Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

New Titles from Infocom to Feature Graphics

This fall will mark the debut of a new group of Infocom games featuring color graphics, animation, and a redesigned, friendlier parser. The changes have been made carefully, heeding the desires and suggestions of Infocom fans as well as making use of the new hardware technologies available today. The company promises that the changes will not compromise the quality and depth that have been the hallmark of Infocom's all-text interactive fiction since 1979. The new programs are made possible by Infocom's new development system, a local-area network (LAN) of Macintosh II systems utilizing A/UX, Apple Computer Inc.'s UNIX-based operating system.

New Infocomic Plus Four Brand-New Works of Interactive Fiction

Later this month, Infocom will release the fourth Infocomic designed in collaboration with Tom Snyder Productions. ZORKQUEST II: THE CRYSTAL OF DOOM follows the tale begun in ZORKQUEST I: ASSAULT ON EGRETH CASTLE. Like the first three Infocomics, this one will be available for Commodore 64/128, Apple II and IBM/compatibles (MSR $12). For the many fans of the traditional Infocom blend of masterful storytelling and mind-stretching puzzles, the company has four brand-new challenges in development, beginning with another Zork tale. First there was the ZORK TRILOGY, then BEYOND ZORK, and now get ready for Steve Meretzky's ZORK ZERO, the prequel to the trilogy which will answer all those burning questions about the collapse of the Great Underground Empire. ZORK ZERO is Infocom's largest game ever, with over 200 locations and as many puzzles as the entire trilogy, and your job will be to save the kingdom from the curse of Megaboz. The program will include new graphical "games within games" such as Peggleboz, Snarfem and Double Fanucci, and it will introduce the new Infocom parser. Also featured are a mouse interface, on-screen hints, and an on-screen map. ZORK ZERO (MSR $ 49.95) will be available initially for Macintosh and Apple II, followed by Apple IIGS and IBM versions. The game will be released for Atari ST, Amiga and Commodore 128 in 1989.

New Styles of Gaming from Infocom

Also to be released for the same systems as ZORK ZERO (and at about the same time by system) are SHOGUN and JOURNEY ($49.95 each). SHOGUN is written by Dave Liebling in collaboration with James Clavell, author of the best-selling book that inspired the popular TV. mini-series. The game casts the player in the role of John Blackthorne, an English sea pilot on an uncharted route to the Japans. This game relies less on the player's ability to solve puzzles than on his or her ability to think and make decisions as Blackthorne would. Graphics in this game are in traditional 16th-century Japanese style and used as text borders, story illustrations, and as rewards for solved puzzles and successfully handled situations. JOURNEY introduces a new category of interactive story-telling, which Infocom calls Role-Playing Chronicles. Written by ZORK co-author, Marc Blank, JOURNEY is a fantasy epic in the Tolkien tradition which combines elements from interactive fiction with traditional role-playing gaming. Commands are selected from a menu in this game which incorporates over 100 graphic illustrations and includes theme music. The player guides a four-member party, taking part in their strategies and problem-solving, although the characters can (and do) act on their own. The fourth new program from Infocom is a 31st-century role-playing game entitled BATTLETECH: THE CRESCENT HAWK'S INCEPTION, based on a popular series of entertainment products from FASA Corporation. Infocom states that BATTLETECH is the largest computer role-playing game ever, with over four million locations to which your party may travel. And Infocom emphasizes that BATTLETECH is unlike typical "hack-and-slash" role-playing games because it is "rich in storyline and plot." Graphic techniques in this game include emotive outtakes in the style of Monga, a type of Japanese comic, and zoom-ins on particular battle action sequences as your character goes head-to-head with an enemy BattleMech (30-foot-tall combat robot). BATTLETECH will be released first for IBM/compatibles (CGA/EGA/VGA/MCGA/Tandy graphic formats), and in early 1989 for Apple II and C64/128 ($49.95 except $39.95 for C64/128).

IMPORTANT NOTICE

Subscription Prices Will NOT Go Up!

Now that we've got your attention, let us explain! When the Postal Service passed along the rate increases which saw your 22¢ stamp go to 25¢, they raised all their other prices as well, some substantially. In addition, paper costs have recently gone up again. Because we were determined not to raise our subscription prices, we looked for other ways which would keep the costs down, but not affect the quality.

In meeting with Postal officials, we found that we could apply for a different type of mailing permit which would steady our costs, but not change the speed in which you are now receiving your newsletter. While the Post Office calls the service "2nd Class," it is anything but! In fact, magazines such as *Time, Sports Illustrated, and TV Guide*, all use this service. It is specifically for magazines but is handled exactly the same as First Class!

Third Class Option Discontinued

As we move into this new class of service with this month's issue, we are discontinuing the option of a third class subscription as all subscribers will now be handled with this new class of speedy service. (Our third class subscribers will note a huge improvement in service!).

Joint Venture Between Broderbund and Kyodai

Broderbund has announced a joint venture with 11 Japanese software companies to form Kyodai Software Marketing, Inc., which will convert, manufacture, publish and market popular Japanese computer software programs in North America. The 11 Japanese partners (listed below) will provide Kyodai with titles that have been successful in Japan.

First-year plans call for publishing and marketing more than 12 programs, primarily entertainment titles. While no specific titles have been announced, the programs will bear the original Japanese brand name and the Kyodai name.

The 11 Japanese partners are: Pony Canyon Inc.; MAC Inc (Humming Bird); T & E Soft Inc.; Xtal Soft Co.; Game Arts Co. Ltd.; Riverhill Soft Inc.; and Nihon Falcom Inc.

In The Arcades

Atari Games releases Namco's *FINAL LAP*, the first "linked game" for the coin op business. Each unit is actuall two games in one with two seats and two separate monitors linked together. Realistic player controls consist of a steering wheel with return-to-center steering, a hi/low shifter and accelerator and brake pedals. As many as four Final Lap units can be linked together for competition of up to eight players! Each player has a first person perspective of a race track and sees the cars of his competitors on his screen.

Also from Atari Games, is an inner-tube game where players paddle their way through a variety of rivers in *TOOBIN'*. The main characters are two humerous guys, Biff and Jet, racing through the white waters while attempting to hit every party along the way. There are 45 different rivers (Colorado, Styx, Nightmare, Yukon, Nile, etc) to choose from. In all, there are 200 ways to go down the entire river. A warp feature allows you to advance to more challenging play levels.

MULTI-SYSTEM Software

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME II, GAINES MILL TO CHATTANOOGA (★★★/★★★) is the second in a series from *Strategic Studies Group of Australia and distributed by Electronic Arts*. There are five battles from the middle years of th Civil War: Gaines Mill, Stones River, Gettysburg, Chickamauga, and Chattanooga. Once again, as in all SSG games, an easy-to-follow tutorial gets you into the action without a great deal of trouble. You can play against the computer or a friend as you become commander who must provide successful solutions to each battle scenario. The program includes SSG's Warplan, a construction kit that allows you to restructure historical battles or create your own original battles; and Warpain, a complete graphics editor for customizing icon and terrain symbols in both shape and color. Designers Roger Keating, Malcolm Power, and Ian Trout offer a fascinating portrayal of the period which any wargamer should find fascinating. (one player; two-player competitive; keyboard; reviewed on C64 and Apple II)
Recommended (MSR $39.95)

ATARI XE/XL Software

NAPOLEON IN RUSSIA (NA/★★★) is a strategic wargame designed by *Datasoft* and a rare entry for the Atari 8-bit machine (Atari 800 series only). The game takes you to Borodino in 1912 which was considered the turning point in Napoleon's fortunes as he allowed the Russians to escape, eventually forcing him to retreat back across Europe as the Russians reinforced their battalions. As the player takes the role of Napoleon, you can choose to take the same fate as the Little Emperor or alter the pages of history and prevail over the Russians. You have complete control over the infantry, cavalry, and artillery divisions with the choice of short skirmishes or the entire 3-day campaign. There are scrolling battle maps which recreate the area, honed from actual Russian military cartography.

You'll have the opportunity to use tactical hints and there are options which cover everything from fatigue, morale levels, to battle speed. This is a game which any wargamer will enjoy tremendously and Datasoft has remained one of the only companies still producing for the Atari 8-bit machine...hopefully, if you're an Atari owner, you like wargaming because your choices have quickly narrowed to virtually no new software at all as the 16-bit machines take over. (one player; two-player competitive; joystick required; Atari 800 or equivalent)
Recommended (MSR $24.95)

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)

IBM PC & COMPATIBLES

WARSHIP (NA/★★★) is the latest simulation from _Strategic Simulations Inc (SSI)_ and now distributed by _Electronic Arts_. Designed by Gary Grigsby, whose other works include Kampfgruppe, Carrier Force, War in Russia, and North Atlantic '86, the game gakes you to a Pacific setting in World War II in the years 1941 through 1945. Included is virtually every warship that actually fought in the Pacific in this time frame and you can choose from 79 classes of warships from the Allied or Japanese fleet, or you can modify ship data to create your own battleships. There are four scenarios included: 3 historical, 1 hypothetical). In addition, you can design your own maps allowing you to create virtually any Pacific engagement you'd like. While you're in battle, the computer will keep track of hits, as well as calculating damage based on the information received about where the shell hit, armor strength, etc. Unique to this game, damage control can, over the course of the battle, reduce the effects of shell hits which have caused fire, flooding, rudder and electrical damage.

This is an advanced simulation for the wargaming fan. SSI provides their usual complete documentation which includes descriptions and illustrations of the warships available. (one player; two-player competitive; reviewed on MS-DOS; color graphics adaptor required; also available for Atari ST; C64; Apple II; Atari 8-Bit)
Recommended (MSR $59.95)

Enhanced MOTHER GOOSE for Apple IIGS from Sierra

In addition to the initial versions for IBM/compatibles and Apple IIe/IIc, a new and enhanced version of MIXED-UP MOTHER GOOSE (MSR $29.95) is now available from Sierra. The program is an adventure game for young children whose object is to find the missing pieces of nursery rhymes. Designed by Roberta Williams, this program used digitized sound effects and voice synthesis in the new GS version and even includes 18 different songs. The child has the opportunity to choose a character with options of sex, hair color and race so that the child can truly feel that he or she is playing the role within the game.

Free Game Promotion from Spectrum HoloByte

Through October 31, 1988, you can purchase one of a group of Spectrum HoloByte games and obtain a second one free. The purchase choices are FALCON, PT-109, TETRIS, SOKO-BAN, DONDRA or SOLITAIRE ROYALE. When you purchase one of the qualifying games, you can send your proof-of-purchase with a coupon (obtainable in store displays, computer magazine ads or specially marked boxes) and $4 for shipping and handling to get a free copy of ORBITER, LUNAR EXPLORER, INTRIGUE!, WILDERNESS, TELLSTAR or ART STUDIO.

MULTI-SYSTEM Software

HOME VIDEO PRODUCER is the latest graphic aid for home movies, this time from _Epyx_. A very versatile program, it allows you to personalize your home movies with everything from pictures appropriate to the event (over 75 full-color graphics are included) to borders (eight), various typefaces, and six full-screen scenes. You'll find it easy to design your own approach as you can scroll in from one of the four directions, as well as wipes in nine directions. Speed can be adjusted, you can add your own little anecdotes to personalize the movie, etc. As you make your designs, you can place them anywhere on the screen and then, in very simple manner, port them over to your VCR by way of the video "in" plug. The program is extremely easy to use as pictures and icons represent the various commands. Simply use your joystick to move among them until you have the look you want. Now that so many people have portable VCR cameras and are recording everything from their child's birthday party to their graduation for posterity, this adds a truly personal touch that the whole family can participate in. (available for IBM PC and Commodore 64; coming for Apple II)
MSR $49.95

COMMODORE 64/128 Software

METROCROSS! (★★1/2/★★1/2) is an arcade-style action game from _U.S. Gold_, distributed by _Epyx,_ in which you must race through the tunnels of the city's subway system, racing against time. In this horizontally-scrolling game, you'll come across rats the size of cats, green slime on the tiles which will make you slip, as well as potholes, air vents, hurdles, and more. Grab on to one of the occasional skateboards that appears and you'll save lots of time and trouble as you roll smoothly past those troublesome slimy tiles. There are 24 levels to get through, each more difficult and more furious than the last.
Pretty Basic Stuff

While the game has pretty good graphics and action, we weren't overly impressed as it seemed so similar to so many others we've played in the past. We did like the variation of the skateboard aspect, however, allowing a slightly different way to barrel through the subway tunnels. If you just want to fill some time in an action game where you will have your reflexes tested, you may enjoy it. (one player; two player alternating; reviewed on C64; coming for Atari ST)
(MSR $24.95)

MONOPOLY (★★★/★★★) is a recognizable board game classic from _Parker Bros._ and now debuts on the Commodore system thanks to a very good adaptation from _Leisure Genius (a division of Virgin Games) for Electronic Arts._ Just about everyone knows the basics behind the game as you try to amass great fortunes, buy up property, railroads, utility companies, as you collect rent, build hotels and houses. The premise is simple – be the wealthiest player at the end of the game (or the only one with money) and you're the winner. Monopoly, in its' board version, can last hour after hour as the fortunes bounce around throughout the players. In this computer version, the

play remains true to the original, with the computer acting as banker (a big help for those of us who aren't math wizards) and keeping track of calculating rents, mortgages, and conducting mortgages. This version features a time clock (you can choose to play a "short game") and quick move option.

Translation Works

Anyone who has played the board game probably wonders how well a computer version works. After all, don't you need the Monopoly money, chance cards, etc. in front of you? We found that, while you obviously no longer have those items in front of you, this version works quite well and you have a good sense of the real thing. It shows the dice being rolled, a close-up of the few squares around your piece, etc. The feature we probably enjoyed the most was the ability, as just one person, to finally be able to play the game (against a computer opponent) without calling around trying to find friends to come over for a round or two. The game is set-up so any number, from 1-8, can play, (or, if you wish, watch a round of two computer opponents going after each other!) (1-8 players; reviewed on C64)
Recommended (MSR $29.95)

UP PERISCOPE (★★★1/2/★★★★) has been converted by _Action-Soft_ for MS-DOS owners and brings the submarine simulation to another format with graphic techniques and simulation animation licensed from SubLogic. In this World War II adventure, you'll pilot a submarine in one of fourteen different historical situations in six different scenarios (or go hunting on your own). The shakedown cruise takes place out of New London, Connecticut where you can engage in torpedo practice, as well as getting familiar with the various controls on board. There are also several views which can be used to advantage, including Bridge, radar, zoom, and binocular. There are many controls to learn as you watch oxygen, battery, fuel, torpedo status levels; the split screens allow you the control that any commander should have! All the land masses and major islands are correctly located, adding to the realism. Of course, there are uncharted Pacific atolls which you'll want to be careful that you don't run aground on.

Great Documentation

The program includes an extremely helpful, as well as entertaining, booklet entitled "Submarine Action in the South Pacific." This book, in addition to passing along hints, tactics, general characteristics, and the like, is a most interesting look at the Pacific theatre during the War. It's written by retired Naval Captain John Patten, who was also involved in the development of the program.

Good Depth to Game

Just as in the original Commodore 64 version, this game offers a great deal of different situations and patrols that you can engage in, as well as 3D animation and graphics that are very good, in typical SubLogic style. The effects are quite nice as you hear the "whoosh" as your torpedo leaves its' tube, with resulting ripple as the torpedo heads to its' target. Listen carefully for sounds as they will tip you off on such things as diving too deep (the hull creaks) or the distant explosions of one of your torpedoes making its' score. We felt this was a "bargain" when we reviewed it for Commodore and our feelings haven't changed. There's alot of gameplay, graphics, and sound , as well as booklets for the price. If you like action simulations, this one is a great addition to your library! (one player; reviewed on MS-DOS; also available for C64)
Recommended (MSR $29.95)

WHERE IN EUROPE IS CARMEN SANDIEGO (★★★1/2/★★★1/2) finds its' way to the Commodore computer from _Broderbund_ as Carmen is once again on a crime spree – this time through 34 countries around Europe as she and her band of thugs steal national treasures. You begin as a rookie gumshoe for the Acme Detective

Agency, moving up through the ranks as you solve the crimes and punish the perpetrators. There's a time deadline for solving each crime, with clues gathered from talking to witnesses, calls to tipsters, and examinations of different sites in different countries. You've got help

in the form of the included Rand McNally "Concise Atlas of Europe" and the built-in "Factfinder's Database" which can help narrow possibilitis when information such as currency, language, and flag colors are fed in for later use. You can also record various information about your culprit in your "Crimestopper's Notebook" such as hair color, various identifying features, etc. Once you've got enough information recorded, you can get a warrent for their arrest. Without the warrant, you can not apprehead your criminal. Each successive case is more difficult than the last to solve.

Great Fun

We've enjoyed the Carmen Sandiego series as she cavorted through the U.S. and now Europe. While having a perfectly entertaining time solving the crimes, you'll also pick up a good deal of geographical as well as cultural knowledge as you work your way through the various countries. Painless learning! There's plenty of animation and great graphics too which will be fun for the entire family. Worth noting is the easy-to-use menu bars which make it an extremely easy adventure to get around. (solo play; keyboard or joystick; reviewed on C64; also available for Apple II and IBM)
Recommended (MSR $39.95)

COMMODORE 64/128 Software

INDIANA JONES AND THE TEMPLE OF DOOM (★★★1/2/★★★1/2) from _Mindscape_ is an adaptation of the Atari Games coin-op of the same name, which in turn is based on the movie. (What a trail of licenses!) Like the initial version for Atari ST, this one for C64/128 follows the plot of the movie as the player controls the whip-wielding Indy on a mission to rescue children imprisoned by Thuggee guards and recover the three Sankara stones and return them to the village of Mayapore. The main difference between the Atari ST and C64/128H versions is that the ST allows a choice of difficulty levels, which is not possible in the C64/128 version. This does not detract from the game at all, since the difficulty automatically increases as you play anyway. Graphics and animation are quite good, and the action will definitely appeal to Indiana Jones fans. (Solo play; Joystick; Pause.) Commodore 64/128 version reviewed; also available for Atari ST at $49.95 and planned for Nintendo Entertainment System.
Recommended. (MSR $34.95)

MACINTOSH Software

SHUFFLEPUCK CAFE (★★★★/★★★★) finds you in a crazy neighborhood pub of the 25th century in which you can challenge a very strange crew of intergalactic misfits into a game of air hockey from *Broderbund.* The cafe, and its' inhabitants, will remind you of a scene

out of *Star Wars*...you expect the smoke to get thick any second. Once you choose your opponent, it's on to a rip-roaring game. First, however, you can make some adjustments in the size of your paddle as well as the power and feel of it. Each opponent, some relatively easy to beat, others virtually impossible, has his or her own uniqueness. For instance, Lexan Smythe-Worthington comes to the table with his glass of champagne. When he wins a point, he'll often take a sip of the bubbly. If you ram one past him, he'll likely give you a hiccup! Once that game is over, he'll slide under the table passed out. Vinnie the Dweed will scare you with his growl when you score against him while the mysterious hooded figure, Nerual Ttoille has his own bag of scary looks under his cloak. The beautiful Princess Bejin is really a temptress with a wicked serve and an awesome game. Good Luck! There are nine opponents in all, each with a unique personality and style of play. What will some of them talk back to you! A couple of the opponents have weak sides - find them and you'll win the match easily! While the match is going on, a droid with a mechanical-type arm comes out and places a slash on the chalkboard as he keeps track of who's ahead.

Hilarious and Tough

We found ourselves laughing out loud with some of the traits these far-out characters had. From Visine's wiggling ears to DC3-ALSO's
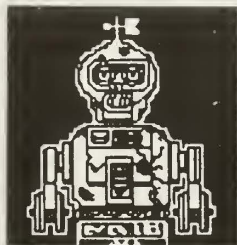
Star Wars-type sounds, you'll find plenty of animation, sounds, and the like. And, the actual game can be quite good too. It sort of reminded us of a future version of the original game of Pong (vertical playing instead of horizontal, however)! Don't get us wrong – this is not a rehash of that venerable game; however, when we were working our paddle side to side, trying to put English on the puck, it flashed on us for just a minute! By the way, you'll love the sounds when you walk into the cafe...definitely something straight out of Star Wars! We really enjoyed this one and think you will too! It's addictive. (one player; reviewed on Macintosh)

Recommended (MSR $39.95)

AMIGA Software

SOLITAIRE ROYALE (★★★★/★★★★) has now made its' way to the Amiga and, in our opinion, it's still a winner. *Spectrum HoloByte's* original version for Macintosh was what originally hooked us. The Amiga version, while identical, uses the brilliant color graphics which really bring the cards to life. There are eight different versions of solitaire including Pyramid, Golf, Corners, Reno, Klondike, Canfield, Calculation, and 3 Shuffles & a Draw. You can choose to play any game (on-screen instructions are available) or move into tournament competition (the same shuffle for all competitors). There are several deck styles to choose from, each with different designs on the back and different style of faces. In addition, there are three children's games included – Pairs, The Wish, and Concentration. You can play right or left-handed, restart a game with the same cards, etc.

Amiga Capabilities Used

In addition to the stunning color graphics, the programmers have added additional sound to the Amiga version as each new shuffle features the sound of the cards being dealt. If you should be so fortunate as to win a hand, you'll get a well-deserved round of applause (that's also found on the Mac version). All in all, any solitaire lover will find hours and hours of enjoyment in this game. After all, what's worse than the cards sliding all over the table as you try and deal a carefully aligned hand. Your deck will always be perfect this way! (one player; reviewed on Amiga; also available for Macintosh, Macintosh II, IBM; coming for Apple II)

Recommended (MSR $29.95)

New Releases from Strategic Simulations, Inc.

In a flurry of new releases, SSI recently announced the availability of new versions of the World War II tactical game set in the Pacific theatre, WARSHIP, for Atari ST and IBM PC/compatibles (MSR $59.95), of WARGAME CONSTRUCTION SET for IBM PC/compatibles ($39.95), and of the fantasy adventure, QUESTRON II, for Apple II, Apple IIGS and Amiga ($49.95 except Apple II at $44.95). SSI also announced the release of Apple II and C64/128 versions of BATTLES OF NAPOLEON ($49.95), an advanced wargame construction set which allows the user to simulate almost any Napoleonic engagement on a detailed tactical level.

Mindplay Introduces Short-Story Creation Program

STORY SKETCHER (MSR $59.99) is a new Apple II program for ages ten to adult from Mindplay. The object of the package is to make the writing, editing, and illustrating of short stories easy and exciting. The program includes a library of graphics, word processing features, and a sample short story.

Commodore and Moniterm Corp. Introduce New Amiga Monitor

This month Commodore and Moniterm Corp. announced the introduction of the Viking 1, a 19-inch, high-resolution monochrome monitor for Amiga computers. The new monitor is designed to expand the Amiga 2000's reach into the graphic workstation market to support sophisticated applications such as desktop publishing, CAD/CAM, and graphic illustration.

News from Paragon Software

TWILIGHT'S RANSOM, an illustrated graphic adventure about the rescue of a young girl from her kidnappers, is now available in new versions for Macintosh, Atari ST and Commodore 64/128. (MSR $34.95) from Paragon Software (distributed by Electronic Arts). Apple II and Amiga conversions are in development and expected to be ready this fall. And Paragon has announced the signing of an exclusive licensing agreement with Game Designers' Workshop, Inc. to develop GDW's paper-based science-fiction role-playing adventure, TRAVELLER, to home computer formats. Initial versions will be developed for IBM PC/compatibles and Amiga and are expected to be released during the first half of 1989.

MicroProse Introducing Simulations to Japanese Market

Yet another U.S. software developer is poised to introduce American-style software to Japanese computer users. MicroProse will begin with PIRATES!, SILENT SERVICE and GUNSHIP for the NEC 8800 and 9800 and MSX systems. MicroProse president Bill Stealey views the company's role as "missionaries" in Japan, where they hope to interest Japanese consumers in real-life simulations.

Data East Bundles KARATE CHAMP and KUNG FU MASTER

Two classic martial arts games from Data East are to be bundled in a single Data East package for a retail price of $14.95. Both Apple II and Commodore 64/128 versions of KARATE CHAMP and KUNG FU MASTER will be included in the package.

News from Rainbird

Rainbird recently announced that new versions of UNIVERSAL MILITARY SIMULATOR will soon be available for Macintosh, Amiga, and Apple IIGS computers (MSR $49.95). The program allows the user to re-enact ancient historical battles or construct entirely new ones. Already popular with wargamers in its initial MS-DOS and Atari ST formats, UNIVERSAL MILITARY SIMULATOR will have the added enhancement of digitized sound in its newest versions.

Arcade-Style Action and Adventure from Rainbird

Rainbird has announced a value-priced line of software titles which will feature arcade-style action and adventure. The first two products in the line are ENLIGHTENMENT and BLACK LAMP, both available for Amiga ($24.95) and Commodore 64/128 ($19.95); BLACK LAMP is also available in an Atari ST version ($24.95). ENLIGHTENMENT is a fast-action game of five dungeon levels in which the player controls a druid attempting to rid the land of an evil wizard's influence. It includes 32 different magical spells and a variety of powers to help the druid in his quest. BLACK LAMP is a medieval quest in which Jolly Jack attempts to find enchanted lamps while battling a large variety of animated creatures. STARGLIDER, an earlier Rainbird title released in the U.S. under the Firebird label, will also be reissued as part of the value-priced software line. STARGLIDER will now be available at $29.95 for MS-DOS, $24.95 for Amiga and Atari ST, and $19.95 for Apple II and C64/128. This fall, Rainbird will add two new titles to the value-priced line: VIRUS and SPACECUTTER.

Computer Version of Boardgame, SCRUPLES

New from Virgin Games (distributed by Electronics Arts) is A QUESTION OF SCRUPLES, based on the popular board game that deals with provocative moral dilemmas. Playable by one to ten people, the game for Atari ST (MSR $39.95) is infinitely replayable because no two games are ever the same.

More WIZARDRY for Commodore Computers

Sir-Tech Software, Inc. recently released WIZARDRY II: THE KNIGHT OF DIAMONDS for C64/128 (MSR $39.95) so that players who have developed characters in PROVING GROUNDS OF THE MAD OVERLORD can test them further in the six-level, 3-D full-screen maze of the second scenario.

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.

Taito Introduces Its First Computer Games

With plans to introduce a variety of arcade-based computer games across several systems by the end of this year, Taito has recently released five titles for Commodore 64/128: ALCON, ARKANOID, BUBBLE BOBBLE, RENEGADE, and RASTAN. (Retail price is $34.95 on all but the first two, which are $29.95 each.) Additional titles planned for C64/128 are GLADIATOR, QIX and SKY SHARK at $29.95 and OPERATION WOLF at $39.95. IBM/Tandy versions will be available on 5.25-inch or 3.5-inch disks for seven of the nine Taito games (all but OPERATION WOLF and RASTAN). IBM versions will be $34.95 each, except for BUBBLE BOBBLE and RENEGADE at $39.95 each. Apple II versions of the Taito arcade games will also run on the GS and include ARKANOID ($29.95), BUBBLE BOBBLE, QIX and RENEGADE ($34.95 each). All the Taito games but SKY SHARK are planned for the Atari ST ($39.95 each, except ARKANOID at $34.95). Amiga versions ($39.95) are slated for all but ALCON and ARKANOID.

The Taito Games

Interplanetary combat is at the]heart of ALCON, a game that features lasers, homing missiles, bombs and shields as you battle the aliens. ARKANOID is ostensibly a space-themed game, too, but the play action is similar to the classic "Breakout," although with lots more special features. BUBBLE BOBBLE contains 100 screens of humorous bubble-blowing and bursting and stars a pair of cute brontosauruses named Bub and Bob. GLADIATOR is a fighting game set in ancient Rome, while RENEGADE features street fighting against thugs in the city subways. RASTAN is an action-adventure set in a world of magic and dragons in which the player takes the role of an ancient warlord. QIX is a classic puzzle game which places as much emphasis on thinking as it does on eye-hand coordination. OPERATION WOLF and SKY SHARK both feature military-style action, the first in a hostage rescue operation, and the second at the controls of a World War II P-40 Tiger Shark aircraft behind enemy lines. (See Availability Update for projected release dates.)

IBM PC & COMPATIBLES

ALIEN FIRES - 2199 A.D. (★★1/2/★★1/2) is a graphic role-playing adventure from *Paragon Software* (distributed by *Electronic Arts*). Set at the cusp of the 22nd century, the game casts the player in the role of a Time Lord charged with the task of finding an insane scientist and his time machine at Galaxy's End. The Time Lord must destroy the machine before the scientist does the unthinkable: travels to the dawn of time, views the Creation of all that exists, and likely destabilizes the temporal structure on which the universe rests. The game begins with the player's creation of his or her Time Lord character, choosing relative strengths of the Time Lord's skills: fighting, marksmanship, diplomacy, dexterity, understanding, tracking, quickness. The initial portion of the game is a three-dimensional maze rendered in vector graphics style, the mining colony at Galaxy's End. The object at this stage is to get a ride to the Octo space station aboard a cargo freighter or starship, interacting with the characters the Time Lord meets in order to gather valuable information and clues. Combat is possible, but not such a good idea at this early stage while your Time Lord is still relatively defenseless. The heart of the game is the actual search for the scientist, Samuel Kurtz, at the Octo space station.
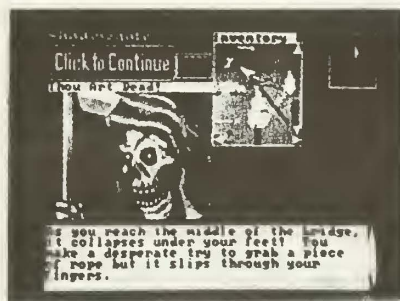
Not Especially Compelling

The premise of this game sounded interesting enough, but we did not find the adventure especially compelling as we explored and interacted

with other characters. The parser is a simple one, with far more emphasis on the graphic elements and combat sequences. Graphics, even in EGA mode, are not inspiring. Unfortunately for the unsuspecting IBM gamer, the box art contains only Amiga screens and refers to the "digitized rock music and sound effects" which, of course, do not exist in the IBM version. We would suggest getting a look at this one before you decide to purchase, if possible. (Solo play; Keyboard; Includes 5.25" & 3.5" disks; Blank disk required for game-saving; Requires DOS 2.1 or greater, 512K & CGA or EGA.) IBM PC/compatibles version reviewed; also available for Amiga and Atari ST at $39.95.

Not recommended. (MSR $44.95)

SHADOWGATE (★★★★/★★★★) is just as irresistible in its latest IBM/Tandy-compatible incarnation as it has been on other computer systems. Developed by *ICOM Simulations for Mindscape*, SHADOWGATE follows the highly interactive graphics-and-text adventuring style of its predecessors, "Deja Vu" and "Uninvited" by drawing the player inexorably into its story of gothic horror. For those not familiar with ICOM Simulations' stylish way with adventures, text entry is kept to a bare minimum by allowing the player to manipulate pictured objects directly and through the use of click-on menus for frequently used commands such as "examine" and "go." The pictorial approach is easy and natural, a result of the game's original development in the Macintosh environment. The storyline is appropriately scary, as you enter the foreboding, ruined castle of the Warlock Lord who aims to raise the titan Behemoth and destroy the land. The place is overrun with every kind of creepy creature imaginable, from dragons and trolls to wizards and demons. This one is a must for anyone who loves a scary story. (Solo play; Mouse, joystick or keyboard; Blank disk required for game-saving; Requires 640K & CGA; Installable on hard disk.) IBM PC/XT/AT/Tandy version reviewed; also available for Macintosh, Amiga, Atari ST.

Recommended. (MSR $44.95)

ZAK McKRACKEN AND THE ALIEN MINDBENDERS (★★★1/2/★★★★) is the latest bit of craziness from the talented *Lucasfilm Games* group, whose products are now distributed by *Mediagenic* (formerly Activision). Those who have played Lucasfilm's earlier graphic comedy-adventure, "Maniac Mansion," will recognize the style of ZAK McKRACKEN: the easy, point-and-click interface that eliminates typing (and guessing at parsers), the multiple, cartoon-like characters, the cinematic touches such as cut-scenes which show what's happening elsewhere in the story. As much as we liked "Maniac Mansion" (we gave it four stars for gameplay, too), we like the zany and irreverent ZAK McKRACKEN even better. The plot is outrageous: McKracken is a writer for The National Inquisitor, one of those tabloids with screaming, improbable headlines ("Two-Headed Squirrel Attacks Two Campers at Once"), and he

discovers a genuine extraterrestrial plot designed to reduce every human's I.Q. to single digits. It seems the aliens, who wear Groucho Marx-style nose glasses and cowboy hats to appear like humans, have infiltrate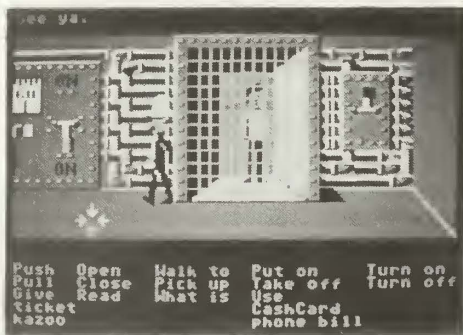d the phone company to send out their mind-sapping signals to humans everywhere! Poor Zak, who wants nothing more than to finish his latest bizarre assignment for the Inquisitor and begin his novel, finds himself in the middle of the alien plot, trying to stop it before the brainpower of the entire human race turns to rice pudding. He enlists the help of a young woman, head of the Society of Ancient Wisdom, and her two friends to do the job. And of course, your help is required as well!

Hilarious Adventure

The Lucasfilm design team has outdone their previous "Maniac Mansion" effort by a good measure in this hilarious adventure. The comfortable interface makes the game friendly to beginners, yet there is sufficient depth to keep experienced gamers chuckling for many hours. Puzzles have multiple solutions, and your characters aren't needlessly or easily "killed," so the frustration level is bearable. The ability to "change places" with other characters in the game, even to the point of cooperation among characters to solve some puzzles, adds depth to the game. The animated graphics are charming. And the story is nothing short of inspired! ZAK McKRACKEN is definitely the best and most entertaining product yet from the Lucasfilm Games group—don't miss it! (Solo play; Mouse, joystick or keyboard; 256K; Includes 5.25" & 3.5" disks; Supports EGA/CGA/VGA/MCGA/Hercules; Not copy-protected.) IBM PC/XT/AT/PS2/Tandy version reviewed; also coming soon for 128K Apple II and Commodore 64/128 at $34.95. Recommended. (MSR $44.95)

PHARAOH'S REVENGE (★★1/2/★★★1/2) is a multi-level, arcade-style climbing adventure in the classic manner of "Lode Runner" or "Jumpman." The game was designed by Ivan Manley and published by *Publishing International*, a company which has previously concentrated on easy-to-use, value-priced productivity and utility software for MS-DOS computers. However, Publishing International was started by Brad Fregger, a man with more than one dream. Fregger burns with a missionary's zeal, not only to create productivity programs that "do the things people want to do with a computer" at a reasonable price, but also to "help fine products get a place in the market," including entertainment programs such as Manley's PHARAOH'S REVENGE, which had been rejected by several of the large software publishers. We do not know these companies' reasons for rejection, but we assume that the absence of flashy graphics in PHARAOH'S REVENGE may have had something to do with it.
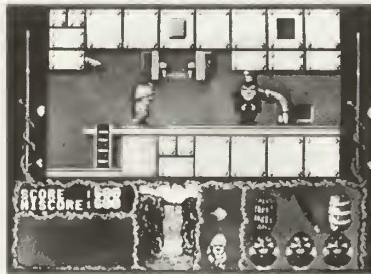
Deceptively Simple-Looking

This deceptively simple-looking game contains 250 levels of basic rock structures—the ancient tombs of the Pharaohs—with precious golden ankhs suspended from the ceilings. You are the archaeologist-explorer with a limited supply of ladders, seeking the golden treasures guarded by the vengeful Pharaoh's tomb guards, the mummies. For a bunch of very old and very dead guys, these mummies are tough to avoid as they chase your character around the tombs. Your ability to complete the levels depends not only on plotting the best routes to the ankhs, but also on learning how to lead the mummies astray and give your character precious extra seconds. There are four game variations from Beginner to Championship, all of them challenging and utterly addictive. And if you want something much easier or more difficult than what the designer has provided, you can use the game's built-in construction kit, referred to as "Create Your Own Craziness" in the instructions, to make endless variations on the tombs. This game won't blow you away with breathtaking graphics because it uses very basic figures and backgrounds. However, the play value is solid and satisfying. We found the game a difficult one to put away. PHARAOH'S REVENGE is the perfect antidote for an overdose of complex, cerebral computer games. It's easy to learn, difficult to master, loads of fun to play—and definitely habit forming! (Solo play; Joystick or keyboard; Pause; Blank disk required for game-saving & construction set; Not copy-protected; IBM version available on 5.25" or 3.5" disk.) Apple II and IBM/Tandy versions reviewed; also planned for Commodore 64/128.
Recommended. (MSR $29.95 except $32.95 for 3.5" IBM version)

MULTI-SYSTEM Software

COSMIC RELIEF: PROF. RENEGADE TO THE RESCUE (★★★1/2/★★★1/2) is an inspired bit of looniness from *Datasoft* in the form of an improbable action-adventure. Designed by the British developers, *Grand Slam Entertainment Ltd.*, the game is full of characters and situations that would be quite at home in a Monty Python skit. According to the story, a certain Professor K.K. Renegade predicted 40 years ago that a giant asteroid was hurtling toward Earth. No one believed him then, but now there's this rapidly approaching piece of space rock the size of Louisiana... Important people decide that the best person to save Earth from imminent disaster is the very fellow who predicted the catastrophe years ago. Unfortunately, the professor

has become a recluse, and no one knows just where he might be. This is where you come in, as you control one of five internationally famous adventurers on a quest to find Prof. Renegade and persuade him to build an anti-asteroid deflector. Up to this point, the story is reasonably ordinary-sounding. Sure it is—until you meet the adventurers: Fortisque Smyth, the British Lego weapons expert and self-confessed "sixth Beatle"; Big John Cayne, the 6'14" explorer who got a case of the willies upon meeting the legendary dog known as Goofy at Disneyland; Wu Pong, the Chinese/Japanese/Irish/Swedish/Tex-Mex adventurer and photographer of such dangerous things as the Ayatollah sunbathing; Herr Krusche, the German Pink Baron ("Red" was already taken), and Henri Beaucoup, the laughing Frenchman known for preparing exotic dishes such as Platypus Tartare. And then there are the tools and treasures to be found and used on your adventurer's trek to find Renegade, such as teacups, unicycles and flying vacuum cleaners, to name just a few.

Bizarre Landscape

Your adventurer travels through a bizarre landscape full of strange objects and even stranger creatures, most of them leftover creations made by Prof. Renegade himself. There are flying lizards, stone snakes and great blue drops of acid rain. Some objects you find are merely curious but necessary to the completion of the quest. Others are useless red herrings, and it's up to you to figure out which are which by trial and error. We haven't found the professor yet, but we've certainly had a lot of fun trying. COSMIC RELIEF combines amusing situations, very well animated graphics, and a slightly wacky adventure for an entertaining and original piece of gaming. This one is ideal for all ages. Kids will love the colorful characters and general silliness, while adults will definitely appreciate the off-the-wall British humor the permeates the entire game. (Solo play; Joystick or keyboard; Pause.) Atari ST and Commodore 64/128~ versions reviewed. Coming soon for Amiga; planned for Apple II and IBM/compatibles.
Recommended. (MSR $34.95 ST, $24.95 C64/128)

ATARI ST Software

TYPHOON THOMPSON in SEARCH FOR THE SEA CHILD (★★★★/★★★★) for the Atari ST is billed as the "deluxe version" of the Apple II game, "Airheart." It is a most unusual arcade-style game by Dan Gorlin (who also designed "Choplifter!") for **Broderbund**, a game that defies comparison because there isn't anything else quite like it. When we reviewed "Airheart" almost two years ago, we loved the fluid animation, dazzling double hi-res graphics, and fascinating play action of the game. Now that the game has been moved to the Atari ST, a machine with inherently greater graphics capability than the Apple II, we're again impressed with Gorlin's ability to maximize the potential of the system he's using. And though the graphics (and superb sound) of TYPHOON THOMPSON create the initial gee-whiz impression, the wonderful play action supports that impression with challenging, solid entertainment value.

The Rescue

TYPHOON THOMPSON's story is set in the 22nd century when a passenger transport flight over the ocean planet of Aguar crashes into the sea. Though it is unlikely that anyone could have survived the crash, a faint biotracking signal seems to indicate that a tiny human child lives. As the adventurer, Typhoon Thompson, you are dispatched to Aguar to find and rescue the child, who has been hidden by the Sea Sprites in an observatory dome. Aided by Spirit Guardians, you seek the tools needed for the ultimate rescue. You pilot a wave-skimming Jet-Sled, controlling its swooping, sweeping movements with your mouse as you force Flyers from their island hiding places to capture their pilots, the Sea Sprites. When you've collected all the Sprites from a village's seven islands, you can claim the item you seek from village's Treasury Dome. Then it's on to further, more difficult missions as you move ever closer to rescuing the child.

Extraordinary Game

TYPHOON THOMPSON is an extraordinary game on many levels. First impression sights and sounds are alive with superb animation and excellent music. After a little practice, the control scheme of mouse-flight over and under water is sheer exhilaration. Response is instantaneous as you change directions, swoop down to nab a Sprite, and careen toward another island. The game has the ability to make you feel as if you're soaring—a feeling like no other game we've played. And the variety of challenges is enough to keep you playing for hours. Don't miss this one! (Solo play; Mouse & keyboard; Pause.) Atari ST version reviewed; also planned for Commodore 64/128.
Recommended. (MSR $34.95)

DIVE BOMBER (★★★/★★★) is a flight simulation and combat game from the British company, **U.S. Gold**, which is distributed in the U.S. by **Epyx**. It is a semi-factual re-creation of the 1941 mission to sink the famous German battleship, the Bismarck. The motive for the mission was heavily tinged with revenge, as the Bismarck had sunk the British ship, HMS Hood, with a crew of 1400 seamen aboard. The British Admiralty rushed a complement of torpedo bombers to the aircraft carrier, Ark Royal, in preparation for the hunt. You get to pilot one of those torpedo bombers, albeit one that never took part in the actual sinking of the Bismarck. The Grumman Avenger (codenamed Blackhawk) was only a prototype in 1941, but for the purposes of DIVE BOMBER, the deadliest torpedo bomber of World War II is in your hands.

Sink the Bismarck!

DIVE BOMBER gives you the opportunity to become familiar with the Avenger through flight training missions so that you'll be better prepared for the real thing. The program includes separate training missions for takeoffs, landings aboard the carrier Ark Royal, and the seek-and-destroy portion of the simulation when you go after the Bismarck. These training sessions are critical, because the actual sink-the-Bismarck mission is unforgiving—you get only one chance to torpedo the ship. During training, you'll become familiar with the four positions you'll be monitoring: pilot's screen, engineer's screen, navigator's screen and tail-gunner's screen. There is a lot to keep track of, but players who are comfortable with flight simulation games should have no real problems. When you're ready for the actual mission, the captain of the Ark Royal has you draw straws: the shorter the straw, the more difficult the mission. And there's more to the mission than simply finding and destroying the German battleship. There are intelligence reports to be monitored and plenty of trouble from the German Navy in the form of Dornier aircraft, E-boats, mines and U-boats. DIVE BOMBER offers a good blend of flight simulation, strategy and combat action that will be especially appealing to those who appreciate historical simulations. Graphics are clean and realistic, and the sound effects add a sense of being part of an actual mission. (Solo Play; Joystick or mouse & keyboard; Pause.) Atari ST version reviewed; coming soon for Amiga. Also coming soon for Commodore 64/128, Apple II and IBM PC/compatibles at $39.95.
MSR $49.95

CAPTAIN BLOOD (★★★★/★★★★) is a stylishly futuristic graphic adventure by _Infogrames of France for Mindscape_. The story is something of a programmer's nightmare—literally. You play the role of the programmer, who is known by his pseudonym, Captain Blood. Determined to create the ultimate science-fiction adventure, Blood lavished months on his complex game-world of Hydra and gave the adventurer-hero his own name. When he executed the final "Run" command, something very strange happened as Blood was drawn into the screen, literally sucked into his own game. But during the last space-warp, Blood's genetic structure was fragmented, giving life to five Captain Blood clones. Unfortunately, the clones are scattered and hidden somewhere in the galaxy. Even more unfortunately, the clones absorbed most of Blood's vital fluids, shortening his life expectancy alarmingly. Now he must race against time to find and capture; the clones, regain his vital fluids, and simply survive. What ensues is a quest of gigantic proportions: 32,768 planets to visit and 14 alien races to encounter in your role as Captain Blood.

The Quest for the Clones

The game begins with a picture through the viewport of your space craft, your biomechanical arm poised at the controls below the view through space to a planet. (The galaxy is recreated each time you play, so you never see the same planet at the beginning when you re-boot.) Cockpit controls include galaxy map, zoom-in planetary surface viewer, planet destruct activator and OORXX landing activa-

tor, among others. That first planet is critical to your success, because it is inhabited. You could spend years hyper-warping among more than 32,000 planets to find the few inhabited ones, and you have something more like hours than years before your lack of vital fluids reaches the critical point. So you send down the OORXX, a remote-controlled reconnaissance craft, to fly above the fractally generated landscape of the planet. Land the OORXX, and you will have the chance to communicate (via the icons of UPCOM—Universal Protocol of Communication) with the resident alien of the planet, who will offer clues to guide your quest for the clones. Of course, not all planets are hospitable nor all aliens friendly in Hydra. If you do manage to find all five clones, however, the last one will give you the coordinates of the planet where Torka, the beautiful Ondoyaknte, is waiting. You can count on her to be VERY friendly.

Fabulous Graphics

CAPTAIN BLOOD is a great adventure full of witty moments, fabulous graphics, vast areas to explore, bizarre alien beings, and a wonderful variety of challenges. Without any keyboard entry required, the mouse is your direct connection with the game and its story, so it's very easy to become totally involved in the quest. Terrific story, superb graphics, randomness for repeat playability—CAPTAIN BLOOD is a winner. (Solo play; Mouse; Blank disk required for game-saving.) Atari ST version reviewed; coming soon for Amiga and IBM/compatibles. Also planned for Commodore 64/128.
Recommended. (MSR $49.95)

WARLOCK (★★★1/2/★★★1/2) is an arcade-style, action-adventure from _Three-Sixty_, and it was designed by Infogrames of France. (This seems to be the month for software designed in France!) As you might guess from the title, the game involves a male witch or wizard type of character-\-a good one in this case. The warlock, controlled by the player, travels the split-level screens of the game in search of eight magical objects and his ultimate goal, the precious jewel of the Underworld known as the Karna. The evil creature who stole the Karna and hid it away will stop at nothing to keep his booty. He lays traps for the warlock. He sends out his dark servants: zombies, fire-breathing animals, nasty butterflies, carnivorous fish, and lots of other fantastic creatures. The warlock can shoot with his wand or jump out of the way—but he must avoid contact with any of the bad guys to keep his vitality level up. Being a magical creature himself, the warlock has more than a few tricks up his voluminous sleeves. There are many places in the game where he can travel instantly up or down between the two horizontal levels of the game screen. The game is full of scary stuff, but it's done with a light touch and ends up being more humorous than horrifying. But most of all, WARLOCK is highly entertaining, from its very detailed graphic treatment to the variety of its challenges. Though it is somewhat reminiscent of the arcade games "Ghosts'n Goblins" or "Castlevania," WARLOCK has an amusing style all its own. We had a lot of fun with this one. (Solo play; Joystick or keyboard; Pause.) Atari ST version reviewed; coming soon for Amiga. Also coming soon for Apple IIGS at $39.95 and for Commodore 64/128 at $29.95. **Recommended.** (MSR $34.95)

JET Now Available for Atari ST

SubLOGIC recently released a new version of JET (MSR $49.95) for the Atari ST. The flight simulation program gives the player a choice between the F-16 Fighting Falcon and the carrier-based FA-18 Hornet. The ST version features free flight, combat, and dogfighting and offers multiple solid 3-D ground targets. SubLOGIC also announced the availability of an ST version of their JAPAN SCENERY DISK ($24.95) for use with either JET or FLIGHT SIMULATOR II.

THE VIDEO GAME UPDATE

More Nintendo Software Delays: Link, Super Mario Bros. 2

The continued delays and shortages of product for the Nintendo Entertainment System are adding up to a frustratingly old story by now. We learned recently that SUPER MARIO BROS. 2 has been bumped to mid-September, and ZELDA II: THE ADVENTURE OF LINK is now slated for early December. (Do we hear a collective groan out there from the 55% of our readers who own the Nintendo system?!) To make matters worse, we understand that LINK has just been released in Canada—happy news for our Canadian subscribers, but just added misery for the U.S. Nintendo players who have been waiting for the ZELDA sequel for almost a year now. What are the folks at Nintendo thinking as people get angrier and angrier?? And as unhappy as gamers are about the shortages, the retailers and manufacturers are just as displeased, especially as the very important pre-Christmas selling season approaches.

NINTENDO Software

GAUNTLET (★★★★/★★★★) is finally available for the Nintendo Entertainment System from *Tengen*, and it is THE definitive home version of this Atari Games Corp. coin-op favorite. We've seen the computer versions, and Tengen's adaptation outshines them all. This GAUNTLET boasts sparkling, colorful graphics and highly challenging play action. For those who haven't seen any version of GAUNTLET before (there might be one or two of you out there), it's a multi-level maze-action game viewed from an overhead perspective. One or two players choose characters to control (warrior, valkyrie, wizard or elf), guiding them through the labyrinths full of every kind of danger imaginable, along with treasures and helpful items. Over 90 mazes comprise the Five Worlds, where progress becomes ever more difficult on the way to the final goal: the recovery of a Sacred Orb.

Worth Looking for

GAUNTLET in all of its versions is one of those games that you just can't stop playing. Fortunately for NES owners, Tengen has maintained the allure of the original coin-op and programmed this new version for smooth control, wonderful sound and crisply detailed graphics. This version also includes the cooperative two-player game that so many arcade fans enjoy. And since we've commented so often on badly written instruction booklets, it's worth noting that Tengen's booklet for GAUNTLET could serve as a model for <the way these booklets should be written. It contains full explanations of game elements and many illustrations. Like just about everything for the NES these days, GAUNTLET may be a little difficult to find, but it's worth looking for. (Solo, 2-player cooperative or competitive; Pause; Password feature.) NES version reviewed. Also available from Mindscape for Commodore 64/128 and Atari XE/XL at $34.95, for Apple II and IBM/compatibles at $39.95, for Apple IIGS at $44.95, and for Amiga and Atari ST at $49.95. Recommended. (MSR $44.95)

Sega Plans 3-D Version of OUT RUN

Currently in the works at Sega is a new, 3-D version of the car-racing favorite, OUT RUN, for use with the SegaScope 3-D glasses. Watch for this one during the first quarter of 1989. Like the recently released 3-D version of SPACE HARRIER, OUT RUN 3-D is expected to be similar to the original OUT RUN game in play action but with enhanced graphic additions.

New Game Accessory

Tamrac has just announced a portable storage unit which will work for your Nintendo, Sega, or Atari XE game system. *The System Keeper* is a storage unit is made of sleek black, weather-resistant Cordura nylon with separate compartments to hold the game unit, controllers, light gun, cords, and a basic supply of game carts with instruction

booklets. It's foam-padded for protection and perfect for carrying your system to a friend's house. The suggested retail is $43.95.

Tamrac has also announced the *Game Keeper*, a companion for the System Keeper. This unit provides padded, dust-free storage and portability for ten NES cartridges. The retail for this unit is $16.50.

Coming from Capcom for Nintendo system

The title previously announced as MICKEY MOUSE by Capcom for the Nintendo Entertainment System has undergone a slight name change. The new name is MICKEY MOUSECAPADES, and we hope to have an early review copy in time for next month's issue. The action-adventure stars the lovable Disney characters, Mickey and Minnie Mouse.

BASES LOADED Clarification

In our June, 1988 issue we stated that Jaleco's BASES LOADED for the Nintendo Entertainment System "actually arrived in the U.S. but had to be recalled due to a defective chip." As was pointed out to us by a Jaleco representative, we were misinformed because the cartridge never arrived in the U.S. at all. The defective chip was actually discovered during the manufacturing process at the plant in Japan, thus delaying the release of BASES LOADED. We did not state, nor did we mean to imply, that the cartridge had been released in the U.S., because the term "released" means to us that a product has actually been shipped to at least some U.S. retailers and/or distributors. We apologize to Jaleco and to our readers for this error.

Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
Empire (INS)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Fire Zone (DS)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Futuremagic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Global Commander (DS)
Gold Rush (SIE)
Graphics Studio (ACO)
Harpoon (TS)
Hat Trick (CAP)
Ice Thrashers (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Monopoly (VIR)
Napoleon in Russia (DS)
Paperboy (MIN)
Pirates (MIC)
Power at Sea (ACO)
President Is Missing (COS)
Rubicon Alliance (DS)
Sarge (CAP)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sorceror Land (DS)
Sporting News Baseball (EPY)
Star Empire (FR)
Star Fleet II (INS)
Stocker (CAP)
Street Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
Train, The (ACO)
Trials of Honor (EPY)
Uninvited (MIN)
Victory Road (DE)
Visions of Aftermath (MIN)
Wizard Wars (PAR)
FOURTH QUARTER
Alcon (TAI)
Battleship (EPY)
Bubble Bobble (TAI)
Carrier Command (RAI)
Falcon/AT EGA (SPE)
Gladiator (TAI)
Guerilla Wars (DE)
Leisure Suit Larry II (SIE)
Manhunter: New {York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
PT-109 (SPE)
Qix (TAI)
Renegade (TAI)
Scruples (VIR)
Sky Shark (TAI)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)

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

ATARI 2600
SEPTEMBER
Pete Rose Baseball (ABS)
Tomcat F-14 Simulator (ABS)
OCTOBER

River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
THIRD QUARTER
Dark Chambers (AT)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)

ATARI 7800
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)

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

NINTENDO
JULY
x-Gauntlet (TEN)
x-Iron Tank (SNK)
x-Metal Gear (ULT)
AUGUST
Donkey Kong Classics (NIN)
L Trevino Fighting Golf (SNK)
x-Legendary Wings (CAP)
SEPTEMBER
Adventure Island (wHS)
Bases Loaded (JAL)
Battlefield Napoleon (BRO)
Bomberman (HS)
Cobra Command (DE)
Dr. Chaos (FCI)
Galaga (BAN)
Golgo 13 (VT)
Indiana Jones-Temple/Doom (MIN)
Life Force (KON)
Magmax (FCI)
Milon's Secret Castle (HS)
Pac-Man (TEN)
Seicross (FCI)
Super Mario Bros 2 (NIN)
Wheel of Fortune (GT)
Xevious (BAN)
OCTOBER
Adventures/Bayou Billy (KON)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Ghostbusters (ACT)
Jackal (KON)
Jeopardy (GT)
John Elway's Quarterback (TW)
Mickey Mousecapades (CAP)
1943 (CAP)
Racket Attack (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Simon's Quest (SUN)
Skate Or Die (ULT)
Superman (KS)

Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
NOVEMBER
Operation Wolf (TAI)
Paperboy (MIN)
Rampage (DE)
Sky Shark (TAI)
Track & Field II (KON)
Ultima (FCI)
DECEMBER
Adventure of Link (NIN)
Blades of Steel (KON)
Blaster Master (SUN)
Dr. Jekyll & Mr. Hyde (BAN)
Legacy of the Wizard (BRO)
Robo-Cop (DE)
Street Fighter (CAP)
Teenage Mutant Ninja Turtles (ULT)
Tetris (TEN)
WWF WrestleMania (ACM)
Xenophobe (SUN)

SEGA
JULY
x-Alex Kidd: Lost Stars (SEG)
x-Fantasy Zone: The Maze (SEG)
x-Space Harrier 3-D (SEG)
x-Zillion II: Triformation (SEG)
AUGUST
Blade Eagle 3-D (SEG)
Monopoly (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Adaptor (SEG)
Wonder Boy: Monster Land (SEG)
SEPTEMBER
Kenseiden (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Shinobi (SEG)
Spy Vs. Spy (SEG)
Thunder Blade (SEG)
OCTOBER
R-Type (SEG)
NOVEMBER
Double Dragon (SEG)
Poseiden Wars 3-D (SEG)
Rambo III (S EG)
Y's (SEG)
DECEMBER
A.L.F. (SEG)

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

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
ARC...Arcadia
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY..Epyx
FR... First Row S/W
GAM...Gamestar
GDW..Game Designer's Workshop
GT...GameTek
HAL...Hal America
HJC...HJC S/W
HS...Hudson Soft
INF...Infocom
INS...Interstel
IP...Interplay
IS...ICOM Simulations
JAL...Jaleco
KON...Konami
KS...Kemco-Seika
LF...Lucasfilm Games
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computisng
ORI...Origin Systems
PAR...Paragon
PB...Parker Bros.
POL...Polarware
PSY...Psygnosis
PI...Publishing Int'l
RAI...Rainbird
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SPE...Spectrum HoloByte

SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultrax
USG...U.S. Gold
UXB...UXB S/W
VIR...Virgin Games
VT... Vic Tokai

Japanese Game Fanatics' Tip of the Month

Our thanks to Zaki Husian from Canfield, Ohio who passes along some tips for Sega owners.

In *Aztec Adventure*, select round by pushing up on the control pad five times before the scroll opens on the title screen. Then push 3 times to the right when Nino throws the money. Then push left when the characters walk off the screen.

In both *Space Harrier and Space Harrier 3-D* , go to the sound test on both and play these numbers in order: 7,4,3,7,4,8,1. You can become a jet on Space Harrier and you'll get a secret message on Space Harrier 3-D.

A Note About Game Screens

We use them whenever possible; however, because we often get review copies before they are even available for sale, the companies don't always give us screen artwork. If we can find a good rendition within the documentation, we'll use that as we know how important the screens are to you. We also know, however, you don't want to wait an additional month or two for the review just so we can get a picture! So, if there's no screen shown, we were not able to get it for you.

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.

METAL GEAR (★★★1/2/★★★1/2) is the first Nintendo game from *Ultra Games* and takes us to Outer Heaven, a small nation on the outskirts of South Africa where Colonel Vermon CaTaffy has taken control as the sole tyrant and radical dictator. Now he has turned his villagers into mercenaries for a global terrorist network as he has de-

veloped the Ultimate Super Weapon, called Metal Gear. The covert unit of "Fox Hound" is called into action and your mission as Solid Snake is to seek out and destroy Metal Gear. No easy task as you must proceed through all sorts of jungle and en-emy strongholds along the way, rescuing hostages as well as capturing needed weapons and equipment to accomplish your mission. Throughout the mission, it is critical to communicate with Com-mander South who is back at Fox Hound's headquarters. Whenever you see a flashing "call sign" on the screen, it means he's trying to reach you with key information. Move to your transceiver screen in order to receive and send messages. Within the strongholds there are one to three floors which you'll move between using elevators. Get those hostages who can also give you crucial information about the location of Metal Gear. Capturing weapons is critical as you will need the various weapons (via a weapon screen) later in various situations. You'll need everything from a rocket launcher, plastic explosives, and Baretta M92F, to a silencer. The same is true for equipment as you'll need the gas mask, infrared goggles, mine detector, rations, and much more. You'll need to do everything from checking the various floors, to the insides of parked trucks to find the items you need. Meanwhile, the enemy takes on many forms as it can be everything from a seemingly sleeping sentry to killer dogs.

Action And More

While this offers the "typical" fighting action-type game, it also requires strategic planning and careful thought as you must gather the right items to make it through to your ultimate goal. The gameplay is very challenging as it's much more than just "shoot and kill," then moving on to the next screen. The graphics are crisp and colorful with lots of varied parts of the jungle, as well as entering the backs of trucks, the transceiver screen, etc. Our one, albeit very small, complaint is that as you move from screen to screen, there are a couple of seconds where the screen goes blank as it "resets" for the next area. All in all, however, it is a very solid piece of entertainment that offers much more than just the "point and shoot" variety of gameplaying. (One player; continue feature)
Recommended (MSR $39.95)

Know Your Subscriber Number!

It's the quickest way to identify your subscription when renewing, changing an address. etc. Also, *THE ONLY WAY YOU WILL GET SUBSCRIBER PRICING IS TO GIVE US THAT ALL-IMPOR-TANT 4-DIGIT NUMBER*. Without it, you will be charged regular pricing! The number is easy to find...look at your mailing label and it is the LAST four digits of the number above your name. The first digit is *ALWAYS* a letter and that's following by three numbers. When placing an order by phone or by mail, you MUST provide that number!

LEGENDARY WINGS (★★★/★★1/2) from *Capco*m was sneak-previewed in our May issue based on a pre-release cartridge without instructions. It is a heavily action-oriented adventure in which the player controls a winged warrior out to save the world from Dark, a super-computer run amok. The game features shooting and flying action in a blend of vertically and horizontally scrolling screens of fantastic scenes. While we always appreciate the opportunity to pre-view games in advance of release for our readers, we look forward to the complete package with instructions, assuming that we might have missed something important in the game when working by trial and error. We called the game "a good one, but certainly not a great one" in the preview with the cautionary note that we could have missed important features. Unless those important features remain undocu-mented in the scanty instructions, we didn't miss a thing. Unfortu-nately, we're still very much in the dark about certain things, such as how to go about killing the circling faces that appear after the large whirlpool in the first level—if it is even possible to kill them. Short of a call to Capcom's game counselors, which shouldn't be necessary, we'll never know unless we stumble on the solution by ourselves. We're not trying to pick on Capcom, but merely to emphasize a point that we've already made many times: too many game manufacturers are not providing nearly enough information in the instruction booklets for their games. And based on our readers' input in out recent survey, many gamers agree with us. (Solo or cooperative play; Pause.) Avail-able for Nintendo Entertainment System only.
MSR $34.95

AVAILABILITY UPDATE

ATARI XE/XL
JULY
x-Napoleon in Russia (DS)
x-Graphica Companion ll (DS)
THIRD QUARTER
Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)

ATARI ST
JULY
x-Black Lamp (RAI)
x-Captain Blood (MIN)
x-Cosmic Relief (DS)
x-Dive Bomber (USG)
x-Goldrunner II (MD)
x-Indiana Jones/Temple (MIN)
x-Int'l Soccer (MD)
x-Scruples (VIR)
x-Speed Buggy (DE)
x-Twilight's Ransom (PAR)
x-Typhoon Thompson (BRO)
AUGUST
Alcon (TAI)
Arkanoid (TAI)
Bubble Bobble (TAI)
Heroes of the Lance (SSI)
x-Japan Scenery Disk (SUB)
x-Jet (SUB)
Master Ninja (PAR)
Sinbad/Throne Falcon (CIN)
x-Warlock (TS)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Deja Vu 11 (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Art & Film Director (EPY)
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Fire Zone (DS)
Frank'n'Ernest Adv (POL)
Fright Night (MD)
Global Comman der (DS)
Gridiron (BS)
Harpoon (TS)
Ice Thrashers (EFY)
Impossible Mission ll (EPY)
Karsteka (BRO)
King of Chicago (CIN)
Lock On (DE)
Music Construction Set (EA)
Napoleon in Russia (DS)
Omega Run (MD)
Platoon (DE)
Rings of Triton (MD)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorceror Land (DS)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Technocop (USG)
Trials of Honor (EFY)
FOURTH QUARTER
Gladiator (TAI)
Operation Wolf (TAI)
Orbiter (SPE)
Qix (TAI)
Rastsn (TAI)
Renegade (TAI)
RoboCop (DE)
Tetris (SPE)
Tower Toppler (USG)

COMMODORE 64/128
JULY
x-Alcon (TAI)
x-Arkanoid (TAI)
x-Black Lamp (RAI)
x-Bubble Bobble (TAI)
x-Bubble Ghost (ACO)
x-Clubhouse Sports (MIN)
x-Cosmic Relief (DS)
x-Enlightenment (RAI)
x-Graphics Companion ll (DS)
x-Home Video Producer (EPY)
x-Indiana Jones/Temple (MIN)
x-Karnov (DE)
x-L.A. Crackdown (EPY)
x-Mainframe (MI)
x-Metrocross (EPY)
x-Monopoly (VIR)
x-Napoleon in Russia (DS)
x-Rastan (TAI)
x-Renegade (TAI)
x-S~tocker (CAP)
x-Twilight's Ransom (PAR)
x-Wizardry ll (SIR)
AUGUST

Captain Blood (MIN)
x-Decisive Battles V2 (SSG)
Heroes of the Lance (SSI)
Operation Wolf (TAI)
Pool of Radiance (SSI)
720 (MIN)
x-Where/Europe Is C Sandiego (BRO)
Wizard Wars (PAR)
ZorkQuest II (INF)
SEPTEMBER
Battles of Napoleon (SSI)
Beyond Dark Castle (TS)
Fast Break (ACO)
Gladiator (TAI)
Predator (ACT)
Prime Time (FR)
Qix (TAI)
SpaceCutter (RAI)
Virus (RAI)
OCTOBER
Rack 'Em (ACO)
Rampage (ACT)
Serve & Volley (ACO)
Steel Thunder (ACO)
NOVEMBER
Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battleship (EPY)
Bionic Commando (CAP)
Black Tiger (CAP)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Destroyer Escort (MIC)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
F-18 11omet (ABS)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Fire Zone (DS)
4X4 Off-Road Racing (EPY)
4th & Inches Team Const (ACO)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Lock On (DE)
Main Event (GAM)
Moses #1 (FR)
Navcom 6: Gulf Defense (COS)
Neuromancer (IP)
Old Scores (DS)
President Is Missing (COS)
Red Storm Rising (MIC)
Risk (VIR)
Rocket Ranger (CIN)
S.D.I. (CIN)
Sarge (Cap)
Scruples (VIR)
Sorceror Land (DS)
Space (ABS)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Tower Toppler (USG)
Trojan (CAP)
U.S.S. Ocean Ranger (ACT)
Ultima V (ORI)
Warlock (TS)
Zak McKracken (LF)
FOURTH QUARTER
Carrier Command (RAI)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Mind-Roll (EPY)
Pharaoh's Revenge (PI)
PT-109 (SPE)
Robocop (DE)
Sky Shark (TAI)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)

APPLE IIe/IIc
JULY
x-Soko-Ban (SPE)
x-Spiderbot (EPY)
x-Tetris (SPE)
AUGUST
Arkanoid (TAI)
Battles of Napoleon (SSI)

Tower Toppler (USG)
Trials of Honor (EPY)
Unv Military Simulator (RAI)
Victory Road (DE)
Vigilante (DE)

AMIGA
JULY
x-Bard's Tale II (EA)
x-Black Lamp (RAI)
x-Carrier Command (RAI)
x-DeluxePhotoLab (EA)
x-Enlightenment (RAI)
x-Solitaire Royale (SPE)
x-Sub Battle Simulator (EPY)
x-Superstar Ice Hockey (MIN)
x-Univ Military Simulator (RAI)
AUGUST
Bubble Bobble (TAI)
Captain Blood (MIN)
Cosmic Relief (DS)
First Expedition (INS)
Gauntlet (DS)
Heroes of the Lance (SSI)
x-Questron ll (SSI)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Honeymooners (FR)
Lords of Rising Sun (CIN)
Prime Time (FR)
TV Sports Football (CIN)
Twilight Zone (FR)
NOVEMBER
Deja Vu 11 (IS)
Guardians of Infinity (PAR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Alt Reality 2: Dungeon (DS)
Battle Chess (IP)
BattleDroidz (DS)
Battleship (EPY)
Bubble Ghost (ACO)
Craps Academy
Apollo 18 (ACO)
Dive Bomber (USG)
Final Assault (EPY)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Global Commander (DS)
Gunship (MIC)
Harpoon (TS)
Ice Thrashers (EPY)
Land of Legends (MI)
Master Ninja (FAR)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Rockford (ARC)
Silent Service (MIC)
Star Wars (BRO)
Starglider II (RAI)
Street Sports Basketball (EPY)
Time Bandits (MD)
Tracers (MI)
Train, The (ACO)
Turbo (MI)
Warlock (TS)
FOURTH QUARTER
Games: Summer Edition (EPY)
GATO (SPE)
Gladiator (wTAI)
Operation Wolf (TAI)
Qix (TAI)
Rastan (TAI)
Renegade (TAI)
Sky Shark (TAI)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tetris (SPE)
Tower Toppler (USG)
Trials of Honor (EPY)

APPLE IIGS
JULY
x-Mixed-Up Mother Goose (SIE)
x-Questron ll (SSI)
x-Tetris (SPE)
x-Univ Military Simulator (RAI)
AUGUST
S.D.I. (ICIN)
OCTOBER
Journey (INF)
NOVEMBER
Battle Chess (IP)
Deja Vu 11 (IS)
Serve & Volley (ACO)
Shogun (INF)
Zork Zero (INF)
THIRD QUARTER
Art & Film Director (EPY)
Bubble Ghost (ACO)
Card Sharks (ACO)
Dark Castle (TS)
Deja Vu (MIN)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Galactic Invasion (MI)
King of Chicago (CIN)
Land of Legends (MI)
Last Ninja, The (ACT)
Mini Putt (ACO)
Pinball Wizard (ACO)
Silent Service (MIC)
Silpheed (SIE)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
Warlock (TS)
FOURTH QUARTER
Futuremagic (EA)
Games: Summer Edition (EPY)
Pirates (MIC)
Street Sports Football (EPY)

MACINTOSH
JULY
x-C Yeager Adv Flt Trainer (EA)
x-Orbiter (SPE)
x-Shufflepuck (BRO)
x-Solitaire Royale/Mac ll (SPE)
x-Tetris (SPE)
x-Twilight's Ransom (PAR)
x-Univ Military Simulator (RAI)
AUGUST
Colony (MIN)
OCTOBER
Guardians of Infinity (PAR)
Journey (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
Deja Vu 11 (IS)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Scooby-Doo (MI)
THIRD QUARTER
Anc Art War/Sea (BRO)
Android Arena (SIL)
AutoDuel (ORI)
Fire Power (ACO)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Might and Magic (NWC)
Police Quest (SIE)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Train, The (ACO)
Ultima IV (ORI)
FOURTH QUARTER
Carrier Command (RAI)
Games: Summer Edition (EPY)
Tetris/Mac ll (SPE)

IBM/Tandy
JULY
x-Alien Fires (PAR)
x-Home Video Producer (EPY)
x-L.A. Crackdown (EPY)
x-Last Ninja, The (ACT)
x-FliM Pegasus (LF)
x-Ultima V (ORI)
x-Wargame Construc Set (SSI)
x-Warship (SSI)
AUGUST
Arkanoid (TAI)
Captain Blood (MIN)
Guardians of Infinity (PAR)
Heroes of the Lance (SSI)
King's Quest IV (SIE)
Pete Rose Pennant Fever (GAM)
x-Pharaoh's Revenge (PI)
Pool of Radiance (SSI)
Scavengers (INS)
x-Zak McKracken (LF)
ZorkQuest II (INF)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Sinbad & Throne/Falcon (CIN)
Starglider II (RAI)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Honeymooners (FR)
Main Event (GAM)
Rack 'Em (ACO)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
BattleTech (INF)
Deja Vu 11 (IS)
Journey (INF)
Serve & Volley (ACO)
Shogun (INF)
TV Sports Football (CIN)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (MI)
Neuromancer (IP)
Scooby-Doo (MI)
THIRD QUARTER
Alt RXeality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Apollo 18 (ACO)
Bionic Commando (CAP)
Bubble Ghost (ACO)
Card Sharks (ACO)

Type! Price Lowered

Broderbund has announced a new, lower price for Type!, a touch-typing instruction program. Formerly $44.95 for Apple II and Commodore 64, and $49.95 for Macintosh and MS-DOS, the new pricing is $26.95 for Apple II and MS-DOS; $19.95 for Commodore 64; and $29.95 for Macintosh.

Datasoft Releases Graphics Companion II

Graphics Companion II, for use with Video Title Shop, has been released and features new graphics canvases for school and business, and six new character fonts. In addition, the program includes *Clip-Art fonts*: graphics covering sports, outdoor events, business, school, holidays, and general subjects; and a wide selection of borders that can surround entire canvases or just a few words of text. The retail price is $19.95.

Rare Games Collectors Forum

A New Request this month...
John Bonavita, PO Box 95, Haesite, NY 11743 looking for a Vectrex game system. He also has a list of ADAM software for sale.

And, from earlier...
Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

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): Starship, Space

War, Steeple Chase, Home Run, Realsports Baseball, Video Chess, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gavitar, Quadrun.

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: Has several rare cartridges available for 2600, 5200, 7800, ColecoVision and Intellivision (including rare Tutankham and Super Cobra for Intellivision). Write to him with your request.

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, 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

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.
Happy hunting!