN (★★★★/★★★1/2) is now available for Atari ST in a version that is every bit as gorgeous as the original version for Amiga. This Cinemaware production from _Master Designer Software_ (distributed by _Mindscape_) looks very much like the Amiga version but plays like the more challenging C64/128 version which we reviewed a few months ago. The program takes you back to England in the time of Robin Hood and the battles between Normans and Saxons. It offers an interesting blend of fantasy role-playing, arcade-style action, and a strong underpinning of strategy gaming. The object is to conquer and hold land, avoid being overrun by the Saxons, and eventually win the throne. Along the way, there are castles to raid, fair ladies to be rescued, swordfights and jousting matches to win, and even catapult sieges to launch. The game is produced with an artistic and romantic flourish rarely seen in computer games. It combines varied plot elements controlled by the player with a sprinkling of random events to create a somewhat different experience each time the game is played. There's nothing else quite like DEFENDER OF THE CROWN in computer gaming today. (Solo play; Mouse.) Atari ST version reviewed; also available for Amiga and coming soon for Apple IIGS and Macintosh. Available for C64/128 ($34.95) and IBM ($39.95).
Recommended. (MSR $49.95)

DEJA VU: A NIGHTMARE COMES TRUE!! (★★★1/2/★★★★) is now available in two new versions from _Icom Simulations, Inc._ for _Mindscape_. This is the ground-breaking graphic adventure that captured the fancy of Macintosh owners in 1985, and it's just as fascinating today in color on Atari ST and Commodore 64/128. The style of the story is 1930s detective fiction, but the game design and implementation is definitely 1980s.

Who Are You?

Your character awakens in a seedy men's room with no memory of who he is—or why his hands are covered in dried blood and his gun has three spent shells. Your task is to find out who you are and to stay well clear of the various people who seem to be after you, from the cops to the mob. The story is told through pictures and text accompaniment, and your interaction is almost entirely with the objects pictured rather than the text. You use mouse (ST version) or joystick (C64/128 version) to point to commands, which are executed with a push of a button. And unlike most graphic adventures, you can act directly on objects in the picture. Click once on an object to "examine" it. Click once on an open doorway to move through it. You can even click on objects and drag them into your inventory. All of this direct action on the elements of the story has the effect of drawing you more deeply into the story and making the whole experience seem more real. The technique has since been imitated by others, but Icom Simulations was the first to use this revolutionary method of direct interaction with the elements of an adventure. The story is great, and we think you'll love the way the game works because it seems so natural. (Solo play; Mouse/ST, Joystick/C64; Blank disk for game-saving.) Atari ST, C64/128 versions reviewed. Also available for Amiga, Macintosh ($49.95); coming soon for IBM ($39.95).
Recommended. (MSR $49.95/ST, $34.95/C64)

The Latest Conversions from SSI

Recent releases from Strategic Simulations, Inc. include a Macintosh version of the classic COMPUTER AMBUSH (MSR $59.95), a game of man-to-man combat between an American sergeant and a German squad leader. New for IBM PC/AT/XT are conversions of the animated fantasy-adventure, RINGS OF ZILFIN, and MECH BRIGADE, a game of mechanized warfare in the 1990's involving tanks and helicopters. Both programs require 256K and color graphics adaptor ($39.95 each). WIZARD'S CROWN, the fantasy role-playing game that has been praised for its innovative use of tactical combat options, is now available in a new version for Atari ST ($39.95). New versions of ROADWAR EUROPA, the sequel to ROADWAR 2000, have been released for Commodore 64/128 ($39.95), Atari ST ($44.95), and Amiga ($44.95). This game pits you and your fellow road warriors against maniacal terrorists holding all of Europe hostage with the threat of five nuclear bombs.

New Wargames from SSI

SSI has also announced three new wargames. SHILOH: GRANT'S TRIAL IN THE WEST (reviewed in this issue) is available now for Apple II, C64/128, and IBM, and coming soon for Atari XE/XL (MSR $39.95 each). PANZER STRIKE!, an advanced-level game of German tank warfare on three fronts (Eastern, Western, North African), is slated for 64K Apple II ($49.95) and C64/128 ($44.95). SSI promises the highest resolution of any of their World War II titles in this one. And for Revolutionary War buffs, SSI is working on SONS OF LIBERTY. This game for 64K Apple II, Atari XE/XL, C64/128, and IBM contains introductory, intermediate, and advanced games on the Battles of Bunker Hill, Saratoga, and Monmouth. All versions will be $39.95, except C64/128 at $34.95. (Check this month's Availability Update for projected release dates.)

MULTI-SYSTEM Software

RAD WARRIOR (★★★1/2/★★★1/2) is one in a new line of programs from _Epyx_. The series of Maxx-Out! games are moderately priced and aimed at a younger, "new wave" of computer gamers. This first title released in the series is licensed from Palace Software of Great Britain (the same company that did "Cauldron" for Broderbund). RAD WARRIOR is a classic action/adventure in form, but it has some unusual touches that make it more interesting than many others of the type. Set in the future, the game casts the player as Tal, a Tarzan-like champion warrior chosen to save Earth from enslavement by alien invaders. Tal makes his way through the mutated forest to find the aliens' generator room and destroy their power source. He encounters all kinds of deadly, mutated creatures in the forest, but there are weapons and other helpful items there as well. Chief among these is an anti-radiation suit and its accompanying anti-gravity boots. Until he finds and activates the suit, however, Tal must rely on his agility and rock-throwing ability to survive.

Special Flair

As in other games we've seen from Palace Software, their designers have a special flair for detailed graphics, excellent sound, and some offbeat game elements. And lobbing rocks at alien creatures certainly qualifies as offbeat! This is a challenging game with very good graphic presentation and sound in both versions we saw. We found the play action more satisfying in the C64/128 version because of greater speed, but the Apple version is still very good. (Solo or 2-player alternating; Joystick; Keyboard option on Apple.) 128K Apple II and Commodore 64/128 versions reviewed. Coming soon for IBM.
Recommended. (MSR $24.95)

DARK LORD (★★★/★★★) is an illustrated adventure from Datasoft that sends you on a trip to the Alterworld when you step into a mirror in your grandfather's house. Motivated by the strange tales in your grandfather's secret journal, you explore and meet the Alterworld's nemesis, the evil Dark Lord known as Nequam who has come back from the dead to wreck havoc in the Alterworld. As your grandfather before you did, you become involved in the war between Good and Evil, seeking the ancient lead-lined skull which is your only hope against the power of the Dark Lord and his amulet.

Charming Illustrated Adventure

This is a charming illustrated adventure with graphics enhanced by animation and accompanying bits of original music. The game itself is a typical role-playing fantasy, letting you play a heroic role against the evil Nequam. It's suitable for beginners to intermediate adventurers because of two levels of difficulty and a mini-adventure that's included for practice. And if you want to take the game beyond the normal level, it can be played in "random" mode, which scatters the objects in different locations each time you play. DARK LORD has a fairly simple and somewhat limited parser, again making it a good choice for inexperienced adventurers. Veteran adventurers looking for a lot of challenge won't find it here, but they may enjoy the game as a diversion from the more complex programs. (Solo play; Keyboard.) Available for 64K Apple II and Commodore 64/128. MSR $19.95

COMMODORE 64/128 Software

ARCTIC ANTICS: SPY VS. SPY III (★★★1/2/★★★1/2) marks the return of those two cut-ups from the Joke and Dagger Department of MAD Magazine, the Black Spy and the White Spy. The game was designed by First Star Software and licensed to _Epyx_ for their moderately priced Maxx-Out! line. In this third game, the two practical jokers are stranded on an arctic iceberg. The only way out is a spaceship built for one. These guys never have been too fond of each other, anyway, so each is not above setting a few booby traps to be sure that he is the one who gets to escape. As in previous Spy Vs. Spy games, a split screen is used to show each spy's activities separately. Anything goes as each tries to gather the necessary items for the rocket launch and tries to keep from freezing to death. There are snowball fights, hidden holes in the ice (put there by the other spy, of course), and lots

of other crazy obstacles. Particularly as a two-player game, ARCTIC ANTICS is a crazy bit of fun that you won't want to miss. (Solo or 2-player competitive; Joystick.) Commodore 64/128 version reviewed. Coming soon for Apple II, Atari ST and XE/XL, IBM.
Recommended. (MSR $24.95)

SKATE OR DIE (★★★★/★★★★) is a masterful new piece of action gaming from the team that created "Summer Games": Michael Kosaka, Stephen Landrum, and David Bunch. This is their first product for _Electronic Arts_, and it truly captures the devil-may-care spirit of skateboarding. Comprising five events, SKATE OR DIE allows for either practice runs or full competition against other skateboarders. (If you don't have a friend to skate against, the program will provide one for you in the events that require an opponent.) The game starts at Rodney's Skate Shop, the local hang-out run by a real wise-cracking guy. (Imagine Rodney Dangerfield in a purple-pink mohawk and you'll have a good idea of what this guy looks like.) At Rodney's you can sign up for skating, pick out your skateboard, and check scores. When you leave Rodney's, you're on your own. x If you head for the informal events, you can get into an elimination tournament at the Pool Joust (one-on-one "jousting" with boffing sticks in an empty swimming pool) or the Downhill Jam (an obstacle race through the "baddest" alley in the neighborhood). The professional skateboarding competition events are Ramp Freestyle and Ramp High Jump (both held in a U-shaped tube structure) and the Downhill Race (over and under hurdles, jumping bushes, and plenty more challenges). Anyone who participates in real skateboarding (or just appreciates the daring moves) will love this game for its splendid animation, authentic moves, and overall level of challenge. Plenty of computer gamers have been waiting for a program with a skateboarding theme. They won't be diappointed, because SKATE OR DIE is top-notch entertainment all the way. (1 to 8 players; Joystick.) Available for Commodore 64/128 only.
Recommended. (MSR $29.95)

Talent Search from Simon & Schuster

With its First Annual Developer Talent Search, Simon & Schuster is looking for new products in these areas: lexical or word-related products, personal and business productivity programs, utility tools, and entertainment software. Developers may submit anything from written proposals to completed disks with documentation, but submissions must include Simon & Schuster's submission agreement form in order to be evaluated. For further information and a copy of the submission agreement form, call Simon & Schuster at 212-373-8779. Deadline for submission is December 1, 1987.

Helicopter GiveAway

Sierra On-Line, in conjunction with the release of _Sierra's 3-D Helicopter Simulator_ (see review this issue), will be giving away a Morley Bell 47 G remote-controlled helicopter (value $1500) in their "Top Gunship Competition." Any owner of the program can enter via modem hook-up in a "To the Death" engagement with opponents around the country. Although details are not finalized yet, there will be a total of 12 helicopters available to tournament winners, as well as over $6,000 in Kraft IBM-compatible joysticks.

BACK ISSUES AVAILABLE...

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

MULTI-SYSTEM Software

HALLS OF MONTEZUMA (★★★1/2/★★★★) should further establish the reputation of _Strategic Studies Group_ of Australia as premier wargame designers. (All SSG programs are distributed in the U.S. by Electronic Arts.) This program takes a different approach to wargaming, because it does not cover a single battle or series of battles in a specific historical period. Instead, HALLS OF MONTEZUMA offers a battle history of the U.S. Marine Corps, simulating Corps battles from the Mexican War to Vietnam in a series of eight battle scenarios. The scenarios are Mexico City (1847), Belleau Wood (1918), Iwo Jima (1945), two battles at Okinawa (Shuri Line and Final Redoubt, 1946), Pusan Perimeter (1950), Inchon (1950), and Hue (1968). (Intermediate battles of note in the history of the Marines are covered in the BATTLEFRONT scenarios of Guadalcanal and Saipan, and HALLS OF MONTEZUMA is based on the BATTLEFRONT game system with some additions and enhancements.)

Impressively Detailed Program

As with previous SSG wargames, the designers have compiled an impressively detailed program with great attention to historical detail and many player options. Learning to play the game is made very simple by the inclusion of a step-by-step tutorial that makes it quite easy for the gamer to become familiar with the game's menu command structure. All scenarios are very well documented with historical background. The instruction booklet at 104 pages is a hefty one, but the documentation never seems ponderous or overwhelming as it does in wargames from some other companies. Owners of other SSG wargames will be familiar with the bonus Warplan program, a construction set that allows the player to edit existing battle scenarios or create entire new ones. HALLS OF MONTEZUMA also includes a new bonus program, Warpaint. This is a graphics editor which lets the user edit icons to create a custom look for any battle scenario. We believe that no one gives the wargamer a better value for dollars spent than SSG. HALLS OF MONTEZUMA joins an impressive lineup of excellent wargames that are easier to learn than most and provide a wealth of entertainment and educational value. (Solo or 2-player games; computer-vs-computer Observe Mode; Keyboard; Blank disks required.) Available for 64K Apple II, C64/128; Apple version supports 2 disk drives.

Recommended. (MSR $39.95)

ALTERNATE REALITY: THE DUNGEON (★★★E1/2L★★★E) is the latest version of the second game in _Datasoft's_ Alternate Reality (AR) series. This fantasy role-playing game puts the player in the role of a human kidnapped by aliens and deposited in the City of Xebec's demise, the locale of the first AR game. The second game takes place in the four subterranean levels of dungeons beneath the City. It introduces many new characters and offers the player the opportunity to join guilds, learn magic skills, discover the use of sophisticated weaponry, and accept quests from mysterious wizards. Like THE CITY, THE DUNGEON takes the player through a three-dimensional world of corridors, rooms, and plenty of surprises—all viewed through the character's eyes in first-person perspective. Apple owners who enjoyed THE CITY will be pleased to note that the Apple version of THE DUNGEON is a bigger game that covers more territory and is generally a richer gaming experience than the first AR installment. And much to Datasoft's credit, the designers chose not to eliminate the charming music that adds so much to the adventuring experience. The distinctly unmusical Apple II sounds amazingly good in THE DUNGEON, and Apple owners finally get to hear the full AR theme song, complete with accompanying lyrics on the screen. This game is a must for adventure fans in general, and especially for those who loved the first AR game. (Solo play; Joystick or keyboard; Pause; Blank disk required; 2nd disk drive option.) 64K Apple II version reviewed; also available for Atari XE/XL, C64/128.

Recommended. (MSR $39.95)

ATARI ST Software

VIDEO VEGAS (★★★1/2/★★★1/2) from _Baudville_ is just as much fun for the Atari ST as it has been in all the previous versions. (The program is now available for all computers except Macintosh.) This program will turn your monitor into a look-alike of the Las Vegas video gambling machines. You get four authentic re-creations: Lucky 7 Slot Machine, Draw Poker, Keno, and Blackjack (complete with running point-count of cards that have been played for all would-be card counters). All that's missing is the coin slot! The action is very fast and colorful, and it's very easy to become quite hooked on your favorite game out of the four. (We especially like the Blackjack.) Everyone should have a program of this type in their software library, and VIDEO VEGAS is an especially good one. (Solo play; Mouse and/or keyboard.) Atari ST version reviewed. Also available for Amiga, IBM; for Apple II, Atari XE/XL, C64/128 at $29.95.

Recommended. (MSR $34.95)

Two MicroProse Programs for Commodore 64/128

The newest releases for C64/128 from MicroProse are PROJECT: STEALTH FIGHTER (MSR $39.95) and AIRBORNE RANGER ($34.95). The first is a simulation of the type that MicroProse fans know well. Based on research of stealth aircraft capabilities, designers Jim Synoski and Arnold Hendrick have created a simulation of an aircraft whose very existence the Air Force refuses to acknowledge. The game has scenarios based on actual and training missions of the U.S. Air Force, including aircraft carrier and ground airbase takeoffs and landings with missions in North Africa, Central Europe, the Persian Gulf, and the North Cape of Scandinavia under conditions of Cold War, Limited War, and Conventional War. Conversions of PROJECT: STEALTH FIGHTER are planned for IBM PC/XT/AT and Atari ST.

_Strategy with Arcade-Style Action_

AIRBORNE RANGER combines action and strategy as the player controls an individual soldier in 12 different missions, including search-and-destroy, rescue, infiltration, and sabotage in three different regions of the world. The soldier moves across scrolling 3-D terrain and faces enemies armed with a vast array of offensive and defensive weapons. Conversions of AIRBORNE RANGER are planned for IBM PC/XT/AT and Atari ST in 1988.

SPECIAL EDITION Available

We still have copies of our FIFTH ANNIVERSARY SPECIAL EDITION which contains a complete listing of All Computer Entertainer Awards of Excellense, a Reader's Hall of Fame, views from influential people in the industry, and a look at videogaming from its infancy. Also included are capsule reviews of some of the top games of all-time as well as a Recommended Library of Games, History of Apple Computer Gaming and more! Current subscribers can purchase copies of this Collector's Edition for $2.00 each. Non-subscribers can purchase copies for $4.00 each. Send orders to: _Computer Entertainer_, 5916 Lemona Ave., Van Nuys, CA 91411.

THE VIDEO GAME UPDATE

THE ATARI XE GAME SYSTEM has now reached your dealer's shelves (and the advertising airwaves on television), so we've been anxious to have a "hands-on" look at the system Atari has touted at the last two CES extravaganzas. Initially setting up your XE machine is easy as you may not even have to look at the directions. The system comes with a control deck with cartridge port, power key, and four function keys (start, select, option, and reset). Within that console are the controller ports 1 and 2. In the back of this console you'll find a peripheral port (for disk drive, printer, or modem), as well as the necessary jacks to hook it up to your TV. The other main section is the keyboard with built-in Atari BASIC. The other items included in the basic package include a old-style Atari 2600 joystick (in new light grey plastic to match the system), as well as the light gun. Game-wise, *Missile Command* is built-in on a ROM chip, while there is a cartridge version of SubLogic's *Flight Simulator II*, as well as a game for the light gun, Bug Hunt.

Keyboard Port

Keyboard Hook
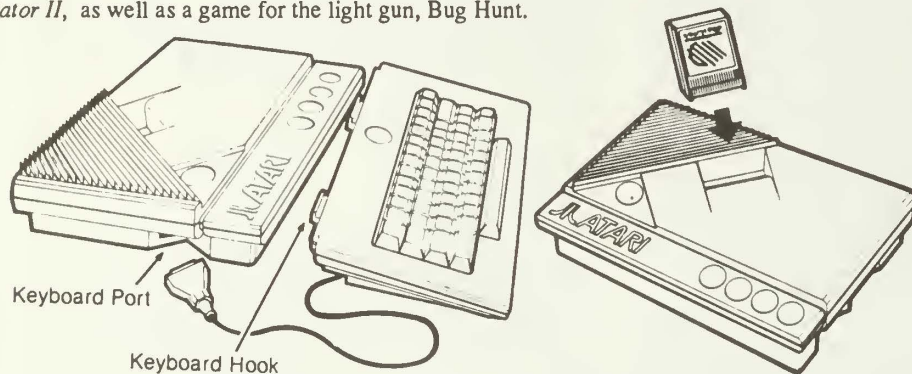
The Hardware

Before addressing reviews of the three games, we want to point out a few things regarding the hardware. First, we were rather surprised to see the joystick included (while that's what we had seen at the CES, we felt that would be rethought) as this original (dating back many years) joystick just doesn't cut it against the joysticks now available. For instance, why wasn't the "Proline" joystick included (the same one put in the less expensive Atari 7800)?

The keyboard is something else we're not sure about. One of the things indicated in the directions is that it will be used for some games requiring keyboard input. Meanwhile, we don't know many gamers who care about programming in BASIC. We found the keyboard itself to be pretty stiff and easy to make mistakes with as a result. While the system is being touted as expandable with disk drive, etc., again...gamers tend to want the ultimate game machine, not a reworked Atari 400/800. Oh well, perhaps when there are more ORIGINAL games (not repackaged ROM cartridges of games which have been available before which is what we're getting reports of on toy store shelves), all this will make more sense. At this point, we cannot speak on the quality of the hardware as it will take some usage before we can get a sense of how well the equipment is made and, as a result, holds up.

The Software

This is where we really have a problem. First, built-in on ROM, is the old standby, **Missle Command**. Most of us, we believe, have grown out of this title and want something new and challenging. Well, we thought...it's probably a state-of-the-art version. No, it's not! The old 5200 version is far better. When we booted this game up, it looked suspiciously like the old 2600 vertsion from years ago! Okay...time to move to the next game...

BUG HUNT (★1/2/★★1/2) is a new title, and included on cartridge for use with the light gun. The game screen is a computer circuit board in which realy bugs start showing up everywhere, crawling all over. You've got to shoot them with your light gun before they totally take over the circuit board. Upon the first shot, our screen jumped and flickered, like it was beginning to roll. Another shot and the same thing happened. There was no stability to the television screen. We took our XE machine and moved it to another television and found the same thing happened. It was absolutely maddening as we just could not focus on what we were attempting to do. If it hadn't been for that apparent (major, in our minds) glitch, the game seemed okay enough. It was simply a case of shooting up big bugs – nothing more, nothing less. By the way, the entire game apparently has no other color than green (perhaps because it's a circuit board?) which made it rather boring.

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MISSILE COMMAND
COPYRIGHT 1981 ATARI
1 PLAYER SKIP 0 BONUS
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FLIGHT SIMULATOR II (★★★/★★★1/2) is, on the other hand, a fine game while, although it's been around awhile for several computers, this is the first time available on cartridge form. While most people are familiar with this game from *SubLogic*, this particular game includes scenery for Chicago, Los Angeles, New York, Seattle, and a war game scenery (additional scenaries can be accessed via the Atari disk drive and the SubLogic scenery disks available). You'll learn a great deal about flight simulation as you learn how to fly the plane, using all the various instrumentation, as well as weather information, etc. In the war game scenario, you will play a World War I Ace as you engage in bombing runs and dogfights.
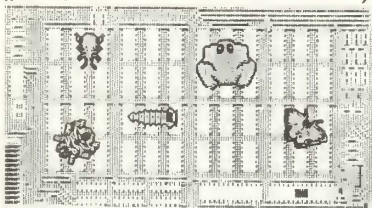
Still a Fine Game

There have been a good deal of flight simulators which have followed SubLogic's lead, but this is still one of the finest out there. This ROM version captures all the excitement of the disk versions and full documentation and flight training manual is included.

A Last Note Regarding the XE Machine

We have long said that the key to ANY hardware item, be it computer or dedicated game machine, is dependant on the software available. And, unfortunately, Atari has gotten quite a name for itself regarding "vaporware" especially with the Atari 7800 which has delivered less an one-half of the promised software. (When the 7800 was originally shipped, Atari promised over twenty titles in the first six months. It's now been over a year and we count only 13-14 titles, most of which are not original.) Most of what has been reported at toy stores to this point for the XE machine are titles which were available years ago in ROM cartridge form for the old Atari 400/800 computer. We would strongly urge that until some pattern of new, exciting titles become available (ala Nintendo or Sega), you do NOT purchase this machine. If a strong pattern of software develops, then is the time to consider this system.
MSR $149.95

SQOON (★★★/★★1/2) is the first Nintendo System game from *Irem* (distributed by *Broderbund*). The popular theme of aliens attacking Earth is at the heart of the story behind SQOON, but this time the aliens are Neptunians, underwater dwellers who have melted the polar ice caps and flooded the Earth. They've captured humans in their underwater factories, where they're being saved as food for the Neptunians. Though the idea of aliens capturing and eating humans is gruesome stuff indeed, SQOON turns out to be a cute and light-hearted action game involving a tubby little rescue submarine that blasts aliens and attempts to save humans liberated from the Neptunian factories. Points are earned for aliens destroyed and for humans captured in the water and brought to the safety of a small motorized island that appears when the submarine is full. Additional points are earned for progress toward the final goal of destroying the Neptunian factories and the base where the aliens live. We found the game cute, but not likely to keep our interest over the long term. It's a straightforward action game of shooting and rescuing without much subtlety or a great amount of depth. It's fun to play in small doses but lacks lasting appeal. (Solo play; Pause.) For Nintendo Entertainment System only. MSR $29.95

The NES ADVANTAGE joystick is described by Nintendo as "the most advanced joystick available for the Nintendo Entertainment System." They're absolutely right. In fact, it may well be the most advanced joystick for ANY system. As soon as you take the NES ADVANTAGE out of its box, feel its weight and examine its array of special features, you know that this is no ordinary joystick. The rectangular base has rubber feet for non-slip use on a tabletop. The short-throw, ball-topped joystick is positioned on the left side of the base, which left-handers will love. It turns out to be fine for right-handers as well, because we've all become accustomed to manipulating the Nintendo control pad with our left thumb.

Arsenal of Buttons

The right side of the base has an impressive arsenal of buttons positioned on an angle for comfort during play. The Start, Select, and extra-large A and B action buttons are already familiar. The NES ADVANTAGE also has a one-player/two-player switch, allowing a single joystick to be used by two players in a game that alternates turns. (Simultaneous two-player games can be handled by plugging in a standard Nintendo control pad or a second NES ADVANTAGE for the ultimate in luxury.) Above the A and B action buttons are additional buttons that activate the "Turbo" feature independently for each button. Turbo is an automatic rapid-fire function with adjustable rate set by a pair of rheostat dial controls above the Turbo activation buttons. In the "bells and whistles" department, two little red lights flash each time an action button is pressed, giving visual feedback on the rate of fire. And there is one more button, introducing a feature we've never seen on any game controller: a slow-motion function which can be activated and de-activated anytime during a game. This feature doesn't work with all games, but when it does, it allows you to examine the sequence of actions in a game that may be giving you some trouble. Altogether, this feature-laden joystick is one of the slickest performers we've ever tested for any game or computer system. The NES ADVANTAGE is extremely responsive in use and definitely worth every penny that Nintendo is asking for it. Recommended. (MSR $49.95)

Unique Features for New Intellivision Basketball Game

According to an INTV Corp. spokesman, SLAM DUNK SUPER PRO BASKETBALL may be their best sports game yet. In addition to playing options at the level of player and manager, the game will offer you the chance to own a pro basketball team. You'll get a budget to work with and have the ability to purchase players for your team, choosing from a variety of players complete with stats and price tags. Do you blow most of your budget on a high-priced hot-shot, or do you try for more players and a balanced team? Sounds interesting! In other news from INTV, we were told that the company has already confirmed its 1988 release schedule. Plans call for at least 12 new games, many of them sports titles.

"Lost" Intellivision Games Found

One of our long-time subscribers, William Sommerwerck, has located a pair of Parker Bros. titles for Intellivision that were never released in the U.S., SUPER COBRA and TUTANKHAM. He has four copies of each (new, in original boxes) and is offering them for sale to interested collectors among his fellow subscribers. He is asking $40 each (shipping included), and he would prefer to sell them in pairs. Orders should be sent to him at #217, 133 West Locust, Mechanicsburg, PA 17055 (money orders only). His phone number is 717-766-5053. Bill tells us that the earliest postmarks will "win," and unfillable orders will be returned immediately.

DOUBLE DRIBBLE (★★★/★★★★) is a particularly fine basketball game which _Konami_ has just released for the Nintendo system. You've got the whole team here as a full compliment of five goes against another team of five. Before the tip-off, you must choose the amount of time you want your periods, the team names, as well as the level of difficulty. This choice is made through a very clever screen in which you've got a player holding a basketball. When you want to make a change on one of the choices, you simply press the button enabling the player to sink a basket. By sinking the basket, the choice changes. Once you're done making changes, you direct him to make a basket next to "end." (this may sound confusing but it isn't!) Now it's time for the tip-off in the middle of the court. It's a fast-moving game as you dribble down court, attempting to pass to one of your teammates. Once you get a feel of how to use the control pad for the action, you'll be whizzing back and forth. Ready to shoot? Just hit the button, perhaps as you race in under the basket, going for a quick lay-up. The screen scrolls between the two ends of the court, as the action moves up and down court. You've got all the typical violations to contend with, from travelling, not shooting the ball within 24 seconds of taking possession, to elbowing a player on the other team. If a foul is commited, the referee announces "foul" and you have to go to the line and try for a free throw. Also, as in the real game, you can garner 3 points by shooting from behind the three-point line. In-bounding the ball is key to your offense too. As you look for the right man to get the ball to, be careful. If you don't get the ball in play within 5 seconds, the ball is turned over to the opposing team. By the way, if your man breaks into the open, heading for an obvious lay-in, the slam screen will automatically appear, and one of three different slam dunks will appear (randomly chosen by the computer).

This is a Beauty

Normally, we would mark a game down in graphics for blinking players. While you will run into blinking players in this game, it's perfectly understandable with all the moving objects going on and we found, after playing just a few seconds, the blinking didn't even concern us. From the opening when you see the sports arena in the distance and the crowd races for the arena, to the truly outstanding graphics (reminding us of the "paint" qualities of an Amiga or IIGS) of the slam dunk screens, the graphics are superb. The court even has the lines of the boards. There's a crisp sound of the ball being dribbled too. The gameplay, with the ten players all moving out on the boards, is just wonderful and will thrill any basketball fan out there. This game has been one that our readers have been anxiously awaiting and we can happily say it's been worth it! (one player; two-player simultaneous)
Recommended (MSR $34.95)

RING KING (★★★/★★★) is _Data East's_ boxing game for Nintendo, based on the arcade game of the same name. You begin with 9 Power Points, broken down in three areas – punch, speed, and stamina which you breakdown among the three areas. You enter the training mode to increase your player's power. As you gain Power Points, you enter the Ranking Tournament and Championship Bouts, or compete against your friends. In the Training mode, you'll go up against another fighter, as you attempt to gain strength and win the bout. There are two modes in which to watch the bouts in order to develop strategy. One allows two computer opponents to fight each other while the other allows you to set up two players and assign power points over a span of five matches. Other modes in which you can play include two players against one another, ranking mode in which there are the Rookie, US, and World Divisions. The rank you achieve is recorded in your statistics (Data East has a clever password system in which you have a word which you use to record statistics and power points accumulated. In other words, you can start a new game, enter your password, and you'll be in the same condition as you left off last time.). You can reenter the competition at the same rank later by using your password. In Tournament play, up to 8 players can participate. By the way, the more power points you accumulate, the more varied punches are available to you.

Pretty Good Action

While it's a pretty straight-ahead boxing match, you have good movement around the ring – basically in eight smooth-moving directions. The password concept is especially nice, allowing weeks of hard work to add up to higher ranking for continued play. The graphics are more of a cartoonish likeness as opposed to "realistic" graphics. In the inevitable comparison between this and Nintendo's _Mike Tyson's Punch-Out_ (review in this issue), we have to give this one the nod as it allows for more movement in the ring, as well as the ability to use strategy in your use of power points. As a result, there is more varied action here. If you're a player who likes to play with a friend, this game will allow it while _Punch-Out_ will not. (one player; two player simultaneous)
Recommended (MSR $34.95)

MIKE TYSON'S PUNCH-OUT (★★1/2/★★) has just arrived from _Nintendo_ in which you'll have the opportunity to compete against several other opponents from around the world. Your goal as Little Mac is to defeat all these opponents (thirteen bouts in the minor, major and world circuits) so you can go against the World Heavyweight Champion, Mike Tyson. You start your match (each match consists of three rounds of 3 minutes each) with a full compliment of hearts (you have to have one or more hearts in order to punch. You lose a heart each time your opponent blocks or dodges out of your way and

you lose 3 hearts if you're punched by your opponent.), stars (the number of uppercuts you can use), and stamina meter. Your opponents seem to be ten times your size (after all you're just a 17 year old kid from the Bronx) so the task is not an easy one. If Little Mac is lucky enough to become champ of the minor circuit (and later, the major circuit), you get a pass key which can be inputted the next time you play so you can start at the bottom of the next higher circuit.

Disappointing

There's been a great deal of build-up for this game, especially the tie-in with World Champ, Mike Tyson. Because it shipped within a few days of Data East's _Ring King_, the comparison was inevitable and we found this one did not measure up! Our main complaint is the lack of movement around the ring. Little Mac is pretty static as he can move from side to side, with a little forward and backward movement. He always has his back to you. In reverse, the opponent always faces you while in _Ring King_, the movement is in 8 different directions (side to side, up and down, as well as diagonally). The graphics are quite similar in the two games as both are caricatures rather than realistic graphics. Generally, we felt that this game is adequate, but nothing to run out and buy. (Perhaps the less than rave gameplay is why Nintendo signed Mike Tyson up to lend his name to the game?) If you want a boxing game, Ring King should be your choice. (one player)
(MSR $39.95)

RAD RACER (★★1/2/★★★) is the first "3D" game from _Nintendo_, but shouldn't be confused with the liquid crystal 3D of Sega. This 3D is actually the old-style cardboard glasses with the red and blue "lenses" (definitely will not work for anyone who wears prescription glasses). The game is a west coast to east coast road rally through eight different courses. Various courses include California beach country, the night skyline of San Francisco, Rocky Mountains, Athens (we're not sure how this got into a road rally across American, except the booklet indicates that we're "space-warped"), as well as rapidly changing weather conditions as you race across the plains. You have your choice of racing either a Ferrari or F-1 Machine, both of which can be boosted into turbo speed, negotiating curves, avoiding hazards as well as the other racers. As you speed through the courses, there is some sense of terrain as you head up hills and down, sometimes blinded to what's right in front of you beyond the dip in the road. Once you hit 100mph, you can accelerate beyond normal speed into turbo for lightening fast travelling. There's a choice of three types of background "music" which can be changed during the game, if wanted.

Better Without the Glasses

As we found with 3D Battles of WorldRunner (review in October, '87 issue), the glasses don't do much for the game. When the 3D feature is flipped on, the screen becomes dark and somewhat colorless, in spite of the fact that the effects are fairly decent (still nothing in comparison to Sega's 3D games; however, it should be noted that Nintendo did not want to force its players to have to invest heavily in glasses, ala the Sega system). We found ourselves quickly switching out of 3D and enjoying the game in "normal" mode where the colors are bright and the gameplay is just fine. It is a good straight-ahead racing game with speed, maneuvering, and most of what you want a racing game to be. It should be noted, however, that you will not have the opportunity to shift gears as the control pad simply works for acceleration and braking...you're driving an automatic. The graphics of the car as it hits a pole or tree are quite good and reminiscent of Sega's Outrun...the car flipping over before righting itself and moving back to the middle of the track to continue. You have unlimited cars; however, you are working against a timer which, if it runs out, the race is over. All in all, it's a good, fast racing game; however, based on the two 3D games we've seen, Nintendo should forget the cardboard glasses and consider the more expensive, and therefore, more realistic route of liquid-crystal. Granted the market is narrower for an item which requires glasses that can cost upwards to $50.00 but if the release of 3D titles is strong enough for those glasses, we know from our readers that there is a strong built-in audience for it. (one player; no continuation feature)
(MSR $39.95)

SIDE POCKET Coming from Data East for NES

Currently a big hit in the European and Japanese arcades, SIDE POCKET will be available as a one-megabit cartridge for the Nintendo Entertainment System (MSR $39.95). The two-player pool simulation lets you shoot your way from City Class League to World Champion. According to Data East, the game will be available in limited quantities in December.

Acclaim to Release WIZARDS & WARRIORS

Adventure gamers can look forward to another of their favorite kind of game on the Nintendo system. Acclaim has just announced a new title to be added to their lineup, WIZARDS & WARRIORS (MSR $34.95). If this one stays on schedule, it should be available in stores right at Christmastime.

ATARI 2600 Software

TITLE MATCH PRO WRESTLING (★★★/★★★1/2) is the first release from _Absolute Entertainment,_ a new company creating games for the Atari 2600. The game capitalizes on the current popularity of wrestling and games based upon the sport, and it makes very good use of the system's capabilities. There are four wrestling characters and four game variations. You can play one-on-one against a friend or the computer, or you can play tag-team matches (two-on-two) against a human or computer opponent. Regardless of the variation you choose, there are plenty of moves to master. The game includes everything from the expected punches and pins to the more exotic moves such as airplane spins and canvas slams. The action is fast, and the animation is quite good throughout. Even though there are a lot of moves, the joystick routines are fairly easy to learn. We believe this is the first-ever wrestling game for the system, and Atari 2600 owners are fortunate that it is such a good one. (Solo or 2-player competitive.) Available for Atari 2600.
Recommended. (MSR $30.95)

SUMMER GAMES (★★★1/2/★★★1/2) and **WINTER GAMES** (★★★1/2/★★★1/2) are the first-ever Atari 2600 games from _Epyx._ Fittingly, Epyx chose to do new versions of two of their most popular computer games. Each game begins with an Olympics-style fanfare and lets the player(s) practice all seven events or choose a country to represent and participate in the entire series of events.
The Events
  The SUMMER GAMES events include Hurdles (running and jumping over hurdles), Swimming (two-lap timed race and three-man relay race), Skeet Shooting, 100-Yard Dash, Gymnastics (pommel horse), and Rowing. WINTER GAMES events are Slalom, Bobsled, Ski Jump, Biathlon (cross-country skiing plus shooting), Speed Skating, Hot Dog (ski acrobatics), and Luge. Each program package has a very nicely balanced set of challenges with plenty of variety. And some of the events require unusual combinations of joystick movements in order to score the maximum number of points. Eye-hand coordination is only part of the test, because very fine timing is required by most events. We were pleasantly surprised by the amount of gaming value that Epyx managed to pack into each 2600 cartridge. Both games will be good for many hours of gaming fun. Solo or up to 8-player competitive/alternating.)
Available for Atari 2600.
Recommended. (MSR $24.50 each)

ATARI 7800 Software

KARATEKA (★★1/2/★1/2) is an _Atari_ 7800 adaptation of a Broderbund computer game. The player controls the young Karateka whose goal is to rescue the Princess Mariko from the clutches of the evil warlord, Akuma. Using his martial arts skills of kicking and punching, the Karateka must fight his was past Akuma's palace guards, one at a time, until he can free Mariko.
Beauty of KARATEKA Lost
  As originally conceived by Broderbund designers, KARATEKA was a smoothly animated martial arts computer game with wonderful music, a movie-like story, and a lyrical sort of graphic beauty that was very special. As translated for the Atari 7800, the beauty of KARATEKA has been lost. The music has become tinny, the story has been down-played, and the martial arts action in the game itself has become stiff and nearly unmanageable. Keeping the Karateka in his fighting stance is unnecessarily difficult. In general, implementation of joystick control over the character is not smooth. Atari took a really good computer game and botched the translation. (Solo play; Pause.) Atari 7800 version reviewed.
Not recommended. (MSR approx. $25.00)

ONE-ON-ONE BASKETBALL (★★/★★1/2) is the _Atari_ 7800 version of one of the great classics in computer gaming, Electronic Arts' DR. J & LARRY BIRD GO ONE-ON-ONE. Just as the title implies, it's a basketball shoot-off between two players, either one against a computer player or two human-controlled players against each other. There are four skill levels, from "Park & Rec" to "Pro," and a choice of timed game or playing to a set score. A referee calls various offensive and defensive fouls on the players for such things as travelling or reaching in. Especially good moves are rewarded with instant replays, and it's possible to shatter the backboard with an especially vigorous slam-dunk. We were not especially excited about the quality of gameplay in ONE-ON-ONE, and we don't think this version is as good as any of the computer versions from Electronic Arts. However, some of you may enjoy it, especially since there are no other sports games for the 7800. We found the graphics disappointingly blocky, but animation is fairly good. Although it's possible that this is the best this system can manage with large-scale human figures, we really thought the 7800 was capable of finer detail than this game shows. Sound effects are minimal. Our recommendation would be to try this one before buying, if possible. (Solo or 2-player competitive; Pause.) Atari 7800 version reviewed.
MSR approx. $25.00

Japanese Game Fanatics' Tip of the Month

So you've been playing ARKANOID ever since it came out, and you still can't get all the way to Level 33? Cheer up—this continuation feature will let you go farther. During the title screen when your game is over: Use Controller I (the Nintendo control pad) and hold down buttons A and B while pressing "Select" five times. Then push the fire button on the dedicated Arkanoid controller. That's all there is to it!

INTELLIVISION Software

SLAP SHOT SUPER PRO HOCKEY (★★1/2/★★★) is the latest release from _INTV Corporation_ for Intellivision owners. There are four levels of skill, with the levels determining the speed of the skaters and their shots. The two teams can play at different levels, using the levels to help with handicapping. You'll have a view of the entire rink as the game begins with the traditional face-off. Once the puck is on the ice, skate towards it as the player who touches it gets possession. When your team has possession of the puck, you can pass or shoot the puck, aiming the direction by using the keypad buttons 1-9. The speed of the puck depends on how fast you are moving in the direction of the shot. When the other team has possession, you must try and intercept the puck by skating in its path. You can also steal the puck by tripping the player with possession! If you trip a player without the puck (and you're caught), the referee whistle blows and you must go to the penalty box for two minutes. There's also a way you can drive a slap shot whizzing across the ice, as you attempt to get past the other team's goalie.
Great Sounds
  The first thing we noticed was the very realistic sounds of skaters stroking across the ice, hitting the puck off to a teammate. We like the idea of the rink being "reduced" to fit entirely on the screen so you don't have to worry about adjusting your eyes for scrolling back and forth. It means your players are tiny, but we did not find that a drawback. As you get a feel of the action, you'll find the controller works pretty well in accomplishing the action you need. All in all, it's a nice new edition of ice hockey for the venerable Intellivision machine (one player; two player simultaneous)
Recommended (MSR $19.95)

AVAILABILITY UPDATE

ATARI XE/XL
SEPTEMBER
x-Eternal Dagger (SSI)
x-Nord & Bert Couldn't...(INF)
x-Plundered Hearts (INF)
x-Rainy Day Games (BAU)
OCTOBER
x-Boulder Dash Constr Kit (EPY)
x-Guild of Thieves (FIR)
x-Silicon Dreams (FIR)
Phantasie II (SSI)
Spy vs Spy 3: Arctic (EPY)
x-Tomahawk (DS)
NOVEMBER
Mavis Beacon Typing (ST)
x-Shiloh (SSI)
DECEMBER
Title Shop Graphics Comp (DS)
Title Shop Graphics Comp 2 (DS)
Video Title Shop (DS)
FOURTH QUARTER
Gauntlet (MIN)
Jewels of Darkness (FIR)
Paperboy (MIN)
Trailblazer (MIN)
Ultima 1 (ORI)
JANUARY '88
Bismarck: N Sea Chase (DS)
Sons of Liberty (SSI)

ATARI ST
SEPTEMBER
x-Advanced Art Studio (FIR)
x-Jupiter Probe (MD)
x-Knight Orc (FIR)
x-Nord & Bert Couldn't...(INF)
x-Pinball Wizard (FIR)
x-Plundered Hearts (INF)
x-Rings of Zilfin (SSI)
x-Sentry (FIR)
x-Tracker (FIR)
OCTOBER
x-Beyond Zork (INF)
x-Boulder Dash Constr Kit (EPY)
x-Gauntlet (MIN)
x-Into Eagle's Nest (MIN)
President Elect 88 (SSI)
x-Roadwar Europa (SSI)
Spy vs Spy 3: Arctic (EPY)
x-Terrorpods (PSY)
x-Video Vegas (BAU)
NOVEMBER
B-24 (SSI)
Fright Night (MD)
Int'l Soccer (MD)
Leatherneck (MD)
Mavis Beacon Typing (ST)
Simbad/Throne Falcon (MDS)
Tanglewood (MD)
FOURTH QUARTER
Award Maker Plus (BAU)
Bard's Tale (EA)
Championship Baseball (OAM)
Dark Castle (TS)
Frank 'n' Ernest Adv (POL)
Gridiron (BS)
Gunship (MIC)
Jewels of Darkness (FIR)
Karateka (BRO)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Music Construction Set (EA)
Plutos (MIN)
Police Quest (SIE)
Portal (ACT)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Silicon Dreams (FIR)
ST Art/Film Director (BRO)
Test Drive (ACO)
Thexder (SIE)
Univ Military Sim (FIR)
10th Frame Bowling (ACC)
3D Helicopter Simulator (SIE)
JUNE '88
Alt Reality 2: Dungeon (DS)
FIRST QUARTER '88
Black Lamp (FIR)
Three Stooges (MDS)

COMMODORE 64/128
SEPTEMBER
x-Bismarck: N Sea Chase (DS)
x-Gauntlet (MIN)
x-Maniac Mansion (LF)
x-Mini-Putt (ACO)
x-Nord & Bert Couldn't...(INF)
x-Paperboy (MIN)
x-Plundered Hearts (INF)
x-Postcards (ACT)
x-Rainy Day Games (BAU)
x-Spy vs Spy 3: Arctic (EPY)
OCTOBER
x-Boulder Dash Constr Kit (EPY)
x-Chuck Yeager Flight Sim (EA)
x-Dark Lord (DS)
Demon Stalkers (EA)
x-Earl Weaver Baseball)EA)
x-Force 7 (DS)
x-GeeBee Air Rally (ACT)
x-Guild of Thieves (FIR)
x-Gunsmoke (CAP)
x-Halls of Montezuma (SSG)
x-Instant Music (EA)
x-Last Ninja, The (ACT)
Might & Magic (NWC)
x-Rad Warrior (EPY)
x-Roadwar Europa (SSI)
x-Shiloh (SSI)
x-Side Arms (CAP)
x-Silicon Dreams (FIR)
x-Speed Rumbler (CAP)
x-Street Sports Basketball (EPY)
x-Superstar Soccer (MIN)
x-Test Drive (ACO)
x-Tomahawk (DS)
NOVEMBER
Border Zone (INF)
x-Infiltrator II (MIN)
Mavis Beacon Typing (ST)
x-Skate Or Die (EA)
Title Shop Graphics Comp 2 (DS)
Tobruk: Clash of Armour (DS)
x-4th & Inches (ACO)
DECEMBER
Rockford (ARC)
Sons of Liberty (SSI)
FOURTH QUARTER
Airborne Ranger (MIC)
Apollo 18 (ACO)
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
Breakthru (DE)
Chernobyl (COS)
Cholo (FIR)
Circus Charlie (KON)
Dark Castle (TS)
Darkhorn (AH)
Destroyer Escort (MIC)
Druid I (FIR)
Faery Tale Adventure (MI)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Grand Slam Baseball (COS)
Heartland (FIR)
Inside Trader (COS)
Iron Horse (KON)
Jailbreak (KON)
Jewels of Darkness (FIR)
King of Chicago (MDS)
Macbeth (AH)
Old Scores (DS)
Outrageous Pages (EA)
PaperClip III (EA)
Project Stealth Fighter (MIC)
Revs Plus (EA)
Rommel/Tobruk (EA)
S.D.I. (MDS)
Shirley Muldowney/Top Fuel Chall (COS)
Simbad & Throne/Falcon (MDS)
Star League Baseball/On-Field Football (OAM)
Star Rank Boxing II (GAM)
Strike Fleet (EA)
Super Basketball (KON)
Swords & Sorcery (DS)
Three Stooges (MDS)
Trojan (CAP)
War in S Pacific (SSI)
Wooden Ships/Iron Men (AH)
JANUARY '88
Panzer Strike! (SSI)
FIRST QUARTER '88
Dragon's Lair I & II (EA)
Hyperball (FIR)
Kinetic (FIR)
Pandora (FIR)

COMMODORE 128
NOVEMBER
x-Beyond Zork (INF)
FOURTH QUARTER
Guild of Thieves (FIR)

AMIGA
SEPTEMBER
x-Knight Orc (FIR)
x-Nord & Bert Couldn't...(INF)
x-Phantasie (SSI)
x-Plundered Hearts (INF)
x-Terrorpods (PSY)
OCTOBER
x-Dark Castle (TS)
x-Geebee Air Rally (ACT)
x-Jewels of Darkness (FIR)
x-Phantasie III (SSI)
x-Plutos (MIN)
x-Roadwar Europa (SSI)
x-Test Drive (ACO)
NOVEMBER
x-Autoduel (ORI)
Beyond Zork (INF)
Mavis Beacon Typing (ST)
DECEMBER
Alt Reality: City (DS)
Rockford (ARC)
FOURTH QUARTER
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (GAM)
DeluxePrint II (EA)
DeluxeProductions (EA)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
Ferrari Formula One (EA)
Frank'n Ernest Adv (POL)
GATO (SPE)
GFL Champshp Football (GAM)
Graphics Studio (ACO)
Gunship (MIC)
Indoor Sports (MIN)
IntelliType (MIN)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Orbiter (SPE)
Police Quest (SIE)
Silent Service (MIC)
Silicon Dreams (FIR)
Street Sports Basketball (EPY)
Thexder (SIE)
Univ Military Sim (FIR)
10th Frame (ACC)
FEBRUARY '88
Airball (ARC)
Metropolis (ARC)
Road Warriors (ARC)
JUNE '88
Alt Reality: Dungeon (DS)

APPLE IIe/IIc
SEPTEMBER
x-Maniac Mansion (LF)
x-Nord & Bert Couldn't...(INF)
x-Plundered Hearts (INF)
x-Postcards (ACT)
OCTOBER
x-Alt Reality: Dungeon (DS)
x-Beyond Zork (INF)
x-Boulder Dash Constr Kit (EPY)
x-California Games (EPY)
x-Dark Lord (DS)
x-Halls of Montezuma (SSO)
x-Legacy of Ancients (EA)
Leisure Suit Larry-128K (SIE)
x-Rad Warrior (EPY)
x-Shiloh (SSI)
x-Ski-Crazed (BAU)
Spy vs Spy 3: Arctic (EPY)
Tomahawk (DS)
Wings of Fury (BRO)
x-Xevious (MIN)
NOVEMBER
B-24 (SSI)
Bismarck: N Sea Chase (DS)
Border Zone (INF)
x-Infiltrator II (MIN)
Mavis Beacon Typing (ST)
Star Rank Boxing II (OAM)
Title Shop Graphics Comp 2 (DS)
Video Title Shop (DS)
DECEMBER
Panzer Strike! (SSI)
Sons of Liberty (SSI)
FOURTH QUARTER
Ancient Art of War (BRO)
Bard's Tale III (EA)
Championship Golf V.1 (OAM)
Commando (DE)
Computer Scrabble (LG)
Darkhorn (AH)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Pharaoh's Revenge (EA)
Pirates (MIC)
Quizam! (INS)
Silicon Dreams (FIR)
Space Quest-128K (SIE)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Title Shop Graphics Comp (DS)
Ultima 1 (ORI)
Variable Feasts (BRO)
War in S Pacific (SSI)
Wasteland (EA)
World Games (EPY)
Yie Ar Kung Fu (KON)
JANUARY '88
Force 7 (DS)
Tobruk: Clash of Armour (DS)
FIRST QUARTER '88
Gunship (MIC)
Superstar Soccer (MIN)
SECOND QUARTER '88
Dream Zone (BAU)
Last Ninja, The (ACT)

APPLE IIGS
SEPTEMBER
x-GBA Champshp Basketball (GAM)
x-Hardball (ACO)
x-Rainy Day Games (Ap)
x-Thexder (SIE)
OCTOBER
King of Chicago (MDS)
Rockford (ARC)
NOVEMBER
Beyond Zork (INF)
Mavis Beacon Typing (ST)
x-Space Quest (SIE)
FOURTH QUARTER
Computer Mad Libs (FB)
Defender of Crown (MDS)
DeluxePrint II (EA)
DeluxeWrite (EA)
Destroyer (EPY)
Donald Duck's Playgrd (SIE)
Drawing Table (BRO)
Faery Tale Adventure (MI)
Panravision (BRO)
Graphics Studio (ACO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock 'n Roll (EA)
King's Quest I (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Managing Yr Money (MEC)
Mean 18 (ACO)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (MDS)
ShowOff (BRO)
Silent Service (MIC)
Simbad & Throne/Falcon (MDS)
Sub Battle Simulator (EPY)
World Games (EPY)
World Tour Golf (EA)

MACINTOSH
SEPTEMBER
x-Nord & Bert Couldn't...(INF)
x-Plundered Hearts (INF)
x-Postcards (ACT)
OCTOBER
x-Beyond Zork (INF)
x-Disk Tools Plus (EA)
x-Typel (BRO)
NOVEMBER
x-Alt Reality: City (DS)
Border Zone (INF)
x-Computer Ambush (SSI)
x-Computer Scrabble (LG)
Mavis Beacon Typing (ST)
Simbad & Throne/Falcon (MDS)
FOURTH QUARTER
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Award Maker Plus (BAU)
Black Cauldron (SIE)
Defender of Crown (MDS)
Donald Duck's Playgrd (SIE)
Frank'n Ernest Adv (POL)
Jewels of Darkness (FIR)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
North Atlantic '86 (SSI)
Oo-Topos (POL)
Orbiter (SPE)
Police Quest (SIE)
Roadway 2000 (SSI)
S.D.I. (MDS)
Silicon Dreams (FIR)
Star Fleet (INS)
Star Fleet II (INS)
Trust & Betrayal (MIN)
Ultima IV (ORI)
What They Don't Teach/Harvard.. (RT)

IBM PC-Tandy 1000
SEPTEMBER
x-Bard's Tale (EA)
x-Destroyer (EPY)
x-Gunship (MIC)
x-Infiltrator (MIN)
x-Nord & Bert Couldn't...(INF)
x-Patton vs Rommel (EA)
x-Plundered Hearts (INF)
x-Postcards (ACT)
x-3D Helicopter Sim (SIE)
OCTOBER
x-Ace of Aces (ACO)
x-Beyond Zork (INF)
x-Boulder Dash Constr Kit (EPY)
x-Dark Castle (TS)
x-Deep Space (SIR)
File Rescue Plus (TS)
x-Infiltrator II (MIN)
x-Instant Page (EA)
x-Jewels of Darkness (FIR)
x-Mavis Beacon Typing (ST)
Might & Magic (NWC)
Rad Warrior (EPY)
x-Rings of Zilfin (SSI)
x-Seven Spirits of Ra (SIR)
x-Shiloh (SSI)
Spy vs Spy 3: Arctic (EPY)
Test Drive (ACO)
x-Thexder (SIE)
x-Ultima I (ORI)
x-Ultima IV (ORI)
NOVEMBER
B-24 (SSI)
Border Zone (INF)
x-Mech Brigade (SSI)
Metropolis (ARC)
Roadway Europa (SSI)
Star Rank Boxing II (GAM)
Tomahawk (DS)
DECEMBER
Alt Reality: City (DS)
Rockford (ARC)
FOURTH QUARTER
Award Maker Plus (BAU)
Bop'N Wrestle (MDS)
Championship Baseball (GAM)
Commando (DE)
Elite (FIR)
Faery Tale Adventure (MI)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Guild of Thieves (FIR)
HardBall (ACO)
Into Eagle's Nest (MIN)
King of Chicago (MDS)
Lords of Conquest (EA)
Macbeth (AH)
Mercenary (DS)
Mercenary 2nd City (DS)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Operation Market Gdn (SSI)
Phantasie (SSI)
Pirates (MIC)
Police Quest (SIE)
S.D.I. (MDS)
Shard of Spring (SSI)
Silicon Dreams (FIR)
Simbad & Throne/Falcon (MDS)
Star Fleet 2 (INS)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)

(top right column)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Univ Military Sim (FIR)
Variable Feasts (BRO)
JANUARY '88
Sons of Liberty (SSI)
MARCH '88
Bismarck: N Sea Chase (DS)
JUNE '88
Alt Reality 2: Dungeon (DS)
SECOND QUARTER '88
Last Ninja, The (ACT)

INTELLIVISION
OCTOBER
x-Super Pro Hockey (INT)
NOVEMBER
Commando (INT)
Learning Fun Album 2 (INT)
Slam Dunk Super Pro Basketball (INT)
DECEMBER
Pole Position (INT)

ATARI 2600
SEPTEMBER
x-Kung Fu Master (ACT)
OCTOBER
x-Summer Games (EPY)
x-Title Match Fro Wrestling (ABS)
x-Winter Games (EPY)
FOURTH QUARTER
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Skateboardin' (ABS)
Super Stunt Cycle (AT)
[ ] = working title only
FIRST QUARTER '88
Commando (ACT)

ATARI 7800
OCTOBER
x-Karateka (AT)
x-I-on-I Basketball (AT)
FOURTH QUARTER
Atari Team Wrestling (AT)
Ballblazer (AT)
Desert Falcon (AT)
OATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO
SEPTEMBER
x-Deadly Towers (BRO)
x-Lode Runner (BRO)
x-Raid/Bungeling Bay (BRO)
x-Spelunker (BRO)
x-Stinger (Kon)
OCTOBER
x-Alpha Mission (SNK)
x-Double Dribble (KON)
x-Lunar Pool (FCI)
x-NES Advantage Joystick (NIN)
x-Punch-Out! (NIN)
x-Rad Racer (NIN)
x-Ring King (DE)
x-Skykid (SUN)
x-Spy Hunter (SUN)
x-Sqoon (IRM)
x-Tiger Heli (ACM)
x-Winter Games (ACM)
x-Zanac (PCI)
NOVEMBER
Aerobics (BAN)
Breakthru (DE)
Goonies II (KON)
Gotcha (LJN)
Jaws—The Revenge (LJN)
Kid Niki (DE)
Stadium Events (BAN)
Star Force (TEC)
Super Pitfall (ACT)
Top Gun (KON)
DECEMBER
Karate Kid (LJN)
Kung Fu II (IRM)
Mega Man (CAP)
Renegade (TAI)
Victory Road (SNK)
Wizards & Warriors (ACM)
JANUARY '88
Adventure of Link (NIN)
Karnov (DE)
Maj League Baseball (LJN)
Surfing/Skateboarding (LJN)
MARCH '88
Bionic Commando (CAP)
Speed Rumbler (CAP)

SEGA MASTER SYSTEM
OCTOBER
x-Great Soccer (SEG)
x-Kung Fu Kid (SEG)
x-Out Run (SEG)
NOVEMBER
Great Basketball (SEG)
x-Great Golf (SEG)
Fantasy Zone II
DECEMBER
Zaxxon 3D (SEG)
Zillion (SEG)
FIRST QUARTER '88
Afterburner (SEG)
Alien Syndrome (SEG)
Monopoly (SEG)

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

Program	Cost	Sys/Format	Quantity	Total
Airball Construction (ST)	18.70			
Alternate Reality: Dungeon (Ap;At;Co)	28.80			
Arctic Antics (Co;Ap*;At*;I*;ST*)	18.70			
Bismarck (Co;Ap;At*;I*)	22.30			
Boulder Dash Construction (Co;At;Ap;I;ST)	18.70			
Dark Castle (Am;I;ST* - 28.80; Co - 26.10)				
Dark Lord (Ap;Co)	14.80			
Defender of the Crown (ST;Am)	36.40			
Deja Vu (ST;Am;Mac - 36.40; I - 28.80; Co - 26.40)				
Double Dribble (NES)	28.25			
Echelon (Co; I*)	32.90			
4th & Inches (Co)	22.30			
Gauntlet (Co;At* - 22.30; ST - 36.40)				
Gun.smoke (Co)	22.30			
Halls of Montezuma (Ap;Co)	28.80			
Infiltrator II (Ap;Co;I)	26.10			
Instant Pages (I)	36.40			
Mike Tyson Punch-Out (NES)	30.80			
NES Advantage Joystick	40.90			
Plutos (Am;ST*)	22.30			
Rad Racer (NES)	30.80			
Rad Warrior (Ap;Co;I*)	18.70			
Ring King (NES)	30.90			
Scrabble (Ap;I;Mac - 28.80 ; Co - 24.90)				
Sidearms (Co)	22.30			
Shiloh (Ap;At;Co;I)	28.80			
Sierra 3D Helicopter Sim (I)	36.40			
Skate or Die (Co)	22.30			
Slap Shot Super Pro Hockey (Intv)	18.40			
Sqoon (NES)	25.90			
Speed Rumber (Co)	22.30			
Street Sports Basketball (Col;Am*;I*;Ap*)	28.80			
Summer Games (2600)	16.90			
Superstar Soccer (Co - 26.10; I* - 28.80)				
Test Drive (Am - 32.90; Co - 22.30)				
Thexder (I;GS)	26.10			
Thunderchopper (Ap;Co)	22.30			
Title Match Pro Wrestling (2600)	23.10			
Video Vegas (ST;Am;I - 26.10; Ap;At;Co - 22.30)				
Winter Games (2600)	16.90			
Xevious (Ap;ST;Co*)	22.30			

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POSTAL: $3.75 1st item, 75¢ ea additl item (US/APO/FPO)

NOTE: All computer prgms on disk unless noted.
KEY: *=preorder;AM=Amiga;At=Atari XE/XL;Ap=Apple IICANADA: $4.75 1st item, 75¢ ea
Co=Commodore 64/128;I=IBM PC/PCjr;Mac=Macintosh; additl item
ST=Atari ST;Int=Intellivision;NES=Nintendo;SEGA=Sega

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IF YOU HAVE A MODEM, you can call *THE HOTLINE* (it runs at 300, 1200, and 2400 baud, 24 hours-a-day, 7 days-a-week) and place your order there (there's also lots of interesting things on the Bulletin Board). The phone numbers are 1-818-766-6442 and 1-213-285-0810.

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Infocom's First Interactive Fiction with Espionage Theme

Infocom devotees have a real treat in store. Coming soon is a new work of interactive fiction by one of the true masters, Marc Blank. BORDER ZONE is an espionage thriller built around an assassination plot and told in three chapters. You play a different major character in each chapter, but their lives become intertwined as the plot unfolds. (To be reviewed next month.)

Holiday Coupon Book

IntelliCreations Inc. has just announced their *Spectacular Holiday Offer,* a coupon book with over $160 in special offers which will be in all marked Datasoft game boxes shipped between now and February 1, 1988. Included in the coupon book are $5 rebates on selected products, discounts on games, supplemental disks, and Alternate Reality Survival Handbooks, and free product offers.

More ULTIMAs for IBM Owners

The original ULTIMA I (MSR $39.95) and the most recent ULTIMA IV ($59.95) are now available in IBM PC versions from Origin Systems, distributed by Broderbund Software. Both ULTIMAs support 16-color Tandy 1000 and IBM CGA; they require 256K and 5.25-inch disk drives. (Versions for 3.5-inch disk drives will be available before the end of the year.

Happy Thanksgiving to All...

as we begin the Holiday Season!

News from Broderbund

Just in time for Christmas gift-giving, Broderbund has announced a price reduction from $39.95 to $29.95 for the Commodore 64/128 version of THE TOY SHOP. This unusual program allows the user to make 20 different working mechanical models, from an antique truck to a carousel and a jet plane. In other news, Broderbund has released a Macintosh version of TYPE! (MSR $49.95). The program is the first typing tutorial to be based on extensive research on how people learn to type, and it includes advanced diagnostics for analysis of the user's particular weaknesses. The Macintosh version of TYPE! includes pull-down menus, a special tutorial with animated hands to show proper hand placement, and the option of replacing the standard typing text with elementary-level text for youngsters.

Watch Our December Issue for our "Year In Review".
In January there'll be a complete index of all the games we've reviewed in 1987,...over 300!!!