

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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...C.E.S. News Continues!

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3. Dungeonmaster (FTL/I)
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6. Renegade (Tai/I)
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9. Battletech (Inf/I)
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Reviews include...
Hydride
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...and much more!

Epyx Goes to the Movies

Stepping into the Epyx booth at CES gave showgoers a bit of the feeling of attending a Hollywood movie premiere. The company showcased its lineup of new games with an entertaining video done in the style of a movieland newsreel. Apropos of the newsreel presentation, Epyx showed SNOW STRIKE, a flight simulation game with a theme as current as today's headlines. This action and strategy game for MS-DOS (MSR \$44.95) and Commodore 64/128 (\$34.95) puts players in the cockpit of a fighter jet for a series of ten missions to destroy the heavily defended fields, refineries and seagoing transport of South American drug lords. The missions take place over land and sea, as players must master aircraft carrier and airstrip takeoffs and landings, operate machine guns and ATA/ATS heat-seeking missiles, and learn to maneuver over mountainous terrain in uncertain weather conditions while defending against local navy and air forces that support the drug kingpins. Epyx also showed underwater action that was realistic, current and believable in PROJECT NEPTUNE, a game that appeared to be a re-worked and refined version of the game previewed at the January CES under the title of "Undersea Commando." PROJECT NEPTUNE, which is scheduled for MS-DOS, Amiga, Apple IIGS, Atari ST and Macintosh (\$34.95-\$39.95), involves an Allied Special Forces covert operation to stop the nefarious plans of an arms dealer who is code named "Yellow Shadow." The player will control special agent Robert "Rip" Steel, an accomplished diver, in an underwater adventure involving plenty of action and strategy.

More Action from Epyx

There was more Epyx action in the form of CALIFORNIA GAMES II (MS-DOS, \$49.95), a planned Christmas release which will bring more rad, California-style sports action to computer screens from coast to coast. The program includes four new events: bodyboarding, jet skiing, skateboarding in an abandoned aqueduct, and snowboarding. The samples of the program that we saw looked great, and this is a type of program that Epyx designers do so well. In fact, the Epyx designers are moving the multi-sports-event program to entirely new frontiers in another game shown for the first time at CES: PURPLE SATURN DAY (\$39.95 for MS-DOS, Amiga, C64/128 and Apple IIGS). This one takes us to a time 100 years into the future when "athletes" from around the galaxy gather to celebrate the New Year, better known on Saturn as the Day of the Purple Dawning. The competition among seven unique space aliens and an Earthling covers four events. "Ring Pursuit" is a wonderfully three-dimensional slalom course around Saturn's rings in which athletes attempt to avoid colliding with drifting asteroids. A maze-like mental race to open and close electronic gates in a non-functioning brain is the object of "Brain Bowler." Fast action and three-dimensional graphics are the attractions in "Tronic Slider," a sliding first-person race across a Tronic playing field to gather energy globules. And "Time Jump" is a shooting contest in which athletes jump forward in time by zapping spark clusters to gain energy. No one can accuse Epyx of not being able to get plenty of mileage from their successful concept of multi-event sports games!

And Still More Epyx Action

Epyx also showed another futuristic, sports type game in FLYTON 500 (MS-DOS \$49.95). This high-speed, arcade-style racing game looked intriguing with its superconductor-powered space vehicles traveling through three-dimensional, tunnel-like tracks in first-person perspective. There are ten different tracks and four classes of vehicles in the game, and there is more involved than just speed and steering. Players must also avoid or handicap other players with a laser stun gun. This game features a two-player option via modem or network. Seemingly hooked on all kinds of action, Epyx also showed REVENGE OF DEFENDER, an updated version of one of the all-time great coin-op classics. The familiar horizontal scrolling and shooting action of the original has been set against a beautifully detailed series of new planet backgrounds, from the jungle planet of Sirion with its vicious wildlife to Gorbaxa, the energy-waste dumping ground of the galaxy. A variety of new enemies appear, including living crystals, silicon worms and blood sucking plants. REVENGE OF

...continued on Page 5

More News From Consumer Electronics Show

Bethesda Softworks Announces More Hockey and First Arcade Game

New versions of Bethesda Softworks' WAYNE GRETZKY HOCKEY are scheduled for release later this year for MS-DOS, Macintosh, C64/128 and Atari ST. The initial release of the program for Amiga was recently voted "Best Sports Simulation of the Year" by members of the Software Publishers Association. The company also plans its first arcade-style game, KYBOS, in which the object is to capture a three-dimensional, rotating cube that moves around the computer screen while disobeying all known laws of physics. The 24-level game is slated for Amiga and MS-DOS.

Dynamix Shows Secret Agent Adventure

As a new affiliate of Mediagenic (formerly Activision), Dynamix previewed DAVID WOLF: SECRET AGENT for MS-DOS (MSR \$49.95) in Mediagenic's suite at CES. Billed as an interactive movie, the program has graphics done entirely with digitized photographic images, both still and animated. The story centers on the theft of a top-secret U.S. stealth fighter and the fighter's designer. Both have fallen into the hands of Viper, the most powerful criminal force in the world. As Secret Agent David Wolf, it's up to you to recover the plane and its designer. Creating the graphic look of the program took 15 actors with costumes plus sets, a film studio, full-color digitizing, and a "VCR Interface" which permits fast-forwarding and scene skipping. It's a very interesting program. Dynamix also showed a more traditional simulation program, TANK KILLER: A-10 THUNDERBOLT (MS-DOS \$49.95). This program incorporates digitized images, but it also utilizes solid-fill 3-D graphics. In addition to flight and battle simulation, the program includes a variety of character interaction for a more realistic experience.

Two New Computer Games from Tengen

At its CES booth, Tengen previewed two upcoming computer game releases. A.P.B. is described as "the ultimate cops and robbers game," in which you play a cop and become involved in high-speed chases, shoot-outs and arrests. To advance levels, you must arrest your daily quota of criminals and return to the police station unscathed. XYBOTS is a futuristic game pitting you against the evil Master Xybot and his army of robotic monsters. Both games will be available for Apple IIGS, Amiga, Atari ST and MS-DOS (\$49.95) and for C64/128 (\$39.95).

Infocom Recreates Arthurian Legend

ARTHUR: THE QUEST FOR EXCALIBUR is the newest title in Infocom's line of graphic interactive fiction. As the young Arthur, your quest for Excalibur involves proving yourself worthy of the throne, lest you lose your legacy to the evil King Lot. The program includes all the familiar characters of the legend: Merlin the Magician, the Lady of the Lake, and others. Initial versions of the game will be available for Macintosh and Amiga (MSR \$49.95), to be followed by versions for Apple II and MS-DOS (\$39.95).

MicroProse Announces Major Acquisition

Last month, MicroProse announced its purchase of Telecomsoft, the entertainment software division of British Telecom. Telecomsoft games, formerly marketed in the U.S. under the Rainbird and Firebird labels, will now be marketed by Medalist International, a division of MicroProse, under the MicroPlay label in the U.S.

New from MicroProse

MicroProse announced the upcoming release of F-15 STRIKE EAGLE II, an updated version of its classic flight simulator, for MS-DOS systems. The new version will take advantage of some of the 3-D graphics technology first seen in F-19 STEALTH FIGHTER. The company also plans a brand-new simulation for MS-DOS, M1 TANK PLATOON. The game will put the player at the helm of four tanks, not just one, because tanks travel in platoons of four in real tank warfare. And they will be able to call in other forces to aid in the battle, including infantry, helicopters, jets, artillery and other tanks. The other new game for MS-DOS from MicroProse is SWORD OF THE SAMURAI, a combination of fantasy role-playing and simulation of the type first seen in "Pirates!". The player is an ambitious young samurai seeking to move up the military and social ladder, eventually reaching the title of Shogun. The game will stress political savvy, the Japanese concept of honor, and wargaming action. The company has developed its own hardware and technology, and the first planned coin-op will be based on the F-19 STEALTH FIGHTER computer game.

Vette Sweepstakes from Spectrum Holobyte

There will be five trips to San Francisco given away in conjunction with the upcoming release of Spectrum Holobyte's VETTE! Random drawings will be held each month August through December and you can win airfare for two to San Francisco, 3 nights in a hotel, plus the use of a Corvette for the four day weekend. You'll be able to get entry forms from your participating software dealer.

Kyodai Releasing First Two Titles for MS-DOS

Murder Club and Ancient Land of Ys will be released shortly by Kyodai for MS-DOS. Murder Club is an interactive mystery adventure in which you are the detective assigned to a case where you must solve through clues, conflicting stories, etc., to get to a shocking conclusion. Ancient Land of Ys contains both a role-playing game as well as an arcade game. On your quest for the six stolen Books of Ys, you are faced with battles and mysteries at every turn.

Moved???

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

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)

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

AMIGA Software

FAST BREAK (★★★1/2/★★★1/2) has been converted for Amiga owners by *Accolade* in a basketball simulation which features three-on-three, full court action. Each "team" has a guard, center, and forward and you choose your team from a roster of six. You can check out each candidate by reviewing his scouting report. Your view is from halfway up in the stands, mid-court, with the action switching from one side of the court to the other based on where the ball is. At the start

of the game, you can select and use up to four plays from a playbook which has fifteen offensive and five pro-type defensive plays. Included is the fast break, man-to-man loose and tight, double team, and trap. You can move in for the slam dunk, the jump shot, etc. With the Playmaker feature, you can design your own plays as well.

Fine Court Action

Designer Steve Cartwright (he's behind such classics as the 2600 *Megamania*) has done a fine job in bringing lots of fast action to a game very popular to sports fans. Once you get the hang of how to manipulate either the mouse or joystick (you have your choice of either), you'll find you can nicely manipulate your players. While this isn't "by the book" basketball (after all, the real game features five on each team), the action is very good and the graphics are quite good, with good size players and nice detailing. It's an enjoyable game of basketball for any computer sports fan. (one player; two player simultaneous; joystick or mouse; also available for MS-DOS and C64) Recommended (MSR \$44.95)

GRAND PRIX CIRCUIT (★★★1/2/★★★1/2) takes you to the world of Formula One racing in a conversion by *Accolade*. You can choose to race for the teams of McLaren, Ferrari, or Williams as you enter the eight different races/tracks of the Grand Prix Circuit. Initially, you can choose to practice as you work on one particular course to master it. Eventually, you'll enter the championship circuit where you race at all eight tracks for a total time and score. Whether you choose to race in the circuit or on one particular track, you'll have to qualify first as you race against the clock. Your time on the lap will determine your placement in the 10-car starting grid. There are five levels of play with the easiest allowing automatic shifting. As you move up through the levels, you'll have to master shifting as well as the higher risk of spin-outs, blown engines, and the like. As you race and incur damage, you'll have to decide when it's necessary to enter to pitstop to change tires. The dual rear view mirrors must be monitored closely so you can keep

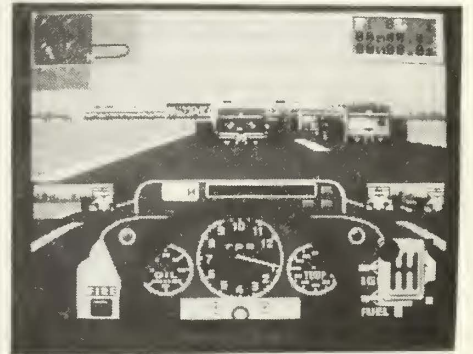
track on that competitor breathing down your neck. You'll find yourself dealing with all the obstacles, tunnels, and the like as you race at breakneck speeds.

Still a Fine Racing Game

While we tend to give a slight nod to *Accolade's* own *Test Drive* (both designed by Distinctive Software), this is a really fine straight-ahead racing game. After all, *Test Drive* is really a slightly different type of racing game, albeit

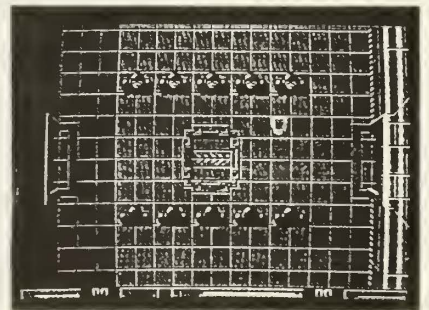


with slightly better graphics, more cars to choose from, etc. One drawback here is the pitstop as changing the tires is the only "fixing" you can do and that "fixes" whatever is wrong. By the way, we noted with surprise the opening screen of the voice coming on and announcing, "Accolade Presents Grand Prix Circuit" was that of a woman! Interesting choice, especially in the racing genre which, right or wrong, is identified as a male domain. If you already own a racing game you're in love with, you may want to pass. If not, this is a strong entry in the genre. (one player; requires joystick; reviewed on Amiga; also available for MS-DOS and C64) (MSR \$49.95)



SPEEDBALL (★★★1/2/★★★1/2) is yet another conversion we've looked at this month, this one from *Spotlight Software* (distributed by *Cinemaware*). This is a strange combination of hockey and soccer somewhere in the 21st century where men look like they've just come off the Rollerball rink.

It's a free-for-all with two 5-men teams competing to score goals maneuvering a 5-pound solid steel ball on an alloyed metal surface. Your view is from directly overhead as you peer down on the heads of these bashers in spiked armor bodywear. The field includes such items as a ball launcher, bounce domes, and warp tunnels (handy for passing the ball to a teammate on the other side of the arena). There are also power tokens (rotating coins which appear at random) and power



AMIGA Software

tiles allowing you to have various effects on the opposition. There aren't any rules and you can try to bribe the officials. If you wish, create a league schedule and compete against 11 unique computer teams.

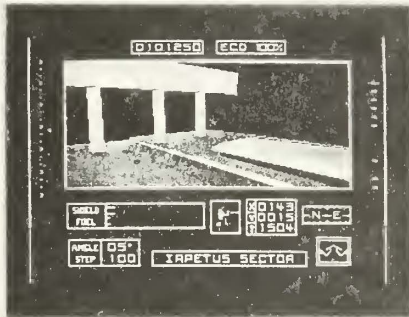
A Different Sport, Indeed

We really enjoyed a sports game which isn't like anything else out there, allowing us to combine the premises of a couple of different sports already familiar to us. The graphics are very good and there enough crazy action to hold



your interest. (one player; two-player simultaneous; joystick required; reviewed on Amiga; also available for MS-DOS; coming for C64; Atari ST)
Recommended

DARK SIDE (★★★1/2/★★★1/2) is a strange adventure as you explore a hi-tech military base of the future in the guise of a one-man army dedicated to saving the world from destruction. Featuring



Freescap™, a smooth scrolling, solid 3D graphic system, *Spotlight Software* (distributed by *Cinemaware*) arms you with shields, jet power pack, and lasers in search of the Alien weapon hidden on this base. As you search

through this interesting world, you'll move through doors, search through buildings and tunnels, looking for the weapon. Meanwhile, there are many traps and tricks to foil you. There's a walking cursor to help you guide your steps through the screens and a Message Window keeps you abreast on your current sector location. In addition to using a joystick or mouse in moving around, there are several keyboard commands which will help you as you search in all directions. There are important objects to collect along the way such as shields, fuel, etc.



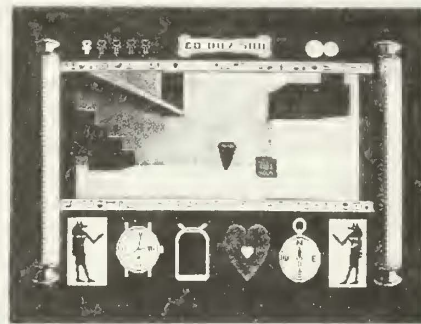
Discover ways to open doors through space!

A Very Interesting Game

This is a fascinating combination of exploration adventure and puzzle solving, with enough action to keep you happy. You'll have to work

through several problems as the absolutely fascinating solid 3D landscape scrolls around you. There's plenty of adventure here and places to explore for just about any gameplayer as you find yourself being pulled in by the strange landscape. You may have some trouble putting it away! (one player; joystick optional; reviewed on Amiga; coming for MS-DOS)
Recommended

TOTAL ECLIPSE (★★★1/2/★★★★) is the second game this month from *Spotlight Software* (distributed by *Cinemaware*) which features Freescap™, a very interesting solid, smooth-scrolling 3D graphics



Explore a mysterious 15-level labyrinth.

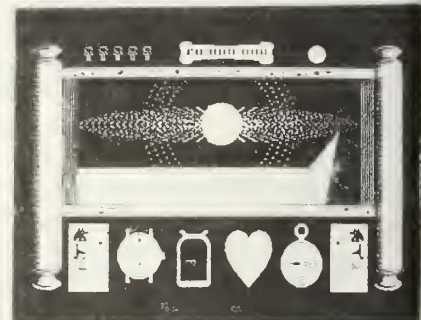
system. Here you're transported to Egypt where an impending eclipse of the sun is about to trigger an ancient Egyptian curse. The Earth will be annihilated unless you can find and destroy a secret shrine buried somewhere beneath a mysterious pyramid. As you locate one of the two doors to the

pyramid, you enter a chamber of horrors filled with treasures, mummies, deadly spiders, and more in a 15-level labyrinth which you may never find your way out of! Of course, you're racing against time as the eclipse comes ever nearer. All you've got is a revolver, wrist-watch, water bottle, and compass. Carefully examine everything from the plane sitting outside the pyramid to various objects inside to gain clues. Pick up ankhs for later use and, by all means, keep an eye out on your watch and the darkening sun. You only have two hours! There are several keyboard controls which you'll use for looking up, down, firing your gun, turning, crouching, and more as you attempt to solve the mystery of where the secret shrine is.

A Different Locale

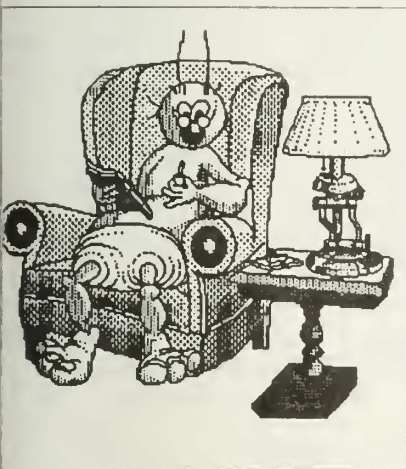
We enjoyed heading to the deserts of Egypt and into the mysterious and frightening depths of an Egyptian pyramid as adventure and action abounds. Again, the solid 3D graphics provide a most interesting way to present the surroundings as you truly feel as though you're in the middle of this labyrinth. There's even some very appropriate music which thrusts you into the world of King Tut! It's a nice change of pace. (one player; joystick optional; reviewed on Amiga; coming for MS-DOS)

Recommended



MACINTOSH Software

COSMIC OSMO (★★★★★★★★) is a fascinating animated fantasy exploration from *Activision* which takes you through the strange and quite amusing worlds of Cosmic Osmo. Conceived by Cyan, the team



of two brothers who designed the award-winning interactive fantasy, *The Manhole*, it's a trip through several worlds like nothing you've experienced before. The worlds are quite whimsical as you visit the planet, Holy Mackerel (in the guise of a fish, of course), a planet made of cheese, and many others. As we made our way into the spaceship (simply

point and click to explore everything from cabinets, windows, funny looking creatures, etc.) we checked out the various music which we could put in the cassette deck. We tried dialing some numbers on the phone (all sounds extremely realistic) and got everything from a busy signal, to "this number is no longer in service." We even tried calling an operator...she came on the line and put us on hold, leaving us to listen to music on hold! We then headed for a very strange planet indeed where we visited the home of a pretty hilarious character. We entered through a door and entered a time warp, ending up in a kitchen

out of the 1950's where we checked out the refrigerator. We won't give away the pretty silly things going on in there, or the two characters under the sink called Space Budds, but suffice to say, you can have quite a time. We climbed stairs to the planet's surface, headed for an observatory where we were invited to look through the telescope by a friendly little alien.

A Fascinating Adventure to Share With Your Kids

This is a fabulous way to get your young kids completely engrossed in the computer as the animation and sounds (including very realistic speech) will hold their attention for hours. It is so easy to move around by "pointing and clicking" and there are all sorts of "sub-worlds" if you start exploring through doors, windows, hidden entrances, etc. as you move out the many planets. You can even take a trip on a boat to an island



which holds a mysterious key to ?? The "aliens" are a whimsical group of very funny shape and characteristics. Frankly, we had a hard time pulling away as every turn you make turns up some other delightful surprise. You can make flowers grow, feed a pretty silly looking dog a bone...the choices are quite extensive. The only drawback in this program, as in *The Manhole*, is the system requirements to make it run (see below). One advantage to this program is that Activision has kindly included the required HyperCard program (which, of course, can then be used for other programs requiring HyperCard which is a plus). If you've got the system to run it and you have kids (and, maybe even if you don't have kids!), you should definitely add this to your library. (requires Macintosh Plus, SE, SE30, II, or IIx with 1MB RAM and hard disk drive)

Recommended (MSR \$69.95)

Gamestar Releases Two New Sports Simulations for MS-DOS Systems

TAKE DOWN (MSR \$34.95), a wrestling simulation, and MOTOCROSS (\$39.95), a simulation of 250cc motocross racing, were recently released by Gamestar for MS-DOS systems. TAKE DOWN features a full complement of outrageous characters and plenty of tag-team action with moves such as pile drivers, body slams, airplane spins, atomic drops, suplexes and off-the-rope action. MOTOCROSS puts players on the seat of a Suzuki RM 250 dirt bike in a chase for the U.S. Motocross Circuit Championship. The action includes plenty of wild moves, four skill levels, and the ability to customize suspension, tire inflation and fork angle.

THE MAGIC CANDLE Comes to Commodore 64

Miles Computing and Mindcraft have added a C64/128 version of their fantasy role-playing game, THE MAGIC CANDLE (MSR \$39.95), to the original versions for Apple II and MS-DOS (\$49.95). Distributed by Electronic Arts, the program is set in a medieval period and charges the player with the task of preventing an evil wizard from escaping imprisonment within a magic candle's flame. The adventurer in the game works with a team of characters, and teams can be split up to pursue separate activities.

...C.E.S. News from Epyx contd. from Page 1

DEFENDER will be available for MS-DOS, Amiga (\$39.95 each) and C64/128 (\$34.95).

More from Epyx

In a departure from the action orientation of most of the Epyx introductions at CES, the company showed a computer version of the ancient strategic boardgame of ISHIDO, with graphic design and production by Brodie Lockard, who designed "Shanghai" for Activision. Stones decorated with symbolic designs are placed strategically on a 12x8-square board to triple or quadruple scores and create up to 4-way matches of color or symbol by thinking many moves ahead. ISHIDO will be available for MS-DOS and Apple IIGS (\$39.95) and for Amiga and Macintosh/Mac II (\$49.95). Epyx also highlighted the re-release of their superb, award-winning WORLD KARATE CHAMPIONSHIP (\$19.95 for MS-DOS, Apple II, C64/128 and Atari ST). An injunction which had previously prohibited sale of the game was lifted in May, 1989 after the Ninth Circuit Court of Appeals found no infringement by Epyx in the Data East vs. Epyx "look-and-feel" lawsuit. This was good news for Epyx and equally good news for fans of martial arts games, who can now enjoy one of the best and most realistic of the tournament-style karate games available for computers.

CE Visits Accolade

On a visit to the Bay Area of northern California in May, we had the opportunity to visit the headquarters of Accolade, Inc. in San Jose. The company occupies two floors of an office building that overlooks one of San Jose's most popular tourist attractions, the Winchester Mystery House. For any of our readers, however, we suspect that a chance to visit Accolade would be more appealing than a visit to the Winchester



Allan Epstein, Accolade President, in company's reception area where awards are proudly displayed for visitors to see

Mystery House. Not a moment was wasted in taking us to the heart of Accolade's operations, the large room with rows of computers and a well-stocked library of computer games. (All software developers maintain such libraries to keep abreast of what their competition is up to.) To the average gamer, this would appear to be a play room, but a lot of very serious work goes on here, as ideas for new games are first sketched, then fleshed in, and finally tested and tweaked until judged ready for the market. Game producers spend much of their time here, actively involved in the game development projects which are their responsibility. We were introduced to Mark Wallace, Associate Pro-



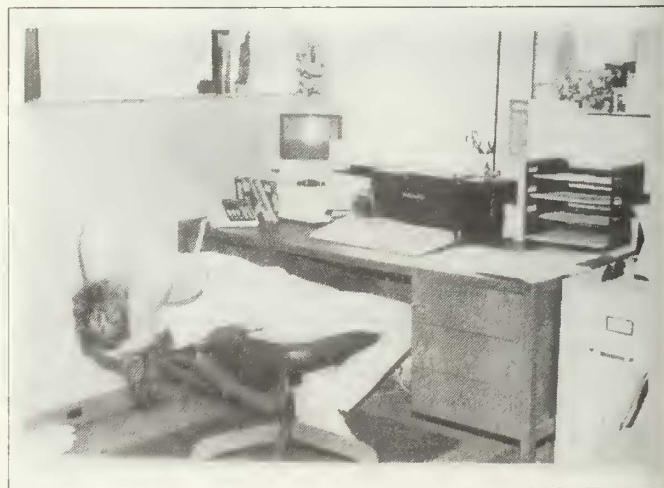
Mark Wallace, Associate Producer, and Shelley Day, Producer, sharing ideas about a new Accolade game in development.

ducer, who is pictured in an accompanying photo with Producer Shelley Day. (Shelley was recently named 1988 Producer of the Year by independent game developers at the Game Developers' Confer-

ence. She and Accolade are justifiably proud of that honor.) Mark was eager to show us Accolade's first role-playing games and get our reaction to them, since the games had not yet been shown to anyone outside the company.

Accolade's First Role-Playing Games

First Mark showed us CONSPIRACY: THE DEADLOCK FILES, a graphic adventure designed by 18-year-old Al Bamdad which uses over 500 "video stills" of modern-day New York to create a highly realistic setting for a tale of political intrigue, murder and mistaken identity. The digitized photos in this game are not used as mere static illustrations of the story. We liked the creative combinations of multiple images on the screen and rapid sequences of stills that give the impression of nearly live-action footage. Explaining that Accolade has chosen to stay away from the more traditional medieval themes in its first role-playing games, Mark then showed us THE THIRD COURIER, a modern spy adventure in which the player becomes secret agent Moondancer on a mission to recover stolen NATO defense plans in Berlin. We think that gamers will appreciate the replayability of this one, which is unusual in role-playing games. Because the player creates Moondancer's character by answering questions about his occupation, background, lifestyle and education level, each game can be different. Still in the present, Accolade has set its third role-playing game, DON'T GO ALONE, in a haunted house where you seek a room that is the center of spirit activity. Find this room, and you can banish the spirit which has driven your grandfather insane. Three friends help you in the quest, each with special attributes and weaknesses. We found it interesting that you can't die in this game, but you and your companions can go crazy as your fear level increases with ghostly encounters. When the team goes over the edge into insanity, it is transported to a different room in the house where everyone can regain their ability to concentrate and start exploring anew. We were also given a preview of EYE OF THE STORM: THE VIETNAM COMBAT HELICOPTER SIMULATION (developed by Aero Animation) and HEAT WAVE: OFFSHORE SUPERBOAT RACING (developed by Artech Digital Entertainments), both of which are more typical of what gamers have come to expect from Accolade. But we think that gamers will be pleasantly surprised by the innovations in adventuring that Accolade has in store for them. We definitely liked what we saw. All of the new Accolade games that Mark Wallace demonstrated for us will be available for MS-DOS; THE THIRD COURIER is also planned for Apple IIGS.



No, he's not sleeping on the job! Accolade Technical Support expert, Danny Pisano, is famous for his acrobatic chair maneuvers while answering questions from consumers.

Growth in MS-DOS format; More Game Players Over Thirty

Noting the emphasis on MS-DOS, we asked about Accolade's typical customer. We were told that the average buyer of Accolade products is a 32-year-old male. The "thirty-something" trend, particularly among computer gamers, has been felt by most entertainment software companies. And the MS-DOS format now accounts for more than 50% of the market in entertainment software. Like other companies, Accolade has noticed a sharp decrease in Commodore 64/128 sales. The general assumption seems to be that a good portion of what used to be the C64/128 market has defected to videogame systems, especially Nintendo. The growth in the MS-DOS sector with its multiple specifications and systems and compatibility problems keeps the Accolade Technical Support team on its toes. We confirmed that for ourselves when we toured the rest of the Accolade facilities and overheard some of the Tech Support people on the phone with Accolade customers. Technical Support can be reached at 408-296-8400 if you ever have a problem with an Accolade game.) Our thanks to everyone at Accolade for their hospitality and for allowing us the first look at the new games planned for the rest of the year. Gamers have a lot to look forward to from this aggressive young company that constantly strives to achieve the goal expressed in its logo, "The best in entertainment software."

Accolade's Advantage Label Adds Four New Titles

Advantage, the value-priced software brand from Accolade, will have four new titles in its lineup late this summer. Three of the four will be available on "flippy" disks with both MS-DOS and Commodore 64/128 versions in the same package (MSR \$14.95 each). MENTAL LOCKS contains three puzzle games. The first is "Free Fall," described as a cross between Lego blocks, computerized 3-D modeling and a fast assembly line has play action which has been compared to Tetris" but with a three-dimensional aspect. The second and third games turn grade school IQ tests into fun challenges. "The California Achievement Cubes" offers a rotating cube test in which you must identify the unfolded version of a cube before your opponent does. What's Next Pussycat" challenges you to identify the next geometric shape in a logical sequence of four. The other two flippy programs are HARRIER 7, an arcade-style Harrier flight action game set in the traits of Hormuz, and FRIGHTMARE, an 85-level arcade-style action game peopled with nightmare characters such as zombies, werewolves and serpents. The fourth program, SHOOT 'EM UP CONSTRUCTION KIT, will be available for C64/128 (\$14.95), Amiga and Atari ST (\$19.95 each). This program is designed for anyone who has every thought he or she could create a better shoot-em-up game than those in the stores. Three complete games are included, and your original creations can be saved to disk and even given to friends who can play your games without owning the original program disk.

Master Index and Award Index Available

We have a special issue which encompasses a complete index of everything we have reviewed since our inception in 1982 through 1988! This listing of over 2500 titles includes the month and year reviewed, system reviewed for, and the company who made the program! In addition to this valuable listing, we have included a listing of important articles (such as comparison charts, interviews, etc.) with the month and year. Also, there is a complete listing of Computer Entertainer's Awards of Excellence 1982-1988 and a complete listing of the Reader's Hall of Fame! This extremely valuable Master Index is available to our subscribers for \$4.50. You can order it on Page 15. This will be a valuable addition to any subscriber's library!

AMIGA Software

DEATHBRINGER (★★★1/2★★★1/2) is a fantasy role-playing game by Pandora for *Cinemaware's* new Spotlight Software label. It is a quest for the five gems of Zator, gems which hold the secret of power sought by the evil wizard Azazel, known as the DeathBringer. As the barbarian adventurer, it's up to you to seek out the gems and find them before they fall into the hands of the wizard, bringing doom to the land of Mezron. Your explorations range far into labyrinthian dungeons, dark forests, open countryside, and even dangerous temples. There are numerous characters everywhere you go. And unlike the typical adventure, the object is most definitely NOT to attack every creature you encounter. Mindless hacking and slashing gets you nothing but an early end to your game. Instead, you must talk to everyone you meet, for many characters have advice and clues which can aid your progress in the quest. Interacting with the game requires no typing at all and uses an easy point-and-click system that allows you to become more thoroughly involved in the story. Your character moves through a three-dimensional world that occupies the upper two-thirds of the screen, while a command panel fills the lower portion of the screen. Everything you need to know, including an overview map of your general location in the game's world, is either on the screen or a click away. And though the manual gives plenty of information that expands on what you see on the screen, this is not one of those games that requires frequent consultation of the instructions. The experience of the game is primary and immediate, definitely fulfilling the rule of "easy to learn," even though the game itself is vast and will require many hours to complete. Graphics are detailed and realistic. Digitized sound effects are excellent when they occur, but we would have been happier if there were fewer long stretches of silence in the game. Overall, DEATHBRINGER is a well crafted game that will appeal to adventure gamers for its ability to let you become immediately and totally immersed in the experience of the story. (Solo play; Mouse; Blank disk required for game-saving.) Amiga version reviewed. Coming for MS-DOS, Atari ST; also coming for C64/128 at \$29.95. Recommended. (MSR \$39.95)

ARTHUR: THE QUEST FOR EXCALIBUR (★★★1/2★★★) by Bob Bates for *Infocom* is a re-telling of the familiar classic. The player takes the role of the young Arthur at the point in his life when he learns of his previously unsuspected destiny as King of England. Freeing the legendary sword Excalibur from the stone in which it is imprisoned is the final deed which will grant Arthur his birthright, but there is much for the player to accomplish as Arthur before that is possible. And there is very little time. The evil King Lot has stolen the sword in the stone, and young Arthur has but three days to prove his worthiness before Lot steals Arthur's legacy. Within that time, he must win back the sword in the stone by developing his wisdom, chivalry and experience. The core of the game is achieving these goals by learning to use Merlin's gift of magic. Merlin's magic, properly used, is an aid to solving the puzzles of the game. The magic allows Arthur to assume the form of many different animals, which in turn lets him do things and go places that would otherwise be impossible. Merlin's magic, in the form of a crystal ball, also gives the player access to on-screen hints. And on-screen mapping is also available, which shows where you've been plus available exits. ARTHUR: THE QUEST FOR EXCALIBUR is a typically well written work of Infocom interactive fiction which happens to be illustrated by very lovely, though mostly static, graphic paintings. It's a "Classics Illustrated" approach to fantasy role-playing rather than an actively interactive graphic adventure. Now that In-

focom has added pictures to its games, we still feel a sense that something is missing because there is no sound. This will not be a serious drawback for at least some adventure gamers who will certainly enjoy the good story and its puzzles, but it bothers us sufficiently that we are very aware of the silence now that Infocom has stimulated our visual sense. (Solo play; Keyboard & mouse; Blank disk required.) Amiga version reviewed; also available for Macintosh. Planned for Apple II and MS-DOS at \$39.95.

Recommended. (MSR \$49.95)

OCEAN RANGER Now Available for MS-DOS Systems

Activision's missile ship battle simulation, OCEAN RANGER, was recently released in an MS-DOS version (MSR \$14.95). The program features action in four "hot spots" of the world and includes battles with enemy destroyers, planes, submarines and mines. The program was previously released for Commodore 64/128 at the same price.

THE BARD'S TALE Now on Macintosh

With its latest release in a new version for Macintosh, the fantasy adventuring classic, THE BARD'S TALE (MSR \$49.95), is now available for all computer systems. Designed by Interplay Productions for Electronic Arts, the latest version of the game takes advantage of Macintosh graphic and animation capabilities. The program is not copy protected and can be installed on hard disk.

SportTime Is Broderbund's Newest Affiliate

Creator of sports simulation software, SportTime Computer Software, has just been announced as Broderbund's newest affiliated label publisher. The company's latest releases are OMNI-PLAY BASKETBALL for Amiga (MSR \$49.95) and Commodore 64/128 (\$34.95) and OMNI-PLAY HORSE RACING for MS-DOS (\$49.95). OMNI-PLAY BASKETBALL lets users manage, coach and play on their own basketball teams. The program maintains stats on 288 league players who age year after year and even suffer injuries. OMNI-PLAY HORSE RACING includes 128 horses at each track, stats on all past races, current track conditions before each race, and complete payoff possibilities.

Cool Down the Summer Heat with Games & Tank Top from Electronic Arts

Electronic Arts has announced its "Summer Heat" promotion running now through September 15, 1989. Three hot EA titles are featured at special \$29.95 pricing for the promotion: CAVEMAN UGH-LYMPICS (MS-DOS, C64/128), SKATE OR DIE (MS-DOS, Apple IIGS, C64/128) and KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEYBALL (MS-DOS). As a bonus, buyers of any of the three games will also receive a free Summer Heat tank top.

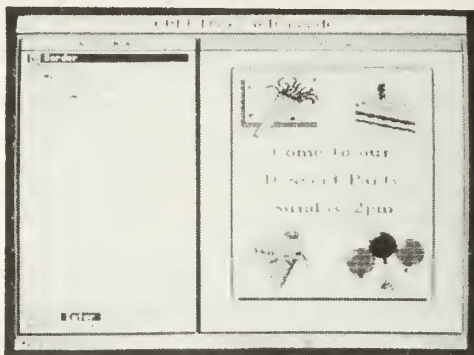
Attention Collectors

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

This Is the Month: THE NEW PRINT SHOP Due for MS-DOS Systems

Broderbund plans the release of THE NEW PRINT SHOP (MSR

\$59.95) for MS-DOS systems this month. The Apple II version (\$49.95) will be ready later this year. Upgrades for owners of the original MS-DOS or Apple II PRINT SHOP are \$20. Free upgrades go to those who purchase the original



Apple II PRINT SHOP after May 25, 1989, or to those who order the MS-DOS upgrade within 90 days of purchase of the original MS-DOS program. To order upgrades, call THE NEW PRINT SHOP Hotline at 800-999-3256.

MULTI-SYSTEM Software

SKY SHARK (★★★★★) is a World War II action arcade game from *Taito* which finds one or two players piloting their P-40 fighter jets behind enemy lines over vertically-scrolling landscape. You'll use bombs as well as wing mounted machine guns in order to defeat air, land, and naval targets. You'll move over all sorts of landscape as you move over the enemy. There's wave after wave of tanks, planes, and huge battleships which will take all the firepower you can manage.

Straight-Ahead Action

There's a nice point-of-view on this game which, although it's been used before, it does give a nice viewpoint as you look down on the enemy and the scenery as it scrolls by. The game was big in the arcades for many months and is fun for the action lovers out there. (one player; joystick required; reviewed on MS-DOS and C64; coming for Amiga and ST)

(MSR \$29.95 for C64; \$34.95 for MS-DOS)

New Multi-Function Sound/Game Board from Covox

SOUND MASTER PC from Covox is a new music and sound enhancement package for IBM PC/XT/AT/386, PS/2 Models 25 and 30 and compatible computers. SOUND MASTER PC is described as a total music and sound card which supports digital speech and sound through a DMA-driven (direct memory access) 8-bit digitizer. An on-board sound chip provides three-voice capability for multipart music and special effects in stereo output. Two digital joystick ports are included, and they accept any of the digital joysticks designed to work with Atari or Commodore systems. The complete SOUND MASTER PC package (\$89.95) consists of a half-size circuit board, two Euro-style dynamic stereo mini-speakers with connecting cables, user manual and software. Publishers who are expected by Covox to support the SOUND MASTER PC include Electronic Arts, Broderbund, MicroProse, Computer East International, Lucasfilm and others.

Computer Entertainer Reception at C.E.S.



Subscribers try out the Sega MegaDrive and NEC PC Engine at Reception in Chicago. (seated is subscriber Chris Cassinelli with Dad, Jim looking on. Also looking on are subscribers Howard Hisel and Warren Endicott).



As Jim Cassinelli and Howard Hisel watch the action on the Sega MegaDrive, Chuck DeBow watches as Brian Johnson tries out the NEC PC Engine

A Few Words from Our Readers

We received notes and letters from several of you who were able to attend CES and the Computer Entertainer reception for subscribers in June, and we can't resist sharing some of your comments with all of our readers. Brian Johnson of Hammond, IN wrote a thoughtful and thought-provoking letter in which he commented, "After spending all of Monday roaming through Nintendo's, Sega's, and Atari's booths, I came away with the distinct impression that Nintendo-ism has gotten out of control! Although I don't believe the bottom will fall out of Nintendo's glittered kingdom, I do think they are putting themselves in a position to be "sniped at." Ninety percent of the NES games I saw and played will never enter my household! Many will not even be worth a night's rental...No matter how good the graphics are (for the system) or how many megabits the cartridge contains, there's simply too many over-worked variations on a theme." Brian went on to say, "All of the hoop-la about new games and advanced systems forced me to re-think about purchasing an Amiga 500. Besides being a fantastic gaming machine, I re-realized that it could do other tasks that I have an increasing need for. Apart from the non-available 16-bit Nintendo, there is still nothing that can touch the Amiga in overall excellence. I notice that many of the better games for the NES and Sega systems are due out for the Amiga (and usually cheaper!)"

One Reader's Favorites at CES

Long-time subscriber Howard Hisel of Park Forest, IL also toured CES (and played every game he could get his hands on). Howard praised the show as "great!" and gave a list of his personal picks. His letter arrived just as our June issue went to the printer, and we noted that he had singled out some of the same programs we cited as stand-outs in our June cover article on CES. Howard's "favorite for all systems" was THUNDER FORCE II on Sega Genesis. His votes for "most innovative" went to A BOY AND HIS BLOB by Absolute for NES on the game side and Lucasfilm's LOOM (which he also praised as "best looking") on the computer side. An avowed strategy and wargame player, Howard also had raves for Interstel's DRAGON FORCE and Lucasfilm's BATTLE OF BRITAIN.

The Adult Gamer

Our readership is (and always has been) heavily skewed to adult gamers, those over-21, 30-something, and even up to grandparent-age folks who may be a little shy about admitting their passion for such "kid

Subscriber Tristan Leeds (pictured with his dad, Alan) celebrates his birthday at the reception.



Hope to see you at our reception in January in Las Vegas!

stuff" as computer games and/or video games. Michael Pearson of Chicago, who attended our reception and met fellow subscribers, said "It was very interesting to see other older gamers who owned not only Segas and Nintendos, but computers, too. I guess I'm not the only 'adult' sneaking around Toys R Us in search of new game releases." And Michael is eagerly awaiting the arrival of the new NEC TurboGrafx-16 and Sega Genesis: "I'm ready for the new systems as soon as I can get my grubby hands on them."

...LATE FLASH... Nintendo Gets Temporary Injunction Against Tengen's Tetris

We have just learned that Nintendo has been granted a temporary injunction against Tengen's version of the game, Tetris. What this means is that until the two go to court, Tengen cannot ship their version of Tetris. So, at least for the time being, you will not be able to buy Tengen's version.

Rare Games Collectors Forum

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Ewok Adventure and Wings. Also looking to purchase Vectrex.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in games for ColecoVision. Please send him a list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has a Mattel Aquarius system and C64 Koala Pad with complete line of software for sale. Looking for Intellivision games made by Coleco or Sega.

David S Parker, 99-A Birch Rd., Cedar Grove, NJ 07009 has the following for sale: Atari 5200 system; approx. 20 games all boxed with instructions, some brand new; Wico joystick never used and in box; "Roller Ball" adaptor.

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 (or call at 718-424-8987) has Burgertime for Intellivision and would also like to trade or sell old C64 titles such as Dino Eggs, The Heist, Decathlon, and Satan's Hollow.

Jeff Silva, 4602 109th St SW, Tacoma, WA 98499: has a Vectrex Game he'd like to sell, including about 21 carts, light pen, 2 drawing cartridges, and music cartridge. Please contact him with a stamped self-address envelope. He's also looking to purchase replacement controllers for a Vectrex.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Steeple Chase, Stellar Track, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gravitar, Quadrun.

Justin Turner, 4675 Village Dr., Jackson, MS 39206, looking for Balloon Fight and Ice Climber for Nintendo. Also looking for Swordquest Airworld (with comic book) and Q*Bert's Cubes for the 2600.

Russell Calvert, 1726 N. Honore, Chicago, IL 60622: looking for Atari 8-bit version (disk) of "Crush, Crumble, Chomp"

John Bonavita, PO Box 95, Haesite, NY 11743 looking for Vectrex games and Mattel Aquarius. Has old Atari ST, Nintendo, Sega & 2600 games for trade. He also has a list of ADAM software for sale.

Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). \$62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: "Complete" 2600 collection for sale: 420+ carts, plus many accessories, memorabilia. Also have rare 2600 and ColecoVisoin carts. Also looking for Bandai's "Stadium Events" for Nintendo.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 675 Giesler Rd, #212, Jasper, IN 47546: looking for 5200 software.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month. Also, if you're listed here

and the information has changed, please let us know!
Happy hunting!

Related Information...

For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact: Norman Castro, 809W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are \$2.00 per set; 10 for \$16.00 (plus shipping/handling). Brand new from Norman: Game instructions for the RCA Studio II Home TV Programmer Model 18V100.

COMMODORE 64/128 Software

QIX (★★★☆☆) returns to home screens after a long absence in this new version from Taito, creators of the original coin-op game. (The last time we reviewed versions of this game was in 1983 when Atari did licensed translations for its 5200 game system and 8-bit computers.) QIX is a departure from more typical arcade fare, because it is a puzzle game that demands more of your ability at strategic thinking than it does of your dexterity with a joystick. You start with a blank playing field, and your joystick controls a cursor that can draw lines within the playing field. Initially, your enemy is only the Qix itself—a whirling, multi-colored helix that dips and dances around the screen. In the 1989 version of the game, the Qix is described as a "deadly computer virus," a new identity for a new version of the classic game. Your object is to contain the virus, neutralizing it by drawing lines to capture blocks of the blank field. The unpredictable Qix can thwart your efforts by zapping any line that is not yet complete. And the Qix doesn't work alone for long. It is soon joined by Spax and Spritz, little sizzlers that can also eliminate you. And if you hesitate for even a moment while drawing a line, a fuse begins burning its way toward your cursor. Each screen has an immunization level, or percentage of the screen that you must capture to complete the level. As you move on, there are faster Qix, and even two Qix on a screen together for double trouble. In all, there are more than 14 levels with escalating difficulty.

Sneaks up on You

QIX is one of those games that sneaks up on you. You look at it and think that there is nothing fancy about the graphics (the vector graphics of the original coin-op have been dressed up a bit by adding a variety of colors and patterns to the areas that you fill in and "immunize.") You play a little and think that this isn't a very complicated game—"no big deal," you think. And then three hours later you're still sitting there riveted to the screen, wondering how this not-so-fancy, uncomplicated little game has gotten you totally in its power. (Solo or two players alternating; Pause.) C64/128 version reviewed. Coming soon for Atari ST, Apple II; for Apple IIGS and MS-DOS at \$34.95 (\$37.95 for 3.5"/5.25" combo package).

Recommended. (MSR \$29.95)

Would You Like a Readers' Forum?

We like hearing from our readers. And we like being able to print some of the comments, suggestions and criticisms you offer. Within our staff, we've had some discussion about having an occasional feature which would give you the opportunity to share your opinions with fellow subscribers and with people in the computer and video game industry. Our view of what we've been calling the "Readers' Forum" is that it would provide a place for editorials from the people who really count—you who buy and play the games. The Readers' Forum could be open to any and all opinions about gaming-related topics, or specific themes might be announced with an invitation for anyone interested to respond. For example, the Forum might suggest topics for discussion such as violence in games, copy protection, or your thoughts about what makes a good game really special. Let us know what you think of the idea of a Readers' Forum, and feel free to give us any suggestions you may have about making it an interesting feature in which you would want to participate.

THE VIDEO GAME UPDATE

SEGA Software

TIME SOLDIERS (★★★/★★★) from *Sega* is a multi-stage rescue game across time for one or two players working cooperatively. The story behind the game is that Yohan and Ben, Earth Command Troopers, were spared by an alien space conqueror who hurled their five friends into the void of time. Their only chance to rescue their friends is to travel and battle through five past and future worlds (primitive, ancient Roman, medieval Japan, World War II and Future World), rescuing one friend in each world. In each world, the scrolling scenery is full of attacking enemies which are appropriate to that world (cavemen and small dinosaurs in the primitive era, for example). Each world has three stages, Middle Bosses and a Big Boss to be defeated, and a time tunnel with D-Scanner that leads the way to one of your friends. When you have conquered all five worlds, the final confrontation occurs with Gylend, the space conqueror. In all stages of battle, your character fights with a shoulder mounted gun, with special weapons obtainable by defeating enemies. We found the scrolling and shooting action to be moderately interesting in the single player mode. Only as a two-player cooperative game was **TIME SOLDIERS** anything above average among such games. We did enjoy the two-player game, but we think most gamers would soon become bored with the solo game, even with its time-travel theme. (Solo or 2-player cooperative; Pause; Continue feature.) Available for Sega Master System.

ALEX KIDD: HIGH-TECH WORLD (★★★/★★★1/2) from *Sega* is the third in a series of adventurous games about the young Crown Prince, Alex Kidd. The premise of this tale is that Alex's friend Paul has told him about the new High-Tech World video arcade that has just opened and is located a little way past a nearby village. Of course, Alex wants to go there and play the newest Sega games, but the map to the arcade has been torn up into eight pieces and hidden in the castle. The first portion of the game becomes a treasure hunt to find the pieces of the map, as Alex roams the castle, talking to people there, avoiding ricks and traps, and searching everywhere. A map screen helps Alex keep track of the items he has found, his current location within the castle, the number of map pieces found, and the time of day. (The game starts at 9 a.m., and Alex must get to the arcade before its 5 p.m. closing time.) Once Alex locates all the map pieces, he moves on to a forest filled with star-throwing blue Ninjas. This is a test of agility as he runs and jumps, throwing his own stars and grabbing the gold points he will need to buy items in the village. Once through the forest, Alex has another quest in the village: finding the Travel Pass he must have to pass the Checkpoint immediately before the High-Tech World arcade. Through all of this action and adventure, Alex has only one life. However, if he can get through the castle and find the map pieces, a password at the exit of the castle allows the player to resume a game at the beginning of the forest scene. We enjoyed playing this game a lot. It's more of a true adventure than either of its predecessors, with only the action-filled forest sequence at all reminiscent of the earlier Alex Kidd games. Strangely, Sega has placed this game in its "Action" category when the action portion (the forest) is only about a third of the game. It would make more sense to place this one in the "Adventure"

category. Regardless of Sega's classification of the game, it's an absorbing one to play. (Solo play; Pause; Password feature.) Available for Sega Master System.

Recommended.

MONTEZUMA'S REVENGE (★★★1/2/★★★★) is a classic video game from 1984, which has been brought back by *Parker Brothers* for play on the Sega system. Unlike Parker Brothers' other two games, this one is not based on a computer game but instead comes from the company's own library of games designed for the earlier game systems (Atari and Coleco). There are very few video games from that period that could compare favorably to today's best video games, but **MONTEZUMA'S REVENGE** is definitely one of them. Starring the daredevilish Panama Joe, an adventurer very much in the tradition of Indiana Jones, the game contains every danger that you could imagine (and some that you couldn't). Set in the depths of Montezuma's pyramids in Mexico, this adventure sends Panama Joe on a harrowing journey full of snakes and spiders, bats and bouncing skulls, deadly laser gates and fire pits, disappearing floors and locked doors—and lots more. There are eleven levels of play (the first six accessible by player choice) and 100 of the trickiest, maze-filled rooms you've ever encountered in a video game. Why, you ask, would Panama Joe endure all of this torture? For the treasure, of course—an unbelievable fortune in Aztec loot secreted in the Treasure Chamber of the Emperor Montezuma. Thanks, Parker Brothers, for bringing back **MONTEZUMA'S REVENGE**. It is a game that was well worth reviving, and it looks and plays better than ever on the Sega system. (Solo play; Pause.) Available for Sega Master System.

Recommended.

KING'S QUEST: QUEST FOR THE CROWN (★★★★/★★★★) from *Parker Brothers* brings one of the great classic computer adventures to the Sega system. And the original 3-D animated adventure by Roberta Williams of Sierra On-Line has lost none of its charm in this wonderful translation. The player becomes Sir Graham, the most trusted and faithful of King Edward's knights, in a quest to restore three priceless treasures to the kingdom of Daventry: the Magic Mirror, the Shield and the Chest of Gold. If Sir Graham can find these magical treasures and return them to the king, he has been promised a great reward: the throne of Daventry upon the death of King Edward. Sir Graham begins the quest at the castle and then moves out to the countryside of Daventry where adventure awaits. The knight is a fully animated figure who moves within a three-dimensional environment—walking behind and around trees, for example. (This graphic treatment in the original Apple II version of the game from Sierra caused quite a stir when it was introduced in 1984.) Sir Graham meets with many wonderful characters, including a fairy godmother, and some not so wonderful, like the nasty troll guarding a bridge. There are many items to be found that will help in the quest, many puzzles to be solved, and an enchanting world to explore. Lacking a keyboard for input, the designers of the Sega version have provided menus from which to choose a variety of actions. The system works very well. And

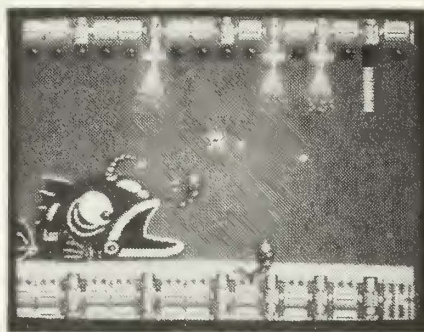
it's even possible to "save" your game at any point by requesting a password from a menu of choices. We haven't played the original KING'S QUEST computer game in some time, but it was gratifying to experience the same sense of wonder and delight that we remember feeling over five years ago when we first played the Apple version of KING'S QUEST. If you enjoy adventure games, don't miss this one—it's superb! (Solo play; Pause; Password feature.) Available for Sega Master System.
Recommended.

NINTENDO Software

FRIDAY THE 13TH (★★★/★★★) from LIN Toys is a fast moving action-adventure based on the movie series of the same name. The action centers around the summer camp at Crystal Lake where the deranged Jason is up to his usual gruesome tricks. You control six teenagers who are counselors at the camp and doing their best to protect the children from Jason's rampages. You have a lot to keep track of, as you can switch control among the teenagers, trying to keep the quickest of them busy seeking weapons while the slower ones stay close enough to protect the children from Jason's inevitable attacks. There's a lot of area to cover, from the cabins and forests to bat-infested caves and the lake itself. The whole area is crawling with danger—not just from the obvious (Jason, of course), but also from man-eating wolves and seemingly endless hordes of mindless zombies that emerge everywhere, even jumping from the lake. Along with the fast-paced action, there is also a certain amount of strategy involved, since you must gather weapons and plan how to rid Crystal Lake of Jason. And if you've seen any of the umpteen "Friday the 13th" movies, you know how impossible a task that is. Fans of the movie series are likely to enjoy this game. In all honesty, we are most definitely NOT fans of these movies, but we were pleasantly surprised to find a pretty good game to back up the notorious licensed name on the package. (Solo play) Available for NES.

GUERRILLA WAR (★★★1/2/★★★) is the newest SNK offering for the NES, and it's another of the games built around the currently popular military action theme. The story behind this one is that your small island country is suffering under the domination of a cruel dictator. Against overwhelming odds, you (or you and a friend) attempt to rescue prisoners and wipe out the dictator's military forces. The action scrolls vertically and is quite similar to "Ikari Warriors," although GUERRILLA WAR is faster. Using machine guns, grenades, and (later in the game) tanks and power-up items such as flame-throwers, your character plows through fusillades of bullets and grenades in screen after screen of breathlessly fast action. There are ten stages of play, with settings including a jungle, the city, a river, a coal mine and others. All but the last (the dictator's palace) are player selectable at the start of the game, which is a point in the game's favor. GUERRILLA WAR is a good game with nicely detailed graphics and furious shooting action. In our opinion, however, the commando/military-action theme is one that is now thoroughly overworked. We already have more than enough games of this type, and we can't see a pressing need for yet another. (Solo or 2-player cooperative; Pause; Continue feature.) NES version reviewed. Also available from Data East for C64/128 (\$29.95) and planned for Atari ST, MS-DOS (\$39.95) and Amiga (\$44.95)

MEGAMAN 2 (★★★/★★★1/2) from Capcom brings us the further adventures of the super robot, MegaMan, against the evil Dr. Wily and his eight new robots who rule eight different empires. The game is playable at either "normal" or "difficult" level. The normal level is



definitely not easy, but the designers have tried to help beginning players by providing a step-by-step guide to defeating the most vulnerable of Dr. Wily's creations, Airman. While fighting your way through Airman's domain in the clouds gives

you a general feel for the game, each super robot and his empire is entirely different. For example, Flash Man rules a slippery, maze-like world and Wood Man dwells in a forest-like setting. And you have to defeat all eight of the robots, gathering special weapons from each, before you can approach the evil Dr. Wily himself. We liked the variety of settings and action, the surprises at every turn, and the depth of play in MEGAMAN 2, which we found better than its predecessor. And Capcom has provided a very good instruction booklet for this one that gives you plenty of information. (Solo play; Pause; Continue feature; Password feature.) Available for NES.
Recommended.

AIRWOLF (★★★1/2/★★★) is a helicopter action and rescue game from Acclaim. Based on the TV series of the same name, this realistic game puts you in the role of Stringfellow Hawke and into the cockpit of the sophisticated military helicopter known as Airwolf. Based on your briefing from Michael Coldsmith Briggs III (code name: Archangel), you head into the first of 20 secret missions to rescue prisoners from enemy POW camps. But these are no milk runs; the enemy soon becomes aware of your presence and sends up its fighter jets as you approach the enemy airfields. You can improve your chances and your score by knocking out their control towers, but your missions are anything but easy under even the best of circumstances. Amid all the air-to-air fire, you must remember that your primary objective is to rescue prisoners, a delicate operation that requires some close maneuvering and tight control of your chopper as you descend into the POW camp. (Landing for refueling and additional supplies of heat-seeking missiles is equally tricky.) Flight and combat action is not something NES players have seen a lot of yet. Best of all, it's a good game with plenty of challenge and graphics that approach photographic realism in some screens. (Solo play; Pause.) Available for NES.
Recommended.

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FOURTH QUARTER
 Motorodeo (AT)
 Sentinel (AT)
 Shooting Arcade (AT)
 White Water Madness (AT)

ATARI 2800
JULY
 Rampage (ACT)
AUGUST
 Double Dragon (ACT)
 Jinks (AT)
 Xenophobe (AT)
SEPTEMBER
 Commando (AT)
 Mean 18 Golf (AT)
THIRD QUARTER
 Ikari Warriors (AT)
FOURTH QUARTER
 Barmy Blast (AT)
 Mat Mania Challenge (AT)
 Ninja Golf (AT)
 Planet Smashers (AT)
 Sentinel (AT)
 White Water Madness (AT)

ATARI XE
AUGUST
 Deflektor (AT)
SEPTEMBER
 Commando (AT)
 Midi Maze (AT)
 Super Football (AT)
 Tower Toppler (AT)
 Xenophobe (AT)

NINTENDO
JUNE
 Adventures of Bayou Billy (KON)
 x-Airwolf (ACM)
 Athletic World (BAN)
 Baseball Stars (SNK)
 x-Defender of Crown (ULT)
 x-Guardian Legend (BRO)
 x-Guerrilla War (SNK)
 x-MegaMan 2 (CAP)
 Predator (ACT)
 Strider (CAP)
 Teenage Mutant Ninja Turtles (ULT)
 x-World Games (MB)
JULY
 Adventures of Tom Sawyer (SET)
 x-Dr. Jekyll & Mr. Hyde (BAN)
 Hollywood Squares (GT)
 Hoops (JAL)
 x-Hydlide (FCI)
 Jeopardy Jr (GT)
 Nobunaga's Ambition (KOE)
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 Wheel of Fortune Jr (GT)
AUGUST
 Bad Dudes (DE)
 Bad Street Brawler (MAT)
 Cobra Triangle (NIN)
 Dragon Warrior (NIN)
 Duck Tales (CAP)
 Faxanadu (NIN)
 Monster Party (BAN)
 Power Glove (MAT)
 Silent Service (ULT)
 Thundercade (AS)
 U-Force (BRO)
SEPTEMBER
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 Fester's Quest (SUN)
 NES Satellite (NIN)
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 To the Earth (NIN)
 Vindicators (TEN)
THIRD QUARTER
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 Baseball Simulator (CB)
 Bugs Bunny Crazy Castle (KS)
 Desert Commander (KS)
 Flying Dragon (CB)
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 NFL Football (LJN)
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 Stealth A.T.F. (ACT)
 Super Password (GT)
 Three Stooges (ACT)
OCTOBER
 Abyss, The (ACT)
 Back to the Future (LJN)
 Battle of Olympus (BRO)
 Card Sharks (GT)
 Castlequest (NX)
 Classic Concentration (GT)
 Code Name: Viper (CAP)
 Diehard (ACT)
 Family Feud (GT)
 Jordan Vs Bird (MB)
 Who Framed Roger Rabbit (LJN)
 Willow (CAP)
 Xybots (TEN)
NOVEMBER
 Barker Bill's Trick Shooting (NIN)
 Batman (SUN)

Chessmaster (HT)
 Dig Dug II (BAN)
 Goal! (JAL)
 IronSword (ACM)
 Jack Nicklaus Greatest 18 (KON)
 Kings of Beach (ULT)
 NES Play Action Football (NIN)
 Romance of Three Kingdoms (KOE)
 Shooting Range (BAN)
 Short Order/Eggsplode! (NIN)
 Spy Vs. Spy II (KS)
 Top Gun II (KON)
 Wild Boys (BAN)
 Win Lose Or Draw (HT)
 World Champshp Wrestling (FCI)
DECEMBER
 Archon (ACT)
 Ghostbusters II (ACT)
 Knight Rider (ACM)
 Super Pitfall II (ACT)
 Tombs and Treasure (ACT)
FOURTH QUARTER
 Adventure of Dino-Riki (HS)
 Boy & His Blob (ABS)
 Cybermold (ACM)
 Demon Sword (TAL)
 Double Dare (GT)
 Glove Pilot (MAT)
 Stewart Super Off-Road (TW)
 Magic Johnson's Fast Break (TW)
 Roller Ball (HAL)
 720 (MIN)
 Super Glove Ball (MAT)
 Target Renegade (TAL)
 Terror of Tech Town (MAT)
 Twin Cobra (AS)
 Unser's Turbo Racing (DE)
 Vegas Dream (HAL)

SEGA MASTER SYSTEM
JUNE
 x-Alex Kidd Hi Tech World (SEG)
 x-Altered Beast (SEG)
 x-Montezuma's Revenge (PB)
JULY
 x-King's Quest (PB)
AUGUST
 Cloud Master (SEG)
 Wanted! (SEG)
 Spellcaster (SEG)
 Wonder Boy III: Dragon's Trap (SEG)
SEPTEMBER
 Captain Silver (SEG)
 Casino Games (SEG)
 Galaxy Force (ACT)
 Genesis System
 World Games (SEG)
OCTOBER
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 Walter Payton Football (SEG)
NOVEMBER
 Dead Angle (SEG)
 Dynamite Dux (SEG)
 Scramble Spirit (SEG)
 Super Golf (SEG)
 Tennis Ace (SEG)

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

COMPANY CODES
 ABS...Absolute Entertainment
 ACC...Access
 ACM...Acclaim Entertainment
 ACO...Accolade
 ACT...Activision/Mediagenic
 AH...Avalon Hill
 AK...Asmik Corp
 ARC...Arcadia
 AS...American Sammy
 AT...Atari
 BAN...Bandai
 BE...Bulitsey S/W
 BRO...Broderbund
 BS...Bethesda Softworks
 CAL...California Dreams
 CAP...Capcom USA
 CB...Culture Brain
 CIN...Cinemaware
 CSG...CSG ImageSoft
 DE...Data East
 DES...Design S/W
 DIS...Discovery S/W
 DS...DataSoft
 DYN...Dynamix
 EA...Electronic Arts
 FP...Fisher-Price
 GAM...Gamestar
 GT...GameTek
 HAL...Hal America
 HS...Hudson Soft
 HT...Hi-Tech Expressions
 INF...Infocom
 IP...Interplay
 IS...ICOM Simulations
 JAL...Jaleco
 KOE...Koei
 KON...Konami
 KS...Kemco-Seika
 KYO...Kyodai
 LF...Lucasfilm Games
 MAX...Maxis

MB...Milton Bradley
 MC...Mincraft/Miles Comp
 MD...MicroDeal/MichTron
 MED...Medalist Int'l
 MH...Melbourne House
 MI...MicroIllusions
 MIC...MicroProse
 MIN...Mindscape
 MT...Matchbox Toys
 MW...Mindware Int'l
 NIN...Nintendo
 NWC...New World Computing
 NX...Nexoft
 ORI...Origin
 PAR...Paragon
 POL...Polarware
 PSY...Psygnosis/Psyclapse
 PL...Publishing Int'l
 RAL...Rainbird
 SEG...Sega
 SET...Seta
 SIE...Sierra
 SNK...SNK Corp
 SPE...Spectrum HoloByte
 SPO...Spotlight S/W
 ST...Software Toolworks
 SUB...Sublogic
 SUN...Sunsoft
 TAL...Taito
 TAX...Taxan
 TEC...Tecmo
 TEN...Tengen
 TI...Titus S/W
 TW...TradeWest
 ULT...Ultra
 USG...U.S. Gold
 VIR...Virgin Games
 VT...Vic Tokai

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AVAILABILITY UPDATE

ATARI ST

JUNE
 Android Decision (DS)
 Arkanoïd II (TAI)
 Artura (ARC)
 x-Battle Chess (IP)
 Dark Side (SPO)
 x-Devon Aire Diamond Caper (EPY)
 Gauntlet II (MIN)
 Indiana Jones Last Crusade/Action (LF)
 Kristal, The (CIN)
 Last Duel (CAP)
 LED Storm (CAP)
 1943 (CAP)
 Qix (TAI)
 Operation Wolf (TAI)
 Rambo III (TAI)
 Rocket Ranger (CIN)
 Side Arms (CAP)
 Star Command (SSI)
 Street Fighter (CAP)
 Total Eclipse (SPO)
 JULY
 Dragon Force (INS)
 Federation (SPO)
 Forgotten Worlds (CAP)
 Pirates (MIC)
 Red Lightning (SSI)
 AUGUST
 A.P.B. (TEN)
 Clue (VIR)
 Fiendish Freddy's Big Top (MIN)
 Monopoly (VIR)
 Shoot 'Em Up Const Kit (ACO)
 TV Sports Football (CIN)
 SEPTEMBER
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 Risk (VIR)
 Shinobi (SEG)
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 Bad Dudes (DE)
 Bionic Commando (CAP)
 Downhill Challenge (BRO)
 Galactic Conqueror (TI)
 Guardians of Infinity (PAR)
 Guerrilla War (DE)
 Harpoon (TS)
 Paperboy (MIN)
 Platoon (DE)
 Project Neptune (EPY)
 RoboCop (DE)
 Wizard Wars (PAR)
 OCTOBER
 Licence to Kill (BRO)
 Loom (LF)
 Their Finest Hour (LF)
 Xybots (TEN)
 FOURTH QUARTER
 Colony, The (MIN)
 Double Dragon II (MH)
 Ghouls & Ghosts (CAP)
 Rastan (TAI)
 Rick Davis World Trophy Soccer (MI)
 Shark Attack: G Norman Ult Golf (MH)
 Strider (CAP)

COMMODORE 64/128

JUNE
 Arkanoïd II (TAI)
 Artura (ARC)
 x-Axe of Rage (EPY)
 Dark Side (SPO)
 x-Destroyer Escort (MED)
 Fire King (SSG)
 x-Firepower (MI)
 Gauntlet II (MIN)
 Hostage (MIN)
 Indiana Jones Last Crusade/Action (LF)
 Last Duel (CAP)
 LED Storm (CAP)
 x-Magic Candle (MC)
 1943 (CAP)
 Pocket Rockets (CAP)
 x-Qix (TAI)
 Rambo III (TAI)
 Sgt Slaughter Mat Wars (MIN)
 x-Sky Shark (TAI)
 Speedball (SPO)
 Spider-Man & Capt America (PAR)
 Target Renegade (TAI)
 Tiger Road (CAP)
 War in Middle Earth (MH)
 JULY
 After Burner (SEG)
 Android Decision (DS)
 Curse of Azure Bonds (SSI)
 Empire (INS)
 Forgotten Worlds (CAP)
 Heroes of the Lance (SSI)
 x-J Nicklaus 89 Course Disk (ACO)
 Might and Magic II (NWC)

Shinobi (SEG)
 Storm Across Europe (SSI)
 AUGUST
 A.P.B. (TEN)
 Clue (VIR)
 Dragon Wars (IP)
 Dungeon Masters Asst Vol 2 (SSI)
 Nightmare (ACO)
 Harrier 7 (ACO)
 Mental Blocks (ACO)
 Shoot 'Em Up Construc Kit (ACO)
 SEPTEMBER
 Battle Chess (IP)
 Black Tiger (CAP)
 Cabal (CAP)
 Deathbringer (SPO)
 1918 (CAP)
 Omega (ORI)
 Orel Hersher's Strike Zone (MH)
 Space Rogue (ORI)
 Wayne Gretzky Hockey (BS)
 Windwalker (ORI)
 THIRD QUARTER
 Bad Dudes (DE)
 Cycles, The (ACO)
 Downhill Challenge (BRO)
 Falcon (SPE)
 Ferrari Formula One (EA)
 Heavy Barrel (DE)
 Keith Van Eron Pro Soccer (MED)
 Kings of the Beach (EA)
 PT-109 (SPE)
 Purple Saturn Day (EPY)
 Revenge of Defender (EPY)
 Sentinel Worlds I: Future Magic (EA)
 Snow Strike (EPY)
 Starflight (EPY)
 Super Hang-On (DE)
 Test Ride (CAP)
 TV Sports Football (CIN)
 OCTOBER
 ABC Monday Night Football (DE)
 Knights of Legend (ORI)
 Xybots (TEN)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Ajax (KON)
 Blades of Steel (KON)
 Castlevania (KON)
 Colony, The (MIN)
 Devon Aire Diamond Caper (EPY)
 Ghostbusters II (ACT)
 Ghouls & Ghosts (CAP)
 HardBall II (ACO)
 Ishido (EPY)
 KyBos (BS)
 Rastan (TAI)
 Shark Attack: G Norman Ult Golf (MH)
 Strider (CAP)
 Teenage Mutant Ninja Turtles (ULT)

AMIGA

JUNE
 Android Decision (DS)
 x-Arthur: Quest for Excalibur (INF)
 x-Dark Side (SPO)
 x-Death Bringer (SPO)
 x-Fast Break (ACO)
 Gauntlet II (MIN)
 x-Grand Prix Circuit (ACO)
 Indiana Jones Last Crusade/Action (LF)
 Last Duel (CAP)
 LED Storm (CAP)
 Qix (TAI)
 Populous (EA)
 Rambo III (TAI)
 Rick Davis World Trophy Soccer (MI)
 Side Arms (CAP)
 x-Speedball (SPO)
 Street Fighter (CAP)
 x-Titan (TI)
 x-Total Eclipse (SPO)
 JULY
 Artura (ARC)
 Dragon Force (INS)
 Federation (SPO)
 Fidelity Chessmaster 2100 (ST)
 Forgotten Worlds (CAP)
 J Nicklaus 89 Course Disk (ACO)
 x-Jack Nicklaus Greatest 18 (ACO)
 Kristal, The (CIN)
 Magic Johnson Basketball (MH)
 Neuromancer (IP)
 Powerdrome (EA)
 Sky Shark (TAI)
 AUGUST
 A.P.B. (TEN)
 Clue (VIR)
 Fiendish Freddy's Big Top (MIN)
 Monopoly (VIR)
 Pocket Rockets (CAP)

Shoot 'Em Up Construc Kit (ACO)
 SEPTEMBER
 After Burner (SEG)
 F-19 Stealth Fighter (MIC)
 Indiana Jones Last Crusade/Adv (LF)
 It Came from the Desert (CIN)
 Omega (ORI)
 Risk (VIR)
 Shinobi (SEG)
 Spider-Man & Capt America (PAR)
 Target Renegade (TAI)
 Windwalker (ORI)
 THIRD QUARTER
 Arkanoïd II (DIS)
 Axe of Rage (EPY)
 Bad Dudes (DE)
 Batman (DE)
 Guerrilla War (DE)
 Harpoon (TS)
 Jackal (KON)
 Leisure Suit Larry II (SIE)
 Metal Gear (KON)
 1943 (CAP)
 Operation Clean Streets (BRO)
 Project Neptune (EPY)
 Purple Saturn Day (EPY)
 Revenge of Defender (EPY)
 RoboCop (DE)
 Test Ride (CAP)
 Total Eclipse (SPO)
 OCTOBER
 Licence to Kill (BRO)
 Loom (LF)
 Their Finest Hour (LF)
 Xybots (TEN)
 NOVEMBER
 TV Sports Basketball (CIN)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Ajax (KON)
 Blades of Steel (KON)
 Castlevania (KON)
 Colony, The (MIN)
 Devon Aire Diamond Caper (EPY)
 Ghostbusters II (ACT)
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 KyBos (BS)
 Rastan (TAI)
 Shark Attack: G Norman Ult Golf (MH)
 Strider (CAP)
 Teenage Mutant Ninja Turtles (ULT)

APPLE IIe/IIc

JUNE
 Joumey (INF)
 Renegade (TAI)
 Shogun (INF)
 Zork Zero (INF)
 JULY
 Dragon Wars (IP)
 Earl Weaver Baseball 1.5 (EA)
 First Over Germany (SSI)
 Qix (TAI)
 AUGUST
 Clue (VIR)
 Dungeon Masters Asst Vol 2 (SSI)
 Omega (ORI)
 SEPTEMBER
 Space Rogue (ORI)
 Windwalker (ORI)
 THIRD QUARTER
 Arthur: Quest for Excalibur (INF)
 Leisure Suit Larry II (SIE)
 Manhunter: New York (SIE)
 RoboCop (DE)
 Superstar Ice Hockey (MIN)
 OCTOBER
 Knights of Legend (ORI)
 FOURTH QUARTER
 Curse of Azure Bonds (SSI)
 Devon Aire Diamond Caper (EPY)
 Where in Time/C Sandiego (BRO)

APPLE IIGS

JUNE
 Arkanoïd II (TAI)
 Cap'tain Blood (MIN)
 Hostage (MIN)
 Renegade (TAI)
 Rocket Ranger (CIN)
 JULY
 Ancient Land of Ys (KYO)
 Battle Chess (IP)
 x-Duel: Test Drive II (ACO)
 Halls of Montezuma (SSG)
 J Nicklaus 89 Course Disk (ACO)

x-Jack Nicklaus Greatest 18 (ACO)
 Life & Death (ST)
 AUGUST
 A.P.B. (TEN)
 THIRD QUARTER
 Downhill Challenge (BRO)
 Indiana Jones & Temple of Doom (MIN)
 Leisure Suit Larry II (SIE)
 Project Neptune (EPY)
 Purple Saturn Day (EPY)
 Quarterstaff (INF)
 Silpheed (SIE)
 Superstar Ice Hockey (MIN)
 Third Courier (ACO)
 Three Smtooes (CIN)
 Zoom! (DIS)
 OCTOBER
 Xybots (TEN)
 FOURTH QUARTER
 Double Dragon II (MH)
 Ishido (EPY)
 Qix (TAI)
 Rastan (TAI)

MACINTOSH

JUNE
 x-Arthur: Quest for Excalibur (INF)
 x-Bard's Tale (EA)
 Captain Blood (MIN)
 Cosmic Osmo (ACT)
 Halls of Montezuma (SSG)
 Hostage (MIN)
 Puzzle Gallery (MC)
 JULY
 Fidelity Chessmaster 2100 (ST)
 AUGUST
 Shanghai/Mac II (ACT)
 Wayne Gretzky Hockey (BS)
 SEPTEMBER
 Omega (ORI)
 THIRD QUARTER
 Arkanoïd Construc Set (DIS)
 Arkanoïd II (DIS)
 Karnov (DE)
 Leisure Suit Larry II (S0IE)
 Manhunter: New York (SIE)
 Sceptre (DIS)
 Project Neptune (EPY)
 Starglider II/Mac II (RAI)
 Ultima IV (ORI)

FOURTH QUARTER

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

MS-DOS

JUNE
 Amer Civil War Vol 2 (SSG)
 Arkanoïd II (TAI)
 Android Decision (DS)
 Bubble Bobble (TAI)
 Dark Side (SPO)
 x-Demon Stalkers (EA)
 F-14 Tomcat (ACT)
 Gauntlet II (MIN)
 Gold of the Americas (SSG)
 Joumey (INF)
 x-Legacy of the Ancients (EA)
 x-Motocross (GAM)
 x-Ocean Ranger (ACT)
 Shogun (INF)
 x-Sky Shark (TAI)
 x-Take Down (GAM)
 Zork Zero (INF)
 JULY
 Action Fighter (SEG)
 Alcon (TAI)
 Alien Syndrome (SEG)
 Ancient Land of Ys (KYO)
 Curse of Azure Bonds (SSI)
 Indiana Jones & Last Crusade/Adv (LF)
 Last Duel (CAP)
 Monopoly (VIR)
 Murder Club (KYO)
 Neuromancer (IP)
 Operation Wolf (TAI)
 Orel Hersher's Strike Zone (MH)
 Rastan (TAI)
 Red Lightning (SSI)
 x-Space Harrier (SEG)
 AUGUST
 A.P.B. (TEN)
 After Burner (SEG)
 Battles of Napoleon (SSI)
 Clue (VIR)
 Ikari Warriors (AT)
 THIRD QUARTER
 Radar Lock (AT)
 Street Fight (AT)

ATARI 2600

JULY
 Off the Wall (AT)
 AUGUST
 Double Dragon (ACT)
 Road Runner (AT)
 SEPTEMBER
 Ikari Warriors (AT)
 THIRD QUARTER
 Radar Lock (AT)
 Street Fight (AT)

Frightmare (ACO)
 Harrier 7 (ACO)
 M1 Tank Platoon (MIC)
 Manhole, The (ACT)
 Mental Blocks (ACO)
 Pocket Rockets (CAP)
 SumCity (MAX)
 Sword of Aragon (SSI)
 Wayne Gretzky Hockey (BS)
 SEPTEMBER
 Cabal (CAP)
 David Wolf: Secret Agent (DYN)
 Federation (SPO)
 Forgotten Worlds (CAP)
 Harley-Davidson: Rd to Sturgis (MIN)
 Indiana Jones Last Crusade/Action (LF)
 Kristal, The (CIN)
 Loom (LF)
 1943 (CAP)
 Omega (ORI)
 Qix (TAI)
 Risk (VIR)
 Shinobi (SEG)
 Space Rogue (ORI)
 Star Trek V: Final Frontier (MIN)
 Strider (CAP)
 Sword of the Samurai (MIC)
 Tank Killer: A-10 Thunderbolt (DYN)
 Their Finest Hour (LF)
 Thunder Blade (SEG)
 Tongue of the FatMan (ACT)
 THIRD QUARTER
 Arthur: Quest for Excalibur (INF)
 Axe of Rage (EPY)
 Conspiracy: Deadlock Files (ACO)
 Cycles, The (ACO)
 Don't Go Alone (ACO)
 Double Dribble (KON)
 Downhill Challenge (BRO)
 Galactic Conqueror (TI)
 Eye of the Storm (ACO)
 Ferrari Formula One (EA)
 HardBall II (ACO)
 Harpoon (TS)
 Heat Wave (ACO)
 Heavy Barrel (DE)
 Hybris (DIS)
 Int'l Team Sports (MIN)
 Jackal (KON)
 LED Storm (CAP)
 Metal Gear (KON)
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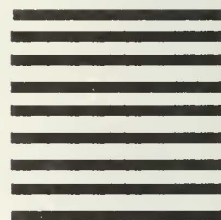


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