Computer Entertainer
the newsletter

Happy Birthday to Us,
Happy Birthday to Us,
Happy Birthday to Us!!

We want to thank all of you for your tremendous participation, making this Birthday party one to remember!

You've told us a great deal about yourselves, including the computer and game system(s) you own, as well as a vast array of all-time favorite games! Being the hardcore game players you are, we are very impressed with the games you've chosen as "the best!" We're in the process of compiling all of the information and we plan to include it within the pages of our *SPECIAL EDITION*, out later this month! Remember, for all of you who have entered, the drawing will take place April 20, 1987, and the winners will be announced in our May issue. And, thanks to all of you who included kind words on your postcards! We've read every one of them and really appreciate your support!

Meanwhile, thanks to the tremendous support of the various software manufacturers, we've got boxes and boxes of software and accessories to sort out and send along to the winners of our FIFTH BIRTHDAY PARTY CELEBRATION!

Once again, a BIG THANK YOU to all the companies listed below.
Access, Acolade, Activision, Batteries Included, Baudville, Berkeley Software, Broderbund, Bullseye, Capcom, Datasoft, Electronic Arts, Epyx, Firebird, Infocom, Konami, Master Designer Software, Microprose, Mindscape, Nintendo, Sega, Sierra, Silicon Beach Software, Springboard, Strategic Simulations, SubLogic and more.

Broderbund Signs MacroMind to Deal

Broderbund has just signed an affiliated label agreement with MacroMind, Inc. to market VideoWorks II and all future VideoWorks products. VideoWorks was originally available for Macintosh last year and VideoWorks II promises to be a "major enhancement" for that animation program.

Jet Takes Off at New Speed

SubLogic has just announced that Jet for the Apple II and Jet Version 2.0 for the Commodore 64/128 now run at almost twice the animation speed of the original C64 program. With the new 6502-based program, you'll note drastically improved frame rates to enhance simulation realism. SubLogic also allows you to "turn off" ground details to increase frame rate by as much as 400%. This feature is especially useful in Dogfight Mode where surface objects are unimportant.

Critically Speaking...Commodore 64/128 Compatible

GRAPHICS INTEGRATOR 2 from _Inkwell Systems_ helps the Commodore 64 owner take better advantage of many graphics programs available for the system, such as "Doodle," "Flexidraw," "Blazing Paddles," "Billboard Maker," "Cadpak 64," "Super Sketch," "The Print Shop," "geoPaint," and others. One of the disappointments about potentially having access to the varied features of these programs is that generally their files are incompatible. For example, a "Print Shop" graphic cannot be loaded into the "Doodle" paint program to make use of the features in "Doodle" that are not available in "The Print Shop"--and vice versa.

Variety of Utility Functions

Inkwell Systems' GRAPHICS INTEGRATOR 2 is a C64 utility that permits just such graphics integration between programs, converting to and from various graphics formats The program also has three additional modules that will combine "Doodle" format graphics in an on-screen slide show, convert various graphics files into a format compatible with "Paperclip" word processor (Revision C or later), and print files from graphics programs lacking their own printing capability.   Graphics Integration   Probably the most important capability of GRAPHICS INTEGRATOR 2 is its graphics integration. For example, the program will convert "The Print Shop" or "PrintMaster" graphics into "Doodle" or "Flexidraw" formats, or vice versa, or convert GEOS graphics into "Doodle" format, or vice versa. Overall, some form of file conversion is possible for graphics from "Flexidraw," "Doodle," "The Print Shop," "PrintMaster," "Koala," "Cadpak 64," "Super Sketch," GEOS, "Computereyes," "Animation Station," "Blazing Paddles," "Billboard Maker," and "The Newsroom." Obviously, I don't have all of the above programs in my possession, so that my hands-on use of GRAPHICS INTEGRATOR 2 was limited to conversions to and from "Doodle," "The Print Shop," "The Newsroom," and GEOS. I found that using GRAPHICS INTEGRATOR 2 with these programs was straightforward and easy, yielding perfect results in all cases except when I attempted to convert "Doodle" files to GEOS format. Here I encountered some success, but also some failures and some GEOS system crashes.

Using the Program

The GRAPHICS INTEGRATOR 2 on-screen menus are self-explanatory and easy to use, and everything worked as it should. (GEOS problems were encountered later when using "geoPaint.") The program allows you to type in the name or number of the graphic you want to convert, or it will read the designated source disk and produce an on-screen listing from which you may make your selection. (You even get to see the graphic on the screen as it is being converted.) You may designate the destination disk to which the graphic will be saved in its new format. The only drawback to the program is that you can only convert one graphic at a time. Overall, I was very impressed with GRAPHICS INTEGRATOR 2, especially when compared with other graphics integration utilities I have used on the C64. (Available for C64 only.)
Recommended. (MSR $29.95)   --Murray Soupcoff

WORLD CLASS LEADER BOARD (★★★★/★★★★) follows the highly regarded Leader Board, one of the best golf games which has been released for the Commodore computer, also by _Access Software_. This new version features three famous 18-hole courses–St. Andrews, Doral Country Club, and Cypress Creek, as well as a fourth (very hard) course designed for this game called Gauntlet Country Club. In the three real courses, Access has reproduced the distances, traps, trees (up to 192 per hole!), rough, and water hazards (the green fees are much more reasonable here!). Fun for golfers and non-golfers alike, you'll need to learn how to choose the right club for the situation you're in, as well as allowing for wind factor and the various hazards. The power/snap indicator will take you a bit to master, but you can use it to help you gauge the amount of power you want on your swing, as well as where you can get the maximum hook or slice as you hit the ball. Before you head out to the fairway, you may want to head to either the driving range or practice putting green. Both will help you get

a feel of the game. You can choose from three levels–professional, amateur, and kids, allowing children ages 4-8 (and novices, although the booklet warns against using this as the beginner level as most of the elements of skill have been removed) to play the game as well. You can choose to play anywhere from 18 to 72 holes for a pretty full afternoon of golf. You'll also find a "Course Editor" with which you can arrange the holes in any playing order (this is not a feature to build your own custom course).

Golfing Still Enjoyable

After about a year and several golf programs (for various systems), we find ourselves enjoying this one as much as any we've tried in the past. Golf games have proven very popular for all the various home systems and this should also prove to do very well. The gameplay is quite good and very similar to its predessessor, _Leader Board_. The graphics are also, once again, crisp, colorful, and very realistic. As in the earlier game, Access plans Tournament Disks for this game (not interchangeable with those for _Leader Board_) which will feature two famous courses on one disk for $19.95. (one to four players; coming for Apple and IBM; program includes security key which must be plugged into cassette port in your Commodore–this to guard against piracy of the program. Because of the key, the disk is not copy-protected, allowing you to make as many back-ups as you like).
Recommended (MSR $39.95)

POWER (★★★/★★1/2) is the latest in the _Avantage_ line of _Accolade_ software, featuring an action "shoot-'em-up"   in which you are pitted against the hostile Demoid Empire in the 22nd century, attempting to save the Earth from a terrorist attack. The Demoids occupy the Earth's most vital "mitonium" conversion plant, Earth's main source of power, so you must infiltrate the occupied asteroid and disable the converter before it can be destroyed by the Demoids. Your means of transportation is a rocket-powered hovercraft, armed with light phasers. As you head for the power station, the Demoids come at you with space mines, guided missiles, and more. Every time you're hit, your energy is depleted. When your vehicle's energy supply is exhausted, you will automatically be ejected with a jetpack on your back. Head to the nearest pod where a reserve space vehicle is parked. Of course, while you are out there without your ship, you are extremely vulnerable. Reach the power station and you'll have to get past the robot pod and all the other heavy armament surrounding the plant. You can play in the "normal" mode where you use conventional joystick movement or in "vector" for the more experienced player who wants more direction flexibility.

Pretty Basic Stuff

While this is a pretty basic "shoot-'em-up" with no new twists, it's a good one, albeit with very simple gameplay. The price is the big plus here and there is a definite market for this type of game at the price point of under $15. The graphics are colorful, crisp, and quite adequate for the game's purpose. (one player; joystick not required but recommended; available for C64/128 only)
(MSR $14.95)

THE RATING SYSTEM:
4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

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

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

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

Book Review

RUNWAY USA is the second volume in the *Microsoft Press Flight Simulator Co-Pilot* series from author, Charles Gulick, with this volume concentrating on the *Western Scenery Disks* for *Flight Simulator*. This book will take you through, in a very entertaining manner, the various settings on the Western Scenery Disks. The author gives you instructions, cautions, historical notes, as well as teaching maneuvers such as power-on and power-off stalls, inside loops, and more.

Very Enjoyable Reading

Mr. Gulick has a very easy way of writing which makes the reader settle in to enjoy the information about the particular destination being covered. This is not a dry interpretation of how you should approach a particular airport, but rather someone sitting in the cockpit next to you, expounding on little interesting details about the area, as well as tips. As in his earlier book, this guide teaches you, while enabling you to gain greater enjoyment from your scenery disks. You don't even need to boot up your Flight Simulator disk right away as you can read and let the author take you for an interesting trip in your mind. Once you've enjoyed some of his interesting historical asides, you can take to the pilot's seat and throttle up!
Recommended (MSR $9.95)

Critically Speaking...Multi-System

BATTLECRUISER (NA/★★★) features naval battles of World War I and World War II in the latest wargame strategy from *Strategic Simulations Inc.* This advanced level game allows the player to recreate naval engagements between Great Britain and Germany in World War I, and surface battles between Britain/France and Germany/Italy in World War II. The game gives you a good deal of flexibility as you can choose from virtually every warship appropriate to the time and country; as well as using the game system introduced in SSI's Warship. You'll set your course and speed, fire torpedoes, and choose ship or division command mode. Each game consists of two phases–the order phase and the action phase where the ships carry out their orders. During that action phase, the ship and torpedo movements are updated every 30 seconds. You can either allow the computer to select the appropriate force of ships for the scenario, or you can select the ships yourself (In WWII, there are 53 different British and French ships, and 44 different British ships from WWI). Obviously, you can only choose from ships that were actually available at that particular time in history. In addition, you can also modify or design your scenario map to customize the game even more. You'll have to ply the waters for your enemy via a visual or radar search. When you engage in battle, it's incumbent upon you to be as accurate as possible when trying to sink or damage the enemy. The enemy can inflict serious problems on your ship as you may face fire, flooding, electrical damage, as well as loss of propulsion, rudder damage, and more. Your score is based upon how many of the enemy ships you've sunk, as well as ships you've damaged. In transport scenarios, the attacking player scores points for exiting each transport ship off a particular map edge.

Typical SSI Detail

As is so common in SSI games, the detail to accuracy is always apparent. There's loads of flexibility in this game with the ability to choose from hundreds of scenarios, choosing between actual or hypothetical scenarios. In addition, the fact that you can modify ship data, creating ships of your own specifications, as well as designing your own maps, give you almost limitless scenarios to play. If you're an advanced strategist, you should find hours of enjoyment with this one. (Reviewed on Apple, Commodore 64, and Atari; one player; two-player simultaneous)
Recommended (MSR $59.95)

MOVED???

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

Critically Speaking...Macintosh Compatible

SUB BATTLE SIMULATOR (★★★★½★★★★) takes simulator to a whole new level as *Epyx* introduces an in-depth game of skill. Designed by *Digital Illusions,* the designers of Orbiter, this game takes you into the submarine world of World War II as you command a sub in either the Atlantic or Pacific. There are many missions to choose from (24 American and 36 German missions–all based on historical data), including Seek and Destroy, Rendezvous, Lifeguarding, and Patrol. You can choose to take "Target Practice," Single Mission in a real combat setting, or Wartime Command over the course of the
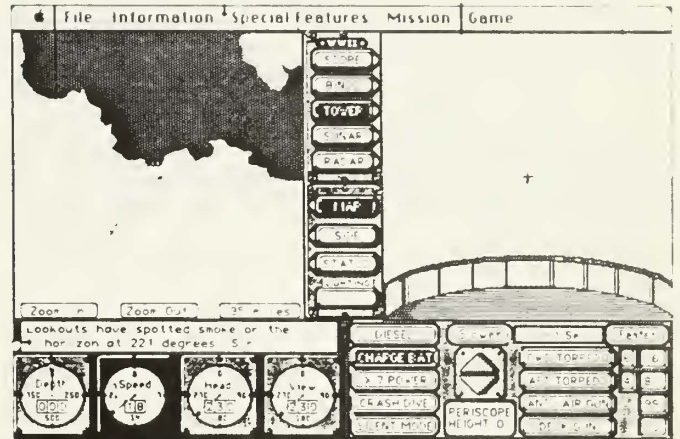
entire war. There are six different classes of US Navy subs and German U-boats in a time period between 1939 and 1945. Keep in mind that the year selected will directly affect the equipment aboard your sub. Once you've chosen your mission, you'll have to learn how to track on radar and sonar, learn to navigate, as well as avoiding being hit by a depth charge, shoot anti-aircraft guns, torpedoes, etc. There are five levels of maps covering nearly 200,000 nautical miles to help you which you can zoom in and out on. The screen is broken into two views. The left side is your choice of the map, a side view of your sub, or a status rundown of all the information you could need about your ship. The right side is your view, based on what you've chosen–scope, binoculars, from the tower, sonar, or radar screen. At the bottom of your screen are the dials which control depth, speed, heading, view, as well as your listing of various weaponry you can choose to fire. There is also a dialog box which tells you what is happening at any given point. Within that lower panel you can rig for silent running, crash dive, charge the battery, and lower and raise your periscope. Within Level One only, you have the Navigator feature which allows you to quickly arrive at any destination by entering the navigational coordinates. Most functions are usable through very easy control keys, as well as the mouse, for added ease.

The Grabber–It Talks

We chose a level and type of game and headed into action not prepared for what was coming. This game is completely set-up with artificial voice as your assistant tells you what's going on! Most of the dialog given pretty well matches what is in front of you in the dialog box, but the voice gives it new dimension. When you choose to "crash dive," he will yell "CRASH DIVE" and the klaxon will sound (we felt like Clark Gable in Run Silent, Run Deep!). Once the deck is cleared and diving is safe, he lets us know. We rigged for silent running, and our man kept us up to date as that process took place. Meanwhile, if something is going on that he needs to make you aware of, he does...such as "lookouts have spotted smoke on the horizon, Sir." Ready to fire your torpedoes? He'll tell you that "Forward Torpedo One fired, Sir," followed by the "whoosh" of the torpedo leaving the tube. He'll also let you know when the tube has been reloaded. This is much more than a gimmick–your crewman becomes an integral part of your mission as you rely on him for information (much more fun than reading the dialog box). We couldn't resist trying to

use our binoculars after diving to see what would happen. Our trusty crewman simply told us "we are underwater, Sir!" We had several people walk out of the room shaking their heads, laughing! If you need to radio your position or send out an S.O.S., you can do it. The sound of very real-like morse code fills the room as your message is sent out. The graphics are crisp and clear—wait until you have the enemy aircraft carrier in your scope as you bear down on him, airplanes coming into view! When you dive and you have the side view of your sub up on the screen, you'll see your sub as it heads underwater. What's most important to stress, however, is that this is an excellent simulator, regardless of the speech. When we saw it as a "work in progress" at the Electronics Show, it did not have speech (at least that we could hear), and we still could not wait to see the finished product. The speech, which interestingly enough is *not* mentioned on the packaging, simply makes a terrific entertainment program even better. This is the first in Epyx's "Master Collection," and, if this is any indication of what's in store in this category of Epyx games, we can't wait to see more! This is a Must-Own for your entertainment library! (one player; requires 512K; coming for Apple II, Commodore 64/128, and Apple IIGS–that should be a killer! Note remarks about IBM version under that heading in this issue)
Recommended (MSR $39.95)

Sub Battle Simulator on the IBM

While the main description of Sub Battle Simulator by Epyx can be found in the Macintosh section of this issue, it is important to note some distinct differences in the IBM version. The game plays somewhat the same on the IBM; however, the graphic detail is quite different, due to the systems. Where there are split screens on the Mac version, there is only one screen, with controls, on the IBM. The screens are available to be seen by using your various function keys. Without the ability to "window," the IBM forces you to learn several control characters to send your sos, radio your position, send out a shore party, etc. While the messages are clearly displayed within the "Crew Speech Display," there is no voice simulation.
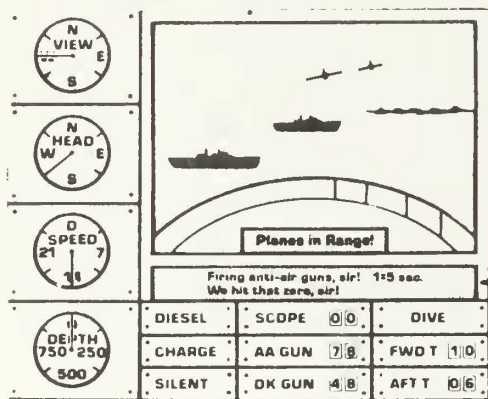
We point all this out while still strongly recommending the game for IBMers as the gameplay is just as strong as the Macintosh version.

More PHANTASIE from SSI

Building on the popular PHANTASIE series, Strategic Simulations has recently released the Atari XE/XL version of PHANTASIE (MSR $39.95). With the Amiga and IBM versions of the game due this month and next, any computer owner can join the quest. Even before PHANTASIE II makes it across all systems, SSI is ready with the first version of PHANTASIE III: THE WRATH OF NIKADEMUS for Apple II. Versions for C64/128 and Atari ST will follow soon. (MSR $39.95 all versions.)

Critically Speaking...IBM Compatible

FOOTBALL (★★1/2/★★★) has just been converted by *SubLogic* for IBM owners, allowing them to join in the fun of selecting the team, attributes of the players, as well as the play formations during the game. You'll choose your quarterback, receivers and running backs. There are several running and passing plays to choose from on offense, as well as defensive plays to call. Once you've chosen the play you wish to execute, it's on to the next screen–the gridiron. Here, once you hit your firebutton (or key equivalent), you can sit back and watch the play enacted with the runner (or receiver) gaining a pre-determined number of yards. You want to take control of the quarterback's action? Easy...as you take control of the joystick (or keyboard) and either pass or hand off in order to manuever your man downfield. Every player moves individually on each play, although you'll be controlling the player with the ball. On defense, you are in control of the in-action safety of linebacker.
Play Manager and Quarterback
Most computer football games allow you to take the role of either the manager (in a statistical-type game) or quarterback/receiver in an action game. This game allows you to satisfy both of your yearnings as you manage and play the game. Because of the vast number of plays available, as well as player attributes, you will find yourself with almost unlimited gaming options for afternoon after afternoon of gridiron action. The more understanding of the actual game of football that you have, the more you will enjoy this fine game. (one player; two-player simultaneous; joystick optional in one-player version, required for two-player; color graphics board or equivalent required)
Recommended (MSR $39.95)

GBA CHAMPIONSHIP BASKETBALL TWO-ON-TWO (★★★★/★★★★) has been a hit on its original format, Commodore, so *Gamestar* (distributed by *Activision*) has translated it for IBM owners. It would be advisable to begin your day at the gym by going into a practice session where you can work on your various shots such as slam dunks, hook shots, tip-ins, as well as rebounds, and your footwork and moves as you make your way around the half-court. Once you feel comfortable out on the floor you can move on to the actual game where you and a teammate, which you'll draft from available players within each of the four divisions you can choose to play in, will go against two computer players (or a friend). You'll choose playing styles for your primary player from a number of options such as ball control vs. stealing, inside vs. outside shooting ability, quickness vs. jumping, etc. When you're playing offense, you can run and dribble, choosing to either shoot or pass the ball to your teammate for him to go for the basket. On defense, both your players will work to either block a shot or attempt a steal.
Still the Best of its Genre
When we first saw this game for the Commodore, we were truly impressed, feeling it far outdistanced its competition (it still does for the Commodore). Now IBM owners can enjoy this excellent game which any sports fan will be most impressed with. Gamestar has made itself quite a name in providing some of the best sports program available, and this one is just one more in that fine library. By the way, they are working on an Atari ST and Amiga version which should be really something! (one player; two-player simultaneous; joystick optional; also available for Commodore and Apple II; coming for Amiga and Atari ST)
Recommended (MSR $39.95)

PLEASE NOTE OUR NEW ADDRESS!

We've moved! Our phone number remains the same (818-761-1516) but, as you will note on the front page of this issue, our address has changed. Please send all correspondence to either PO Box 4702, No. Hollywood, CA 91607, or 5916 Lemona Avenue, Van Nuys, CA 91411, effective immediately.

UNINVITED (★★★1/2/★★★★) is a classic gothic mystery by _ICOM Simulations_ for _Mindscape_. It's one of those "dark and stormy night" tales full of things that go bump in the night. While driving on a lonely road with your brother, you manage to crash into a tree. When you regain consciousness, your brother is nowhere to be seen. What you can see are the faint outlines of a large house, barely visible through the spidery cracks of your ruined windshield. And what you can smell makes you move quickly--the unmistakable pungence of gasoline fumes. As you stand in front of the strangely forbidding mansion, your car explodes and a thunderstorm gathers furiously. It would seem that you have no choice but to try the front door of this place, and thus your adventure begins.

Exploring the Mansion

The house seems abandoned at first, as you explore from room to room, looking for your absent brother and just nosing around. It is soon clear that this is no ordinary house inhabited by normal people. You discover pentagrams, books full of strange incantations, and warnings of magic gone wrong. A little red character cavorts through the rooms, taunting you with a key that's always just out of reach. And there are more foreboding characters than the little red guy, including a phantom prisoner and many other faces of death. There are shocks in this story that raise goosebumps, even after you've encountered them several times.

Easy Interaction with Story

UNINVITED uses the same system as ICOM's graphics-and-text adventure, "Deja Vu:" a transparent mode of interacting with the story that lets you all but ignore keyboard entry and focus on the story itself. The main window shows a picture of where you are in the mansion, while a group of command windows let you work almost exclusively with the mouse. An "exit" window shows all the ways out of your present location. A double click on a door opens it if it's closed and lets you walk though it if it's open. Another window lets you see what's in your inventory. Double click on nearly any object in the main picture window or your inventory window to "examine" it. And many objects can be dragged out of the main picture and into your inventory. The beauty of this system is that it is so natural, allowing you to become completely absorbed in the story rather than trying to figure out how to communicate with the program.
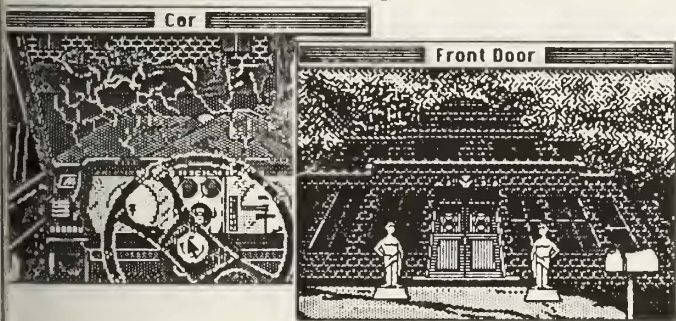
Marvelously Scary Adventure

Both UNINVITED and "Deja Vu" were developed for the Macintosh and converted for Amiga, and the versions for both systems are virtually identical in content and mode of interaction. Digitized sound is used to good advantage in both versions. The big difference, of course, is that the Amiga graphics are in color. In the case of UNINVITED, however, color offers no particular advantage. In fact, we actually prefer the stark characteristics of Mac graphics for this darkly told tale. Whichever version you play, though, UNINVITED is a marvelously scary adventure full of magic, traps, and spine-chilling surprises. Well drawn graphics, realistic sound effects, and the unique system of interaction with the program add to the immense enjoyability of the story. (Solo play; Mouse & keyboard; 512K; Requires Kickstart 1.2 & blank disk for game-saving.) Amiga version reviewed; also available for Macintosh.
Recommended. (MSR $49.95)

SDI (★★★★/★★★★) is a fast-paced game of action and strategy, one of the Cinemaware line of "interactive movies" created by _Master Designer Software_ and distributed by _Mindscape_. The game is set in the year 2017, at a point when the SDI satellite shield is nearly operational. ("SDI" stands for the Strategic Defense Initiative, often popularly referred to as "Star Wars.") The player takes the role of young Captain Sloan McCormick of the Orbital Marines, who is in charge of America's space station and SDI. The world political situation is tense because a radical splinter of the KGB has started a revolution. Contrary to the wishes of the Soviet government, the radicals want to attack the U.S. before the space shield is fully operational. Your colleague from the Soviet-American Mars mission of 2009, Natalya Kazarian, commands the Russian space station and has been ordered by her government to defend the station against the radicals and to work closely with you.

Russian Radicals Attack

The game begins with Capt. McCormick inside the U.S. space station, where he can check on the status of the SDI satellites, observe any enemy fighters that may try to move against the satellite shield, or command the activation of the satellite missile defense system. As radical Soviet fighters converge on the satellites, Capt. McCormick goes through the airlock to his fighter, initiating a first-person flying and shooting sequence that's loaded with action. This segment of the game involves more than just flying around and shooting down Russian radicals, though, as you must also try to repair damaged satellites and watch for the possibility of an enemy missile strike. When that happens, you have just two minutes to locate and dock with the U.S. space station in order to command the missile defense sequence. Your viewscreen in this sequence is filled with a chilling sight: the arching trails of Soviet missiles coming over the North Pole and targeted on American cities. You must aim your targeting cursor at the end of a missile's trail and then make a series of quick decisions about which satellite to activate and whether to use full or pulse beam laser--and then you must aim and fire at the actual missile when it appears on your screen. (Remember the classic game, "Missile Command?" This sequence is like a very sophisticated version of that game.)

The Rescue

Now, if you've managed to get this far and stop the attack of the radical Russians, you might think everything is under control. If you had forgotten about the lovely Talya in the heat of battle, you'll remember when she calls for help as the radicals attack the Soviet space station. So off you go once again in your fighter to a rendezvous with the Lenin Defense Station, a hectic dodge-and-shoot battle with the radicals inside the station, and, with luck, a reunion with Natalya. However, not all movies have a happy ending, and so it is with SDI. It takes a lot of practice with the game before you'll be able to survive long enough to rescue Natalya. Along the way, the experience of playing SDI is full of excitement, tension, variety, and suspense. Your strategic and action gaming skills are tested to the limit in a game that is not easily won. Graphics and sound are superb throughout, which we have come to expect from the Cinemaware series. Altogether, SDI is an absolute delight for those who love action-adventures. (Solo Play; Joystick & keyboard; 512K.) Amiga version reviewed. Also available for Atari ST; coming soon for Apple IIGS, Macintosh; for C64/128 at $34.95 and for IBM at $39.95.
Recommended. (MSR $49.95)

Intro to Word Processing and Desktop Publishing

MindPlay has just released COTTON TALES, designed for young computer users ages 4-7. In this easy-to-use word processor there are 192 pictures and 616 words as Cotton, the "bunny" cursor, hops along to help the youngster scroll, insert, copy and delete. Picture menus guide the child through the picture and word libraries and disk utilities. An automatic worksheet function is also available for creating worksheets with Cotton Tale graphics. Available for the Apple II, the retail is $39.95.

Big Pricing Changes at Activision

Following the lead of several other software companies where they have lowered prices of "catalog" product, Activision has just announced a major overhaul on pricing on many software titles for the various computer systems. If you're in a store, purchase carefully as these prices will probably take a few weeks to totally filter down through the retail level.

New retail pricing is as follows: *Tass Times in Tonetown* and *Shanghai* - Apple, IBM,ST, Mac, GS-$34.95, C64-$29.95, Amiga-$39.95; *Labyrinth* - C64, Apple-$29.95; *Transformers* - C64-$29.95; *GBA Basketball* - Amiga, ST, GS-$39.95, C64-$29.95,IBM-$34.95; *Championship Baseball* - Apple, IBM, Mac-$34.95, C64-$29.95; *Planners Choice, Filer's Choice, and Writer's Choice* - C64-$34.95, Apple-$39.95; *Great Cross-Country Road Race* - Atari, C64, Apple-$14.95; *Hacker* - Atari,C64-$14.95, Amiga, Mac, ST-$24.95; *Hacker II* - Mac,Amiga,ST-$39.95; *Personal Choice Collection* - C64-$89.95, Apple,IBM-$99.95; *Music Studio* - GS-$69.95, IBM-$39.95, Amiga, ST-$49.95; *Enchanter and Hitchhiker's Guide to the Galaxy* - Apple, IBM, Mac, ST-$29.95, C64,Atari-$24.95; *Ghostbusters* - Atari,C64,IBM,Apple-$14.95; *Championship Golf* - Amiga-$39.95; *Little Computer People* - C64,Apple-$14.95, Amiga, ST-$19.95; *Wishbringer* - C64,Atari,Apple,ST-$14.95, Mac,Amiga-$19.95; *Paintworks* - ST-$39.95; *Rocky Horror Picture Show* - Apple,C64-$19.95; *Titanic Recovery Mission* - C64-$19.95; *Spindizzy* - Apple,C64-$14.95; *Zoids* - Apple,C64-$14.95.

Nintendo Notes

Eagle-eyed NES owners may have noticed that Nintendo's LEGEND OF ZELDA (MSR $39.95) has slipped from April to May in this month's Availability Update. We were told by a Nintendo representative that the program is going through design changes which will make the graphics more attractive than what we saw at the Winter Consumer Electronics Show in January. The intention is to make LEGEND OF ZELDA a truly "premium cartridge," enhancing its depth of adventuring gameplay with outstanding visuals. You may recall that this cartridge is to be the first with an internal 5-year lithium battery, which will allow the player to save his or her character and place in the adventure from one playing session to the next. (We understand that Konami's vampire-themed adventure for the Nintendo system, CASTLEVANIA, will also utilize the lithium battery technology.)

Coming from Nintendo

Looking forward a couple of months, the time is drawing near for the Summer Consumer Electronics Show in Chicago. (It will be held a little earlier than usual this year, taking place from May 30 to June 2, 1987.) Nintendo is characteristically tight-lipped about what they will be showing at CES in the way of new game titles. We were told that the company will definitely be showing one or more new peripherals for the NES.

Coin-Op and Home Video Games

Coin-op games and entertainment software for home computers and video game systems have enjoyed a close relationship for some time. In the beginning, the arcade games were the source and inspiration for many home games. As the computer entertainment software industry matured, there was less reliance on the coin-op industry for ideas. Better original games for home systems even led to the licensing of a few home games for use in the arcades, such as "Boulder Dash" and "Lode Runner." Apparently the time has come for the relationship to move in a new direction, beyond just the exchange of game ideas. Commodore and Bally Manufacturing have signed an agreement which allows Bally to utilize Amiga graphics technology to develop the next generation of arcade games. The first of these Amiga-based coin-ops, "Moonquake," was just introduced at the Amusement Coin Machine Expo last month.

CE Reader Wins on Jeopardy!

We always knew we have smart readers! We recently heard from long-time subscriber, Dr. Mark Stitham who let us know that he will be appearing on the television game show, *Jeopardy*, on May 7th and 8th. Taped a couple of months ago, he showed his stuff and will walk away with several thousand dollars. Dr. Stitham has been a diehard videogame fan as long as we've known him, and also owns an Atari 8-bit computer. He lives in Hawaii where he is a child psychologist (and kid at heart)! So, if you have a minute, tune in and catch one of your fellow Computer Entertainer readers in action!

3 Stooges from Master Designer

Master Designer Software, the "Cinemaware" people, are up to more exciting things at their California lab. They have just signed with Incredible Technologies (the people behind *Winter Games*), for a computer program based on the short subjects of the popular 3 Stooges. Planned for fall release, they are planning on digitized sound which could actually reproduce the voices of the bumbling threesome. Perfect for all the 3 Stooges fans out there!

By the way, we are sworn to secrecy, but there are some other incredibly exciting ideas being worked on there, as well. As soon as we are able to pass more information along, you know we will!

Strategic Simulations Introduces Newsletter

SSI has just launched a quarterly newsletter, entitled *Inside SSI*, which is free to owners of SSI games. In the premiere issue, there are hints for two games, Phantasie II and Wizard's Crown; as well as some sneak information on upcoming SSI games; as well as background information on Wargame Construction Set by its author, Roger Damon. There are additional articles in this 4-page newsletter which is highly informative and fun to read for anyone who enjoys SSI games. If you didn't receive the first issue, write to Inside SSI, Strategic Simulations, 1046 N. Rengstorff Ave., Mountain View, CA 94043 and request that you be put on the '87 mailing list.

SSI To Roll Out More Conversions

Strategic Simulations continues their conversions to various computers with plans for a Macintosh version of Roadwar 2000, North Atlantic '86, and Computer Ambush. IBM will see versions of Kampfgruppe, Phantasie, Rings of Zilfin, Roadwar 2000, Shard of Spring, and Wizard's crown. The Atari ST will sport versions of Colonial Conquest, Phantasie II, Rings of Zilfin, Roadwar 2000, and Wizard's Crown.

Space Harrier Scarce

For those of you looking for the Sega cartridge of the highly anticipated Space Harrier, you will probably have a tough time finding it before the end of April. Sega received just a very small shipment of the game from Japan and does not expect its main shipment until the latter part of April.

SHUTTLE II (★★★1/2/★★★) by _MicroDeal_ of Great Britain, distributed in the U.S. by _MichTron_, combines simulation and game elements with a variety of options to create an enjoyable playing experience. (A few liberties are taken with the authenticity of the space shuttle simulation portion, mostly in the interest of more gaming value for the player.) The program begins with an option panel, which allows you to choose from six skill levels. The next stage in your role as mission controller involves choosing site and weather conditions for launch and landing, along with the amount of launch preparation time to be allowed. In this portion of the game, you set up gambles that can affect your ultimate score. The riskier your choices, the higher your potential score--IF all goes well.

The Shuttle Mission

When it's time for the actual launch of the shuttle, your role switches to pilot. As you monitor your progress on the shuttle's CRT screen, you must perform a series of actions to keep the shuttle on its prescribed flight path. Some actions, such as the ejection of solid rocket boosters, are cued by the on-board computer. If you fail to perform a particular action, it may be done for you by the computer, but you won't score any points. As you near the damaged satellite that you are to repair, you switch to the orbital maneuvering system to attempt the rendezvous. Whether or not you are successful in this stage, the retrieval mission follows. Here you see a side view of the shuttle and activate the astronaut in his jetpack to reach the disabled satellite and bring it into the shuttle's cargo bay. Retrieval of the satellite is followed by the de-orbit sequence, in which the object is to keep the shuttle on its S-curve flight path, avoiding excessive heat build-up and slowing the shuttle enough for landing. The final sequence is the actual landing on your pre-selected runway.

Game Only Seems Intimidating

Although the details and requirements of this program seem a bit intimidating upon first glance through the instructions, there are enough built-in aids to keep you bumbling along, even if you're not too sure what you're supposed to be doing. We took our first mission from start to finish with just a minimal glance at the instructions. Granted, we managed to plow the shuttle 120 feet under the runway on landing, but we did get through the whole series of sequences because of the program's built-in helps. But imagine our surprise when we received the message, "Well done" and were informed that our score was in the top 10! Considering the fact that we had just buried the shuttle under the runway, that message should NOT have appeared. The designers of the program have gone out of their way to make sure that the experience of the program is not discouraging, even to the most oafish of players, but we thought that "Well done" was hardly earned by such a dismal performance. With practice, though, our performance improved considerably, and we found that the higher skill levels provide more than enough challenge for accomplished gamers. SHUTTLE II is definitely not a fast-action game, but it does put together elements of planning, skill, and luck for an enjoyable gaming experience. (Solo play; Mouse & keyboard; Pause; Color monitor.) Available for Atari ST only. (MSR $39.95)

ROADWAR 2000 (★★★★/★★★★) from _Strategic Simulations_ is a superb new version of this futuristic role-playing adventure for Atari ST owners. Reminiscent of the movie, Road Warrior, the game lets you try out the Mad Max role as the patriotic leader of a road gang in the year 2000, when bacteriological and nuclear warfare have torn great holes in the fabric of American civilization. Your quest is to travel the highways of the U.S. with your gang in order to locate eight scientists and return them to a secret, underground laboratory. They are needed in the lab to develop a vaccine to counteract the deadly microbes which are destroying what is left of the population.

Exploring and Fighting

The program determines your starting location on the map, which includes all of the U.S. along with portions of Canada and Mexico. It's up to you to recruit new gang members and acquire valuable vehicles, tires, fuel, food, medicine, and armament. Your chances of success are much greater if you can find and recruit a doctor, drill sergeant, and a politician for your band of highwaymen. As you roam the disease-ridden, war-torn land, you can enter and explore more than 120 cities and travel through more than 30 different types of terrain. And everywhere you go, your gang will encounter foot gangs, assorted toughs and crazies, rival road gangs, and worse--mutants and even annibals. Encounters with other characters in the game can be computer-resolved "abstract" combat (very quick and bloody) or full "tactical" combat, which gives the player complete control over every phase of deployment, attack, defense, and counter-attack. Your tactical options include movement of men, choice of weapons, ramming enemy vehicles, and boarding rival vehicles. In addition to combat options, there are a number of other non-movement actions that can be taken in the game, including scouting and looting. These options are easily accessed from pull-down menus.

Enhanced Graphics

This program features a stimulating alternative to the usual medieval themes. (Our reviewers liked the first versions for Apple II and C64/128 so much that the program was named "Best Strategy Game of 1986" in our year-end awards.) In bringing ROADWAR 2000 to the Atari ST, SSI has enhanced the graphics dramatically and made interaction with the program easier with pull-down menus and mouse-activated commands. What was already a terrific strategy game is even better on the ST. (Solo play; Mouse and/or keyboard; Color monitor.) Atari ST version reviewed. Also available for Apple II, C64/128, IBM; coming soon for Amiga, Macintosh. Recommended. (MSR $39.95)

WORLD KARATE CHAMPIONSHIP (★★★★/★★★★) from _Epyx_ is now available for the Atari ST, and this latest version is dramatically better than the earlier ones for Commodore 64/128, Apple II, IBM, and Atari XE/XL--and they were all quite good. This is karate around the world: a series of tournament-style matches played in eight international settings. Each setting is exquisitely detailed, complete with deft touches of animation such as the bullet train speeding behind a Japanese temple at the foot of Mt. Fuji and the gondola plying the canals of Venice. The fighters are equally well drawn. Their figures are rounded and realistic-looking. Their fighting moves are absolutely authentic. (There is a repertoire of 16 joystick-controlled moves.) Even the facial expressions of the fighters are easily seen, adding momentary touches of humor to the game. And along with all this visual realism, the music and sound effects are extremely good.

Very Impressive

Anyone who enjoys martial arts games can't help but be impressed by the overall excellence of this tournament-style game with intermission skill tests. As you might expect, you can play a solo game against a computer-controlled opponent or challenge a friend in head-to-head competition. But the ST version of WORLD KARATE CHAMPIONSHIP also offers a variation we haven't seen before: two human-controlled fighters against one computer-controlled martial artist. Three fighters on the screen at one time makes for plenty of action and a lot of fun. Incidentally, the ST version of this game also offers another special feature, the ability to replay a fighting sequence at several different speeds for the purpose of analysis. No Atari ST owner who enjoys martial arts gaming should be without WORLD KARATE CHAMPIONSHIP. (Solo play, 2-player competitive, or 2-player cooperative against computer; Joystick; Pause; Color monitor.) Atari ST version reviewed; also available for Apple II, Atari XE/XL, C64/128, IBM. Recommended. (MSR $39.95)

HIGH ROLLER (★★★/★★★1/2) is a combination flight simulation and combat game by _Mirrorsoft_ of Great Britain, distributed in the U.S. by _Mindscape_. Because the simulation centers on the Harrier, a jet fighter with special capabilities, this simulation is quite different from others available. Unlike other modern aircraft, the Harrier is known for its ability to perform Vertical/Short Take Off and Landing (V/STOL), giving it the ability to operate from small, difficult-to-detect landing sites close to battle lines. V/STOL also allows the Harrier to

decelerate rapidly in the air during fast forward flight, a technique known as VIFFing (Vector in Forward Flight). Learning to use VIFFing, a major component of this game, means higher scores and the ability to evade enemy aircraft in tight spots. Certain quasi-realistic elements, such as the experimental FOFTRAC (Friend or Foe Tracking Radar) have also been added to the game.
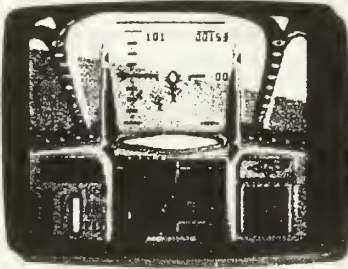
Variety of Challenges
HIGH ROLLER offers three skill levels and a variety of aerial and battlefield challenges. According to the scenario, a squadron of Harriers at a U.S. Marine Base in North Africa were destroyed by saboteurs. Fortunately, the saboteurs missed the one Harrier in a hangar that was being outfitted with FOFTRAC, and you get to fly that one 500 miles into enemy territory to find and destroy the terrorist base. Your mission is a combination of reconnaissance, air-to-ground attack and defense, and aerial combat. If you play the game at its most basic level, it can be approached as a flying and shooting game against targets on the ground and in the air. Accomplished players and flying enthusiasts will want to explore the depths of the game, learning the daredevil maneuvers of which the Harrier is capable and planning their battle strategies carefully. Flight simulation fans looking for plenty of action will definitely find it in HIGH ROLLER. (Solo play; Joystick and/or keyboard; Color monitor.) Atari ST version reviewed; also available for C64/128. Recommended. (MSR $29.95)

Critically Speaking...C64/128 Compatible

UCHI MATA (★★★/★★★1/2) from *Mindscape* is a Judo simulation designed with the help of Judo expert Brian Kacks, a 7th Dan black belt and winner of many championships. This is a much more subtle form of martial arts competition than the usual computer game because Judo is the art of gripping and/or throwing your opponent. Punches, kicks, and other such violent physical blows are not allowed in Judo.
*Three Playing Modes*
The game includes a Demo mode to familiarize you with some of the standard Judo moves, plus a practice mode (the opponent doesn't fight back) and competition for one player against the computer or two players against each other. Standard Judo moves are initiated by gripping the opponent. A grip indicator on the screen indicates how well you've gotten hold of the opponent, which in turn determines how long you'll be given to perform the necessary joystick moves to execute a throw. (An attack indicator lights up for the period of time you are allowed to move the joystick to activate the throw.) In general, the joystick manipulations mimic the sequence of moves made by the player on the screen, making them somewhat easier to learn than random sequences would be. All Judo moves are called out on the screen, and the quality of their execution is judged by a referee. (Illegal moves are possible, but they will cause you to be disqualified from the match.)
Excellent Simulation
The quality of Judo simulation in this program is excellent. Although the graphics are a little rough-edged, the animation can't be faulted. Players looking for fast action definitely will not find it in this program, but anyone who would like to know more about the ancient Japanese art of Judo will find the program fascinating in its authenticity. (Solo or 2-player competitive; Joystick.) Available for C64/128 only. Recommended. (MSR $29.95)

Critically Speaking...Multi-Systems

SARACEN (★★1/2/★★1/2) is a 100-screen action-adventure from *Datasoft*. The story behind the game is that you are Ilan the Crusader, a brave young soldier exploring a Saracen fortress. Separated from your companions in the Holy Crusade, you set off to destroy the Saracen Chief himself. As you make your way through the mazes within the fortress, you encounter Saracen guards, magic doors, bombs, cannonballs, booby traps, and more. You have to be ready to run, ready to shoot your arrows, and always ready for surprises.
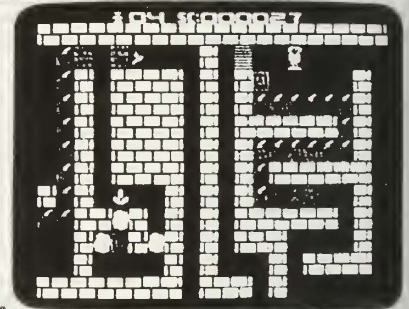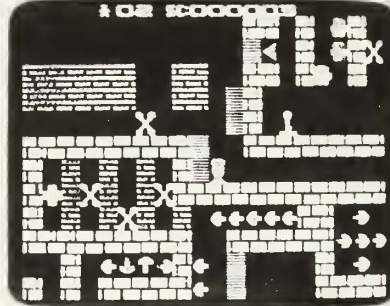
Typical Maze Adventure
SARACEN is typical of maze adventures that were very popular with computer gamers several years ago. It even has the look of a game from the past because of its simple graphics. SARACEN is not meant to appeal to the sophisticated gamer looking for complex, strategic challenges, but rather to the young computer owner looking for an uncomplicated action game with plenty of screens at an inexpensive price. SARACEN does offer that in its 100 screens, and you can even begin the game on any one of the hundred. However, we do not feel that the game will appeal to many of our readers because of its simplicity. For many of our readers, playing SARACEN would be like playing a game of Old Maid or Go Fish when they would really prefer a game of Bridge or Poker. (Solo play; Joystick or keyboard; Pause.) Available for Apple II, Atari XE/XL, C64/128. MSR $19.95

BUREAUCRACY (NA/★★★★) from *Infocom* is another bit of inspired zaniness from Douglas Adams, author of "The Hitchhiker's Guide to the Galaxy." This time the humor is Earthbound, but no less entertaining, as Adams conducts a hilarious tour through the wonderful world of bureaucratic red tape. The tone of the game is set with the opening words on the screen: "Our records show that you do not have a license to operate this software." After you fill out the on-screen application, an exercise in illogic to be sure, you begin the game in your new apartment, as yet unfurnished. You're supposed to be off to Paris for a training seminar for your new job. Of course, the promised check hasn't arrived, and a delivery man brings you a bag of llama food, and your Boysenberry laptop computer keeps giving you internal error messages, and maybe you shouldn't have gotten out of bed this morning! Since there seems to be some problem with your new address, you head for the bank to set the record straight, but the teller at the window labeled "Address Changes" doesn't have any change-of-address forms, and your blood pressure keeps rising. Well, you can see where this is leading--straight to a nervous breakdown at this rate! This is

8

not a game, folks--it's real life. We've all been where Douglas Adams is taking us in BUREAUCRACY, but it's never been quite this funny before. (Solo play; keyboard.) Available for Amiga, 128K Apple II, Atari ST, Commodore 128, IBM, and Macintosh.
Recommended. (MSR $39.95, except C128 at $34.95)

Experiencing an Infocom "Marathon of the Minds"

The average high school student who enjoys interactive fiction would jump at the opportunity to spend a night with a like-minded bunch of kids, all racing to complete an unreleased Infocom game and win prizes. Sixty-three Southern California youngsters recently did just that at the California Museum of Science and Industry. The event was a "Marathon of the Minds," a continuation of an Infocom tradition begun at the Museum of Science in Boston, MA. Participating museums provide the facility and invite local high schools to send a team of three students. Infocom provides an unreleased game for the competition, along with T-shirts and games for all participants and a selection of prizes. Marathons start on a Friday or Saturday evening, and the kids play right through the night until one of the teams arrives at the solution. The winning team earns a computer for their school and three games each for themselves.

CE Editor Celeste Dolan watches over one of the teams competing in the Marathon

The Atmosphere of the Marathon

We had been curious to see a Marathon of the Minds ever since we heard about them. Since Infocom was kind enough to have one in our back yard, we couldn't resist! When we arrived, the teams had just begun tackling "Bureaucracy" by Douglas Adams, which had not been released at the time of the marathon. School spirit was very much in evidence: giant banners on computer paper were hung around the room, each proclaiming the superiority of a particular school or its computer club. Piles of sleeping bags, never to be used, cluttered the corners of the room. Fingers flew over keyboards. Some kids consulted dictionaries, while others began making maps for their team. Kids tried to coax hints out of Infocom personnel. No luck--the teams were on their own with their computers, their quick minds, and plenty of fortification from the snack room provided by Infocom and the museum.

A Teacher's View

Meanwhile, some of the teachers who had accompanied their students to the marathon were trying "Bureaucracy" in the lounge downstairs. (Teachers were not permitted in the room where the competition was held.) We spent some time with Elijah Mackey, who teaches math and programming classes at Inglewood High School (near Los Angeles International Airport). We were curious to hear a teacher's opinion of the Marathon of the Minds. Mackey saw it as an opportunity for kids to "go beyond their school environment, which in some cases may be very limited." And he thinks that playing interactive fiction fosters logical thinking and helps kids to keep track of facts and develop patience. Aside from the educational benefits of interactive fiction, Mackey felt that it was exciting for the kids to meet Marc Blank, author of "Zork." Mackey added, "I was moved myself when they said that this was the guy who wrote 'Zork,' and he was right here."

Farewell to the Marathon

We checked in on the marathon teams once more before leaving. They were still hard at it and would be for many more hours. One team was trying to feed a llama. Someone else suggested, "nuke the whales." Yes, they were definitely playing an Infocom game!

New Martial Arts Game for IBM PC

Microsphere Corp. of Greensburg, PA has announced the imminent release of MASTER NINJA: SHADOW WARRIOR OF DEATH for the IBM PC and compatibles (MSR $34.95). The program is described as a graphic animation action/adventure game with over 25 screens of ancient martial arts hand-to-hand and weapon combat. The player takes the role of a ninja warrior on a quest to recover a magical sword stolen by an evil Japanese warlord. According to Microsphere, the graphic images in the game were developed from digitized videotape images of a Ninjitsu consultant performing each of the martial arts moves in the game. The game's animated characters are 3-1/2 inches tall on the screen and perform 20 martial arts moves such as blocks, kicks, chops, punches, and rolls. Ninja weapons, including knives, blinding powder, bow and arrow, throwing stars, and blow dart guns are also integral to the game. The company has promised us a review copy of the game, and we can't wait to see it!

Solid Gold Software Debuts

The classic games, PITFALL and DEMON ATTACK have been re-released on a single disk from Solid Gold Software, one of the Activision labels. The games feature the same gameplay and graphics that made them classics in the original Atari 2600 format several years ago. Available for Atari XE/XL and Commodore 64/128, the package retails for a mere $14.95.

BACK ISSUES AVAILABLE...

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

Note Regarding Game Screens

We do our best to run a picture of the game screen on a given piece of product when it's reviewed. As you have seen in the past, that sometimes means something that's inferior in reproduction quality, or something from the directions (if we feel it's representative enough of the screen). Because, in most cases, we are reviewing games before there is packaging available (often our directions come in the form of xeroxed typewritten paper), there is often no artwork available. While we know the pictures are important to you, we feel the timeliness of the review more important; therefore, the reason behind many reviews without pictures. We continue to hound the companies for any type of artwork they may have; however, we will not run a screen picture of a different version of a game if the artwork is not representative of the version we are reviewing. We thank you for your continued understanding!

New Versions of STARGLIDER

First released for Atari ST at the end of 1986, STARGLIDER from Firebird Licensees is now available for Commodore 64/128 (MSR $39.95) and IBM ($44.95). The vector-graphics space shooting game requires 256K and color graphics adaptor in the IBM version.

Carmen Sandiego on IBM

Broderbund's charming educational adventure, WHERE IN THE USA IS CARMEN SANDIEGO?, is now available for IBM owners (MSR $44.95). Along with the program, the package includes the 460-page Fodor's USA travel guide. As we said in our November, 1986 review of the initial Apple II version of the program, it's "too much fun to be just an educational program and much too enlightening to be just a game...a superb program for all ages."

Changes at MichTron

We have been informed that SHUTTLE ll (reviewed in this issue) is the last entertainment program which will bear the MichTron name. No, the company isn't disappearing! All future entertainment software will be published under the name MicroDeal USA, while serious application and productivity programs will continue to be published under the MichTron name.

West Coast Computer Faire: Its Roots Are in Innovation, Not 3-Piece Suits!

by Ken Fermoyle

Corpcon computer shows attract 3-piece suits and lots of little polyesters bite the dust to outfit the Comdex crowd. At the West Coast Computer Faire, on the other hand, you see few vests and only a sprinkling of polyester.

Uniform of the day tends more toward sport shirts, sneakers and jeans--as befits a show whose creator once kept tabs on activities aboard a pair of roller skates! The emphasis is on innovation; a business doesn't have to be big to be a hit at this event.

The Faire, you see, is primarily a computer enthusiasts show. It's no longer just for hobbyists, but it still caters to a crowd that looks at personal computers as something more than mere business machines. It strayed from that path briefly after originator Jim Warren sold the show to Prentice-Hall, the publishing company. When The Interface Group purchased the Faire in 1986, it said it would try to recapture the event's original offbeat and innovative flavor. "This show occupies a unique spot in computer folklore," said Sheldon Adelson, Interface president. Indeed. Apple's founders got the 6502 chip they used in Apple I at the first Faire in 1976. Other booths that Warren skated around in that premier event included exhibits by MicroSoft, Morrow, Vector Graphics, Digital Research, Alpha Micro and many other now-famous computing names. Interface, which also brings us Corpcon and Comdex, deserves credit for backing up its words. It continues the tradition of free booths for user groups and 6x6-foot "microbooths" that provide relatively inexpensive exposure for small companies and start-up firms who can't afford exhibit space at the bigger shows. The hope is, apparently, that some of them will be successful and grow to the point where they CAN afford to show their wares at Corpcon and Comdex.

This year's Faire (March 26-29 at San Francisco's Moscone Center) was an especially striking contrast to the bigger shows. Apple, probably still recovering from the hoopla of Appleworld, had no exhibit. IBM was there, but not with the blue-suited battalions it turns out for Comdex. Instead, attention focused on such items as these:

o The first under-$50 page layout program, PAGEr. This truly is the first desktop publishing software "for the rest of us." It's easy to use, works with dot matrix printers, but also supports the new HP LaserJet II.

o A new operating system from Wendin. It might be the answer for many of us who are tired of waiting for IBM and MicroSoft to break the 640K RAM barrier with a multi-tasking, multi-user system.

o Great hardware/software bargains. A tour of the show revealed XT clones from $500 up, 80286-based AT clones starting at under $1000, multi-I/O boards for $62, $6 printer cables and software from 99 cents per public domain disk to 40% and more off list for commercial packages. o Many, many excellent AT clones. Not only were there a lot of low-priced 286 machines, but many were loaded with excellent features and quality, too. One example that looked like an excellent value to me came from Computer Gardens, Fremont, CA. it offered 6/10MHz clock speeds, FCC approval, 220-watt power supply and more for a base price of $1105. You could get it with EGA board and monitor, plus a 40Mb hard drive for under $2400.

o Several music-oriented computer developments. Chief one was Sequencer Plus, a 65-track Musical Instrument Digital Interface (MIDI) recorder/editor/arranger program for IBM PCs and compatibles. "It can turn a computer enthusiast into a musician and vice-versa," claims maker Voyetra Technologies, of Mamaroneck, NY.

o Several expert systems that bring artificial intelligence (AI) to PCs. Human Intellect Systems demonstrated Instant Expert, an expert system shell that offers for the Macintosh.(With a conversion kit it also runs on IBM, Apple II and Atari ST models.)

o A desktop publishing program for the Atari ST. Spectrum HoloByte announced "Fleet Street Publisher at an introductory price of $119--plus $30 for optional laser drivers for the Atari Laser Printer, $50 for Postscript drivers. Other drivers will follow, says Spectrum HoloByte, best known previously for its quality game and educational software.

While Apple itself didn't show, a lot of third-party Apple items did. Jasmine Technologies, a leading mail order supplier of Macintosh hard disk drives showed its 40Mb ($999) and 80Mb ($1380) drives for the Mac II. Jasmine bundles LaserSpeed software, a LaserWriter print spooler from Think Technologies that works on AppleTalk networks, with all of its drives. DataDesk International announced two high-performance, full-function keyboards for Macs--the MAC-101/ADB for new Macintosh II and SE models and MAC-101 other Macs. The ADB has built-in Apple DeskTop Bus connectors which allow daisy-chaining of up to 16 input devices: mouse, graphics tablet, joy stick, etc. Both keyboards are bundled with a macro creation program. And yet another Macintosh publication appeared. Patch Publications, whose Computer Shopper tabloid has zoomed in circulation over the past year, announced MacWeek, "The Workstation Newsweekly." The preview issue looked great.

There was more, of course, but the mind finally boggles, the legs start to go and the goody bag overflows. You know then that it's time to quit. So I will.

DESTINY KNIGHT Clue Book Available

Any of you who are struggling through THE BARD'S TALE II: THE DESTINY KNIGHT will be relieved to learn that Electronic Arts has released a clue book for the game (MSR $12.95). The clue book is written in story form accompanied by maps of 25 dungeon levels.

Avalon Hill Plans Guderian

Avalon Hill promises a recreation of history as the German Panzers and Russian T-34 tanks face off in the simulated World War II confllict on the Eastern Front, entitled Gudcrian. Using the joystick-driven system developed for Gulf Strike, the game will be available for Atari, Commodore 64/128, and Apple ll at a suggested retail of $30.00.

Amiga to Get SSI Conversions

Three popular Strategic Simulations gamcs will be converted shortly for Amiga users. Roadwar 2000 and Phantasie will retail for $39.95, while Kampfgruppe will be priced at $59.95.

THE VIDEO GAME UPDATE

Critically Speaking...Sega Compatible

GREAT BASEBALL (★★★★/★★★★) is the latest (and one of the greatest) games available for the _Sega_ System–just in time for
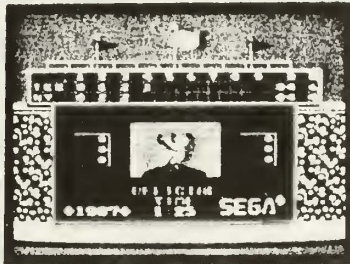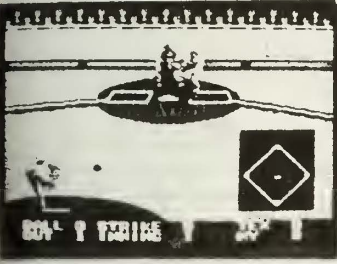

the real teams around the league to throw out their first ball! Bound to become a classic for the Sega system, this game has all the right elements. As the manager, you can field a total of 26 ball teams, choosing your pitchers, catchers, specialty balls and stamina (for the pitcher). If you need a pinch hitter or relief pitcher during the game you can do that as well. Once you're ready to play ball, you'll control all the action with your control pad. When you're on the mound, move the direction controller to move your pitcher along the rubber (a great help in positioning against the batter). Then, choose one of four pitches, again with the direction controller, wind up and fire away with button 2. If the batter makes contact, you'll have to move the fielder closest to the ball to either get under the ball (if there's a shadow indicating a flyball) in order to catch it, or pick it up on a grounder, throwing it to the appropriate base in order to get the runner out. When you're up at bat, you can move your batter around in the batter box prior to the pitch. Then, decide whether you want to swing away and press button 2. With some practice you can learn to bunt as the swing stops as soon as you release the button. If you hit the ball, your runner will automatically run to first base. After that, you will take control, deciding whether to send a runner. Just want to try and hit homers? You can by entering the Home Run Contest where 20 perfect pitches come your way.

A Terrific Game - and It Talks!

We were immediately impressed with the colorful and crisp graphics as we watched the action from behind the pitcher's mound. The pitcher has a realistic look that is surprising! By the way, there is an insert on the screen in the lower right corner which shows the diamond in a "birdseye" view allowing you to see which bases have runners at them. Many of you are familiar with "DiamondVision" as your local ballparks. Well, Sega has its own version which shows various little "clips" between innings, including a ballplayer having what looks like a CocaCola! Very, very realistic! Of course, unless the gameplay is good, the graphics quickly lose their importance. The gameplay in this game is snappy, fun, and, at times surprising. Imagine our startled looks when we moved our batter in over the plate (we loved the ability to move our batters and pitchers–something we have not run into before) and the pitcher hit him, sending him to the ground!! Then, the runner took first on the beaning! While the gameplay lacks some of the nuances of the computer baseball games (after all, this is not a disk-based system, folks!), all the important elements are there. In addition, the game "talks" as the umpire yells "Strike," "Ball," "Out," etc. If you like sports games, even just a little, this is a "must own" for your Sega library! (one player; two-player simultaneous)
Recommended (MSR $35.00)

SHOOTING GALLERY (★★★1/2/★★★1/2) is the newest _Sega_ game for the Light Phaser and features a rollicking shoot 'em up game where you've got to shoot down everything from soaring birds, blimps, spinning balloons, spaceships, balls rolling through tubes, and even TV sets! Each screen requires

that you shoot down a set number of targets in order to move to the next, harder screen. Beginning with slow-moving birds, you quickly move on to birds that soar across the screen. Then, it's on to the Aerial Attack as your targets are blimps that roar across the screen, and balloons that spin, bounce, and change motion every time you shoot as they ride the air currents. Things really start getting tough when you move on to the Twisting Tubes screen. There you find a half-maze, with balls popping between the closed tubing, showing themselves just for an instant. You've got to have very fast reflexes and anticipate where the ball is heading next. If you miss and hit the tube, there's a distinctive "ping" against the metal. Finally (if you're still in the game), you'll go up against spaceships and TVs in the TV Terror screen. The problem here is that you can only shoot them when their shields are down–which doesn't happen often and you have mere seconds when they do.
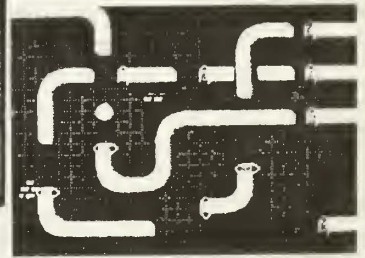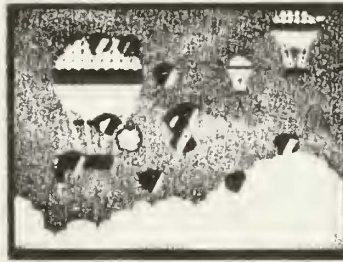

It's Another Addictive One!

There seems to be something terribly addictive about the light phaser (we find the same feeling exists when we've got our Nintendo out) and this game allows for that addiction to come out in full force! The action is pretty frantic, especially as you move on in difficulty. The Twisting Tubes screen gave us fits for quite awhile! The graphics are quite colorful, with lots of things spinning, dancing, and generally dazzling the eye. We got quite a kick out of the fact that when we missed our targets on certain screens, that the target "ripped" and we could see the brick wall behind the area we shot out! By the way, when you hit a perfect score on a screen, a voice will yell out, "Perfect!" All in all, this is a great addition to your light phaser library. (one player)
Recommended (MSR $35.00)

SPACE HARRIER (★★★★/★★★★) is probably one of the most eagerly anticipated titles in _Sega's_ 1987 release schedule. The game has been popular in the arcades for its spectacular three-dimensional graphics and fast action, and it has been faithfully translated for the home TV or monitor screen in this first two-megabit cartridge from Sega. According to the fanciful story behind the game, the peaceful Land of the Dragons is under attack by the evil minions of the One-eyed Mammoth. As the extra-terrestrial warrior, Space Harrier, it is up to you to save your friends, the dragons, from certain extinction at the hands of the cyclopean Mammoth. To save the dragons, you must destroy 18 waves of enemy creatures, including an especially fierce "Boss Creature" at the end of each wave.

Feeling of Movement
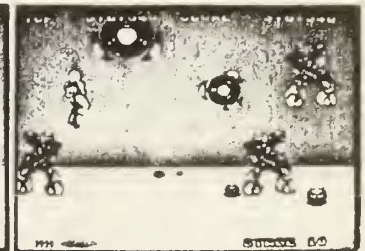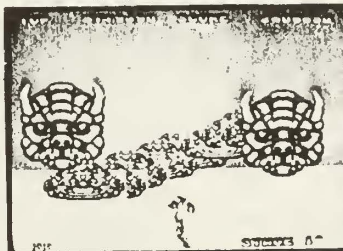
The Space Harrier character is humanoid in form, but he certainly must be an extra-terrestrial because he can fly unaided above the ground. Your position is just behind him, so there's quite a strong feeling of movement as you direct the Space Harrier's headlong rush into the three-dimensional distance. Enemy creatures and objects appear as mere dots on the horizon, quickly taking form as they come near. Some are more or less stationary, while others swirl and swoop as they approach, each with its own particular pattern. Some can be shot, while others must be avoided. If the Space Harrier is touched by an enemy creature, he lets out a cry of anguish as a life is lost.

Spectacular Graphics

No doubt about it, SPACE HARRIER boasts truly spectacular graphics and excellent music. The three-dimensional effect of moving through space above the surface of the Land of the Dragons is very impressive. Characters in the game are nearly as detailed as they are in the original coin-op game, a feat that would have been inconceivable on a home system just a few years ago. Gameplay is full of non-stop action with a rapidly escalating difficulty factor as you clear successive waves of enemy attackers. This is dodge-and-shoot gaming on a grand scale! (Solo play; Pause.) Available for Sega Master System only.

Recommended. (MSR $39.95)

Critically Speaking...Nintendo Compatible

PRO WRESTLING (★★★1/2/★★★1/2) from *Nintendo* gives NES owners a third choice in wrestling action games for the system, and we think it's the best of the three. The wrestling action in this game is one-on-one, with no team-member to tag if your fighter begins to tire in the ring. Whether you play a solo game against a computer-controlled fighter or decide to set up a match against a friend, you can be any of six fighters, each with his own special attributes and techniques. Solo play involves a series of timed challenge matches as you attempt to move up through the rankings. Two-player games are for the best two out of three falls with no time limit. There is a very good repertoire of fighting moves: 12 basic throws and 10 special moves (1 or 2 specific to each fighter). You can use everything from the typical punches, body slams and drops to the more spectacular moves such as the pile driver, flying attacks, and even karate kicks. Action can take place both inside and outside the ring, and a vocal crowd of wrestling fans cheers the action. The referee moves with the wrestling action, calling out the count when timing pins. Additional atmosphere is provided by a press photographer who runs back and forth in front of the ring, following the action with his camera.

More Serious Wrestling Game

The first thing we noticed about Nintendo's PRO WRESTLING is that it seems a little more serious than a number of other wrestling games we've played lately. (And there have been a lot of them!) The characters are fanciful enough, such as The Amazon who is "half-piranha, half-man," but the game is not played for laughs. Wrestling is presented as a sport rather than a circus act. The game plays very well and offers a lot of variety without making the act of controlling the fighters too complicated. The control scheme falls somewhere between Data East's "Tag Team Wrestling" and Bandai's "M.U.S.C.L.E." in its difficulty of learning. Nintendo's control scheme is just as complex as Data East's, but we found it more logical and easier to execute. PRO WRESTLING does require more effort to learn than "M.U.S.C.L.E.," but it yields the advantage of more variety and depth of play. Graphically, PRO WRESTLING is quite realistic and well animated, with large fighting figures so you can really see what moves are being executed. If you want a good wrestling game for your Nintendo system, we think that PRO WRESTLING is the best choice. (Solo or 2-player competitive; Pause.) Available for Nintendo Entertainment System only.

Recommended. (MSR $34.95)

SLALOM (★★★1/2/★★★) by *Nintendo* lets you take a trip to the slopes for a little downhill ski racing--and you don't even have to endure the rigors of the cold. You begin the game by choosing your mountain: Snowy Hill (beginner), Steep Peak (intermediate), or Mt. Nasty (expert). Each mountain has a qualifying run and seven different racing courses with picturesque names such as "Hot Dog Heaven" and "Rad Run." The object is to ski each run as quickly as possible, because you must beat a time limit in order to move to the next run. You can get your skier going at breakneck speed by putting him into a tucked position, but it's all too easy to lose control. You not only have to get your skier down the run in one piece, but you must also get him through the flagged gates, make him avoid stationary obstacles (trees, snowmen), keep him away from moving objects (drone skiers, sledders) and either make him ski around moguls (small bumps) or go over them to earn freestyle bonus points. SLALOM offers the exhilaration of sheer speed and the challenge of dodging obstacles in a blue-and-white setting of sky and snowy mountains. It's not a terribly complex game, but we had a lot of fun with it. (Solo or 2-player alternating; Pause.) Available for Nintendo Entertainment System only.

Recommended. (MSR $29.95)

TRACK & FIELD (★★★/★★★1/2) has been brought to the Nintendo screen by *Konami*, the same people who developed the popular coin-op version. This eight-event sports game opens to the refrains of *"Chariots of Fire"* as a runner carrying a torch races across the screen. From there, you can choose to compete in the 100m dash, long jump, 110m hurdles, javelin throw, skeet shooting, triple jump, archery, or high jump. In all the events which require running, you'll have to build up speed by pumping the "A" button as fast as possible. That will be the key to your success in several of the events. Timing is critical too as in events such as the javelin throw, long jump, and the like, you have to hit the control pad at the opportune time to be successful (and not commit a foul). Skeet Shooting requires fast reflexes as you must choose the right or left trigger ("A" button or control pad) to hit the target as it comes into either your left or right sight. In Archery, you'll look down on your archer as he must fight winds and a target which continues to move from top to bottom, and back. The length of time you keep your finger on the button controls the heighth of your arrow.
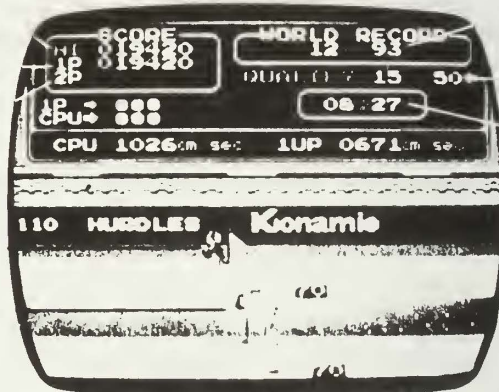

Timing is Everything

The first several times you attempt some of these events you'll probably find yourself commiting a number of fouls as you get a feel for your timing. We had quite a time with the High Jump as we just couldn't get the jump off at the right time, creating the pole to constantly fall. You have to learn how to change the angle of your man in mid-air. Good luck! This is good, diversified sports action which will keep you busy on a Saturday afternoon (with *Wide World of Sports* on in the background, of course) with clear and well-colored graphics.

Recommended (MSR $30.00)

RUSH'N ATTACK (★★★★/★★★★) by *Konami* certainly won't disappoint the NES owners who have been looking forward to their own version of this coin-op action favorite. The game is a POW rescue mission with you as the potential hero. (You and a friend can share the honors in the 2-player game, which features both players' characters active on the screen at the same time.) Your role is that of a foot soldier dropped behind enemy lines with only a knife to defend himself. The object is

to make your way through a series of six different enemy installations, each comprising several stages, to free the American POWs being held at the enemy base. The enemy seems to have a limitless supply of soldiers whose chief mission is to protect their base from discovery and keep you from rescuing the POWs. They hit you with everything they have, from lowly foot soldiers and artillerymen to patroopers and attack dogs. Their installations are also mined in some places, so you really have to watch your step. Fortunately, it is possible for you to acquire some firepower of your own by capturing enemy weapons. They're only good for limited use, so it's a good idea to save them for the really tight spots.
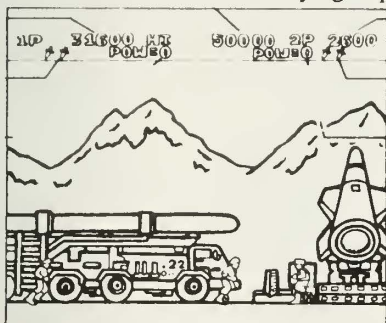
NES Version Outshines C64 Version
    While we enjoyed the first home version of RUSH'N ATTACK (for Commodore 64/128), this latest one for the Nintendo system outshines it in every way. Graphics are more sharply detailed and feature better animation. Sound effects are more realistic, and the music is more stirring, adding a sense of urgency to your mission. The game itself seems more lively on the Nintendo system. And the ability to have two players' characters on the screen together makes for a superb two-player game. RUSH'N ATTACK is bound to become the new favorite in the game library of many Nintendo system owners-- it's a winner! (Solo or 2-player simultaneous; Pause.) NES version reviewed; also available on C64/128 disk with "Yie Ar Kung Fu" at $29.95.
Recommended. (MSR $34.95)

Coming from SNK

    Newcomer SNK Corp. is expected to release its first NES game, IKARI WARRIORS (MSR $39.95), by the end of this month. Judging from comments from our subscribers, there's a lot of advance interest in this one. Their second title, ATHENA, also based on an arcade game, is due in June. SNK plans three more games for the balance of 1987: PSYCHO-SOLDIER, TNK 3, and VICTORY ROAD. Specific release dates have not been set for these three, and titles could change before release.

Japanese Game Fanatics' Tip of the Month

    This month's tip is a good one for anyone who hasn't yet seen all the levels of Capcom's GHOSTS'N GOBLINS. It's also helpful for more intensive practice of certain segments of the game that may be giving you trouble. Follow the procedure below, and you can start on any level of GHOSTS'N GOBLINS (1A, 1B, 1C, 2A, 2B, 2C, 2D, 3A, 3B, 4A, 4B, 5, 6, or even 7!). Using Controller #1, the following actions must be taken quickly during the title screen: Push and HOLD Control Pad to the right and simultaneously push Button "A" three times, then Button "B" three times, and then release the Control Pad. Next push the Control Pad up and release it, and then push Button "B" three times. Push the Control Pad left and release, then push "B" three times. Push the Control Pad down and release, then push "B" three times. Now you're ready to push the "Start" button, which will take you to a screen showing a level number, which can be cycled up with Button "A" or down with Button "B." Once you've found the level you want, push the "Start" button to begin playing. Not only can you start at any level, but the "continue" feature of the game still works, allowing you to pick up where your last knight was killed.

Sega News

    We've had so many inquiries about the possibility of MONOPOLY (an adaptation of the classic Parker Bros. boardgame) and OUTRUN (a hot, new Sega coin-op game) being made for the Sega Master System that we checked with our sources at Sega. Indeed, both games are in development. MONOPOLY is expected to be ready for the pre-Christmas sale period, and OUTRUN will be a Two Mega Cartridge (2 megabits), scheduled for July.

Critically Speaking..Intellivision Compatible

TOWER OF DOOM (★★★/★★★★) is the latest adventure for Intellivision that gamers have been anxiously awaiting. *INTV Corp.* has done a fine job of showing that the Intellivision system is indeed not dead as they present this multi-level game. There are several adventures you can choose from within the Tower of Doom, with a total of 10 different characters, all possessing different abilities in endurance, fighting, etc. The novice adventure features six levels with the mazes remaining the same in each. Then, you can move on to the Tower adventure, featuring an 8, 12, or 20 level game with the mazes remaining the same, or one of five other adventures where the mazes change with each game. As in any good adventure, you'll find yourself collecting magical treasures, fighting monsters, and escaping various traps set. The screen is divided into four sections, with the largest portion showing your immediate vicinity within a level, along with any nearby doors, treasures, monsters, etc. It's within this view that you'll do your fighting with monsters (some monsters have to be bribed with treasure), and the walls of the various corridors and rooms will appear as you make your way through the level. In the upper left corner you'll find the map of the level you're on. It only shows the areas which you've already explored, with your current position marked with a dot. In the lower left side of the screen aare three rows of symbols. The first row are the items you use to open doors, descend stairs, and use items. The second and third rows show the items you are currently carrying in your pack. Along the bottom of the screen you'll find yellow shields which indicate how much injury you can sustain before dying. There are also messages which appear from time to time across the middle of the screen with helpful information.   Your quest is to make it to the bottom of the tower, having found as many rare treasures as possible.
    Many Hours of Enjoyment
    We were very pleased to find the depth of gameplay that is in this game. With the large number of adventures and characters, there are almost endless opportunities for a gratifying experience. There are lots of mazes, with many approaches that you can take to surviving. The graphics are quite nice and you'll enjoy the colorful fight between your adventurer and the dragon! The sounds are quite integral to the game, as you must learn to recognize sounds as indications of spells, different traps, etc. All in all, this is a game for young and old who enjoy a maze adventure (one player)
Recommended (MSR approx $20.00)

Critically Speaking...Atari 2600 Compatible

MIDNIGHT MAGIC (★★★/★★1/2) from *Atari* is based on the classic Broderbund computer pinball game, "David's Midnight Magic." Within the inherent limitations of the 2600 system, it's not surprising that the game loses a little in the translation. However, the bright colors, flashing lights, and good sound effects may please someone looking for a newer pinball simulation than the much older "Video Pinball" for the 2600. The game consists of a single screen with the usual flippers (two sets), bumpers, spinners, and assorted targets. The box proclaims four game variations, which actually consist of solo and two-player games at two difficulty levels. (Depending on the setting of the A-B difficulty switch, you may play with center post and kickers turned on only by hitting a specific target, or they can be on from the beginning of the game.) Play action is pretty standard video pinball fare, with no special touches to bring the game above an average level of interest. There is no provision for "tilting." We found the game mildly entertaining but not compelling enough to make us want to play it repeatedly. (Solo or 2-player alternating; Joystick; Pause.)
Not recommended. (MSR $15.00)

AVAILABILITY UPDATE

ATARI XE/XL
MARCH
Alt Reality 2: Dungeon (DS)
x-Battlecruiser (SSI)
Black Magic (DS)
x-Bureaucracy (INF)
x-Guderian (AH)
Guild of Thieves (FIR)
Gunslinger (DS)
Infiltrator (MIN)
Old Scores (DS)
Pawn, The (FIR)
x-Phantasie (SSI)
x-Pitfall/Demon Attack (SG)
x-Saracen (DS)
Trailblazer (MIN)
Video Title Shop (DS)
221 B Baker Street (DS)
APRIL
Autoduel (ORI)
Bismarck (DS)
Tobruk (DS)
Swords & Sorcery (DS)
SECOND QUARTER
Marble Madness (EA)
Ultima I (ORI)
THIRD QUARTER
Gunship (MIC)

ATARI ST
MARCH
x-Balance of Power (MIN)
x-Bureacracy (INF)
x-Chessmaster 2000 (ST)
Colonial Conquest (SSI)
Defender of Crown (MDS)
x-High Roller (MIN)
Portal (ACT)
x-Roadwar 2000 (SSI)
x-Shuttle II (MT)
APRIL
Bard's Tale (EA)
Championship Baseball (GAM)
GFL Championship Football (GAM)
Golden Path (FIR)
Guild of Thieves (FIR)
Guitar Wizard (BAU)
Rainy Day Games (BAU)
Rings of Triton (MT)
Shadow World (MT)
Sub Battle Simulator (EPY)
Tanglewood (MT)
Tracker (FIR)
Univ Military Sim (FIR)
Video Vegas (BAU)
10th Frame Bowling (ACC)
MAY
King of Chicago (MDS)
Rings of Zilfin (SSI)
Space Snatchers/Aratoon (SIE)
Wizard's Crown (SSI)
JUNE
Leisure Suit Larry (SIE)
Police Quest (SIE)
Sinbad/Throne Falcon (MDS)
Thexder (SIE)
221B Baker Street (DS)
SECOND QUARTER
Arcticfox (EA)
THIRD QUARTER
Gunship (MIC)
Three Stooges (MDS)

COMMODORE 64/128
MARCH
x-Accolade's Comics (ACO)
Alt Reality: Dungeon (DS)
x-Battlecruiser (SSI)
Black Magic (DS)
x-Bureacracy (INF)
x-Circus Charlie (KON)
Create a Calendar (EPY)
Defender of Crown (MDS)
x-Destroyer (EPY)
Famous Golf Courses (ACC)
Golden Path (FIR)
x-Guderian (AH)
HyperSports/Ping Pong (KON)
x-Pitfall/Demon Attack (SG)
x-Saracen (DS)
APRIL
Bismarck (DS)
Breakthru (DE)
Express Raiders (DE)
Guild of Thieves (FIR)
Iron Horse (KON)
Jailbreak (KON)
Mikie (KON)
Old Scores (DS)
Phantasie III (SSI)
S.D.I. (MDS)
Sentinel (FIR)
Street Sports Baseball (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Tobruk (DS)
Track & Field (KON)
Trailblazer (MIN)

Trojan (CAP)
Ultima I (ORI)
Video Title Shop (DS)
War in S Pacific (SSI)
Wargame Construction Set (SSI)
Yie Ar Kung Fu 2 (KON)
MAY
Gunsmoke (CAP)
Realms of Darkness (SSI)
JUNE
Side Arms (CAP)
Speed Rumbler (CAP)
SEPTEMBER
Street Sports Basketball (EPY)
SECOND QUARTER
Age of Adventure (EA)
Amnesia (EA)
Darkhorn (AH)
Destroyer Escort (MIC)
Gradius (KON)
Instant Music (EA)
Macbeth (AH)
Rommel/Tobruk (EA)
Ronin (BRO)
Scoop, The (TEL)
Sub Battle Simulator (EPY)
Wooden Ships/Iron Men (AH)
World Tour Golf (EA)
THIRD QUARTER
Three Stooges (MDS)

COMMODORE 128
MARCH
Guild of Thieves (FIR)

AMIGA
MARCH
x-Bureaucracy (INF)
Guild of Thieves (FIR)
x-Uninvited
Writer's Choice elite (PCS)
APRIL
Alt Reality: City (DS)
Championship Baseball (GAM)
Donald Duck's Playgrd (SIE)
Earl Weaver Baseball (EA)
GFL Champshp Football (GAM)
Kampfgruppe (SSI)
King's Quest II (SIE)
King's Quest III (SIE)
Phantasie (SSI)
Return to Atlantis (EA)
Roadwar 2000 (SSI)
Starglider (FIR)
Thunder (BI)
MAY
King of Chicago (MDS)
Police Quest (SIE)
SECOND QUARTER
Contact (BI)
GATO (SPE)
Orbiter (SPE)
PaperClip Elite (BI)
Silent Service (MIC)
Star Rush (MDS)
Univ Military Sim (FIR)
10th Frame (ACC)
THIRD QUARTER
Gunship (MIC)
Three Stooges (MDS)

APPLE IIe/IIc
MARCH
x-Balance of Power (MIN)
x-Battlecruiser (SSI)
x-Bureaucracy (INF)
Create a Calendar (EPY)
Golden Path (FIR)
x-Guderian (AH)
Guild of Thieves (FIR)
Killed Until Dead (ACO)
Old Scores (DS)
x-Phantasie III (SSI)
x-Realms of Darkness (SSI)
War in S Pacific (SSI)
APRIL
Accolade's Comics (ACO)
Alt Reality: Dungeon (DS)
Bismarck (DS)
Black Magic (DS)
Championship Golf V.1 (GAM)
Commando (DE)
Dark Lord (EA)
Epyx 500XJ Joystick (EPY)
GBA Champ Basketball (GAM)
GFL Champshp Football (GAM)
Saracen (DS)
Space Quest (SIE)
Springboard Publisher (SPR)
Spy's Adv/S America (POL)
Starglider (FIR)
Street Sports Baseball (EPY)
Swords & Sorcery (DS)
Tag Team Wrestling (DE)
Tobruk (DS)
Track & Field (KON)

Ultima I (ORI)
Yie Ar Kung Fu (KON)
Zoids (ED)
JUNE
King's Quest III-128K (SIE)
SEPTEMBER
Street Sports Basketball (EPY)
SECOND QUARTER
Ancient Art of War (BRO)
Bard's Tale 2 (EA)
Darkhorn (AH)
Destroyer (EPY)
Gunship (MIC)
Infiltrator (MIN)
Movie Monster Game (EPY)
Quizam! (INS)
Ronin (BRO)
Scoop, The (TEL)
Sub Battle Simulator (EPY)
Sub Mission (MIN)
Superbowl Sunday (AH)
Titanic (ED)
Variable Feasts (BRO)
World Games (EPY)
THIRD QUARTER
Frank'n Ernest Adv (POL)
Spy's Adv/Africa (POL)
Spy's Adv/Asia (POL)
Spy's Adv/Pacif. Islands (POL)

APPLE IIGS
MARCH
Defender of Crown (MDS)
DeluxePaint II (EA)
GBA Champshp Basketball (GAM)
Hacker II (ACT)
Music Constr Set (EA)
APRIL
S.D.I. (MDS)
Writer's Choice elite (PCS)
JUNE
King of Chicago (MDS)
Thexder (SIE)
SECOND QUARTER
Bard's Tale (EA)
Destroyer (EPY)
Drawing Table (BRO)
Fantavision (BRO)
King's Quest II (SIE)
King's Quest III (SIE)
Managing Yr Money (MEC)
Newsmaker (BRO)
Print Shop (BRO)
Silent Service (MIC)
Space Quest (SIE)
Sub Battle Simulator (EPY)
World Games (EPY)

MACINTOSH
MARCH
x-Bureaucracy (INF)
Computer Ambush (SSI)
Defender of Crown (MDS)
Donald Duck's Playgrd (SIE)
Guild of Thieves (FIR)
Shadowgate (MIN)
x-Sub Battle Simulator (EPY)
APRIL
Alt Reality: City (DS)
King's Quest II (SIE)
King's Quest III (SIE)
North Atlantic '86 (SSI)
Portal (ACT)
S.D.I. (MDS)
Tracker (FIR)
MAY
Roadwar 2000 (SSI)
JUNE
Police Quest (SIE)
SECOND QUARTER
AutoDuel (ORI)
Guitar Wizard (BAU)
Oo-Topos (POL)
Orbiter (SPE)
Rainy Day Games (BAU)
Star Fleet 1 (INS)
Ultima IV (ORI)
Univ Military Sim (FIR)
Video Vegas (BAU)

IBM PC-PCjr/Tandy 1000
MARCH
Alt Reality: City (DS)
x-Bureaucracy (INF)
Create a Calendar (EPY)
Defender of Crown (MDS)
x-GBA Champ Basketball (GAM)
x-GFL Champshp Football (GAM)
Guild of Thieves (FIR)
x-Indiana Jones/Revenge (MIN)
x-Kampfgruppe (SSI)
x-Portal (ACT)
x-Roadwar 2000 (SSI)
x-Starglider (FIR)
Tobruk (DS)
Track & Field (KON)

Ultima I (ORI)
APRIL
Commando (DE)
Epyx 500XJ Joystick (EPY)
Mercenary (DS)
Pawn, The (FIR)
Police Quest (SIE)
Rings of Zilfin (SSI)
Shard of Spring (SSI)
Sierra 3D Helicopter Sim (SIE)
Spy's Adv/S America (POL)
Spy's Adv/Europe (POL)
Spy's Adv/N America (POL)
Street Sports Baseball (EPY)
Tag Team Wrestling (DE)
221B Baker Street (DS)
MAY
Leisure Suit Larry (SIE)
Mercenary 2nd City (DS)
Phantasie (SSI)
Wizard's Crown (SSI)
JUNE
S.D.I. (MDS)
SEPTEMBER
Street Sports Basketball (EPY)
SECOND QUARTER
Adventure Constr Set (EA)
Arcticfox (EA)
Bop'N Wrestle (MIN)
Championship Baseball (GAM)
DEGAS Elite (BI)
Destroyer (EPY)
Guitar Wizard (BAU)
Gunship (MIC)
HardBall (ACO)
Lords of Conquest (EA)
Macbeth (AH)
Marble Madness (EA)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Ogre (ORI)
Operation Market Gdn (SSI)
PaperClip Elite (BI)
Rainy Day Games (BAU)
Rings of Zilfin (SSI)
Robot Rascals (EA)
Ronin (BRO)
Ultima IV (ORI)
Univ Military Sim (FIR)
Variable Feasts (BRO)
Video Vegas (BAU)

INTELLIVISION
MARCH
x-Tower of Doom (INT)
APRIL
Diner (INT)
Triple Challenge (INT)
MAY
Chip Shot Super Pro Golf (INT)
JUNE
Commando (INT)
THIRD QUARTER
Learning Fun Album (INT)
Slam Dunk Super Pro Basketball (INT)
Super Pro Hockey (INT)
FOURTH QUARTER
Pole Position (INT)

ATARI 7800
APRIL
Choplifter (AT)
Desert Falcon (AT)
Karateka (AT)
1-on-1 Basketball (AT)
MAY
Impossible Mission (AT)
Summer Games (AT)
Winter Games (AT)
JUNE
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Hatrick (AT)
FOURTH QUARTER
GATO (AT)

NINTENDO
MARCH
x-Pro Wrestling (NIN)
x-Rush'n Attack (KON)
x-Slalom (NIN)
x-Track & Field (KON)
APRIL
Burgertime (DE)
Competition Pro Joystick (CC)
Epyx 500XJ Joystick (EPY)
Ikari Warriors (SNK)
Ring King (DE)
Trojan (CAP)
Volleyball (NIN)
MAY
Castlevania (KON)
Double Dribble (KON)
Family Fun Fitness (BAN)
Legend of Zelda (NIN)

Super Controller (BAN)
JUNE
Athena (SNK)
Punch-Out! (NIN)
Speed Rumbler (CAP)
THIRD QUARTER
Section Z (CAP)
FOURTH QUARTER
Gunsmoke (CAP)
SECOND HALF
Psycho-Soldier (SNK)
TNK 3 (SNK)
Victory Road (SNK)

SEGA MASTER SYSTEM
FEBRUARY
x-Control Stick (SEG)
MARCH
x-Great Baseball (SEG)
x-Shooting Gallery (SEG)
x-Space Harrier (SEG)
APRIL
Competition Pro Joystick (CC)
Quartet (SEG)
MAY
Ghostbusters (SEG)
JUNE
Epyx 500XJ Joystick (EPY)
Gangster Town (SEG)
Great Baseball (SEG)
Great Volleyball (SEG)
Rocky (SEG)
Wonder Boy (SEG)
Woody Pop (SEG)
JULY
Enduro Racer (SEG)
Great Football (SEG)
Outrun (SEG)
3D Gunner (SEG)
3D Imager/Glasses (SEG)
AUGUST
Great Golf (SEG)
3D Zaxxon (SEG)
THIRD QUARTER
Graphics Board (SEG)
FOURTH QUARTER
Monopoly (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
ACC...Access
ACO...Accolade
ACT...Activision
AH...Avalon Hill
BAN...Bantam
BAU...Baudville
BLU...Bluechip S/W
BND...Bandai
BRO...Broderbund
BUL...Bullseye S/W
CAP...Capcom USA
CC...Coin Controls
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
ED...Electric Dreams
EPY...Epyx
ET...Electric Transit
FIR...Firebird
GAM...Gamestar
INF...Infocom
INS...Interstel
INT...INTV Inc
KON...Konami
MAS...Mastertronic
MDS...Master Designer S/W
MIC...Microprose
MIS...Microsoft
MIN...Mindscape
MT...MichTron
NIN...Nintendo
ORI...Origin Systems
PCS...Personal Choice S/W
POL...Polarware
SEG...Sega
SG...Solid Gold
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
TEL...Telarium

SUBSCRIBER BUYING SERVICE

Program	Cost	Sys/Format	Quantity	Total
Battlecruiser (Ap,Co,At)	43.60			
Bureacracy (Ap 128k,I,Mac,ST,Am)	28.80			
Bureaucracy (C128)	26.10			
Destiny Knight Clue Book	10.25			
GBA Champ Basketball 2 on 2 (l;Ap;Co)	28.80			
Great Baseball (Sega)	29.00			
Football (I;Ap)	28.80			
High Roller (ST;Co)	22.30			
Midnight Magic (2600)	14.70			
Pitfall/Demon Attack (Co;At)	11.20			
Power (Co)	11.20			
Pro Wrestling (NES)	28.50			
Roadwar 2000 (I;ST;Ap;Co)	28.80			
Runway USA (book)	7.50			
Rush 'N Attack (NES)	28.25			
Saracen (Ap,Co;At)	14.40			
SDI (Am;ST)	36.40			
Shooting Gallery (Sega)	29.00			
Shuttle II (ST)	28.80			
Slalom (NES)	24.00			
Space Harrier (Sega)	33.90			
Starglider (Co)	28.80			
Starglider (I;ST)	32.90			
Sub Battle Simulator (Mac;l;Ap*;Co*;ST*)	28.80			
Tower of Doom (Int)	18.40			
Track & Field (NES)	25.25			
Uchi Mata (Co)	22.30			
Uninvited (Am;Mac)	36.40			
Where in USA is C Sandiego (I;Ap)	32.90			
World Class Leader Board (Co;Ap*;I*)	28.80			
World Karate Championship (ST;Co;At;Ap;I)	28.80			

ACTIVISION PRICE REDUCTIONS ANNOUNCED ON MANY TITLES FOR MANY SYSTEMS (SEE PAGE 6)... USE THE HANDY GUIDE ON THE BACK COVER TO FIGURE YOUR PRICING. JUST LIST THE TITLE(S) YOU WOULD LIKE TO ORDER!

Renew Your Subscription So You Don't Miss One Issue!

One Year First Class Renewal	21.00		
One Year Third Class Renewal	18.00		

NAME:

ADDRESS:

CITY: ST: ZIP:

PHONE: Subscriber #:

__Check/MO __Bankcard...Expiration Date:

Card#:

Signature:

NOTE: All computer prgms on disk unless noted.

KEY: *=preorder;AM=Amiga;At=Atari XE/XL;Ap=Apple II Co=Commodore 64/128;I=IBM PC/PCjr;Mac=Macintosh; ST=Atari ST;Int=Intellivision;NES=Nintendo;SEGA=Sega

Sub-Total:

Tax (Calif):

Shipping:

Total Enclosed:

Shipping Chart: UPS--$2.00 for 1st item, 50¢ ea additl item (48 states).

POSTAL: $3.75 1st item, 75¢ ea additl item (US/APO/FPO)
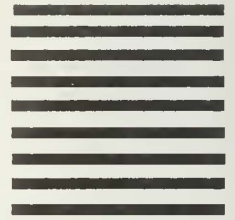
CANADA: $4.75 1st item, 75¢ ea additl item

Self Mailing folder. Fold Here