Computer Entertainer
the newsletter

And the Earth Shook...

Many thanks for all the concerned phone calls after our recent earthquake! NO...this is *NOT* the ultimate videogame, as all our local readers will attest! Our computers and game systems rode the quake out well, although we had floppy disks, videogames, and the like all over the floor. Once is more than enough to experience a trembler of this magnitude (or bigger, heaven forbid) and we hope our readers in the Los Angeles area came through okay. It is, indeed, a very frightening experience, even if you've been through quakes before. Unfortunately, we have a friend who, thinking it was the ultimate in decor, had a fishtank on a shelf above his computer. On Thursday, October 1st at 7:45am, his computer was ruined when the fishtank broke, spilling all over his equipment. A word to the wise to our local computer and gaming enthusiasts...look around your set-up (and above) and try to anticipate what could possibly fall on your equipment, ruining hardware and software – and then rearrange! After a few shaky days, we were fully back on deadline and writing furiously (backing up our work even more than usual in case of another aftershock!).

BITS AND PIECES

Play Jazz On Your Macintosh

Broderbund is readying *JAM SESSION,* allowing the user to playing professional-sounding music. There will be several different song styles included, with animated musicians appearing on screen. With the keyboard, you begin to "play," while the music fits in automatically, with no sour notes. Watch for our review soon.

Bermuda Project from Spectrum HoloByte

You'll be able to guide a reporter through the strange Bermuda Triangle as he encounters adventure after adventure in BERMUDA PROJECT from Spectrum HoloByte. The game is planned for the Macintosh, Atari ST, and Amiga.

New Game from Balance of Power Author

Chris Crawford, author of the award winning Balance of Power, is working on a new program for Mindscape. Entitled *Trust and Betrayal: The Legacy of Siboot,* it focuses on language, personality, and power as a means to an end. Players will communicate with characters in an alien language as they make deals, ask and answer questions, beg, make promises and gossip. Artificial personality in his characters will help change relationships during the course of the game, forcing the player to adjust his behavior. This game, initially set for Macintosh, should be highly interesting to look at!

New For Apple

Broderbund is releasing two new games for the Apple II. *Wings of Fury,* a World War II action game, pits the player as a pilot of an F6F Hellcat fighter/bomber in missions over the Pacific. Using a joystick, you'll take off and land on a carrier deck, in addition to attacking enemy warships, destroying bunkers, and dogfighting with enemy fighters. *Magnetron* takes the player into the future as you pilot a tiny photon fighter and battle Magnetron Generators–powerful, unpredictable magnetic-force weapons that push, pull, and swirl you toward doom. Watch for reviews soon.

Silent Service is Enhanced for IIGS

Microprose is just about ready to release their first title supporting the Apple IIGS. It's an enhanced version of the best-seller, *Silent Service.* Highly popular in other formats, the game is a detailed submarine simulation covering the thrill and danger of captaining a World War II submarine in the South Pacific. The IIGS version will take advantage of the great graphics, sound and speed for additional play-action. This version will feature a detailed map system and enemy targets, and intricately designed instrumentation and submarine interior. Also included are highly realistic sound effects of the sea, engine, and submarine klaxon. Game controls have been simplified to employ on-screen icons for all activity selections.

SPACE M+A+X SPACE STATION CONSTRUCTION SIMU-LATOR (★★★★/★★★★) is an absolutely fascinating look at the world of space stations from *Final Frontier Software*. In this highly unique program, your job is to launch, assemble, and operate the world's first commercial Space Station within a limited time schedule and budget. In addition, you want to make as much money doing so as possible (the first space entrepreneur, if you will). As the Simulator Operator, your job is to direct the construction and pilot operation of the station. You must plan all the payloads to be launched into orbit, based on your needs and projected plans for the station. Your station must be assembled and operational within a stated number of days authorized by the Board of Directors or the company will face stiff penalties. You'll be afforded funding to meet the costs and operating expenses over the period of time of construction, which can be spent any way you see fit. If you finish below budget, you'll be rewarded with incentive payments. You must determine what type of modules to include in your construction, from sixteen types available including experimental labs, recreational, material processing (for manufacture in space), and more. The items put on board must be a careful mix of oxygen, food, water, medical supplies, raw materials for your processing modules, lab supplies, spare parts, and much more. Of course, you must see to it that the payload is such that you're able to launch! Space M+A+X Enterprises, Inc. is contracted with eight American and multi-national companies, as well as various Space agencies, etc. which, again, help determine what the goal of your space station will be. Your compensation is a combination of salary, completion bonus, savings bonus, and profit sharing based on the profitability of your Space Station.

The Construction

All the major activities of the construction are initiated through the Mission Control Center. That's the Main Menu where you'll find most everything you'll need. There are several reports which you can call up which are highly detailed. These include financial reports; earnings-to-date; launch cost detail backup; revenue detail; profit & loss report, etc. This is the menu which you will begin launch countdown, load an orbiter, reentry, etc.

The Launch

Once the Space Station modules are assembled and the payload decided upon, you're ready to launch it via The Orbiter (Space Shuttle). The documentation covers, in detail, the various statistical information about the Orbiter needed, as well as the heavy-lift launch vehicles (HLLV) used. If you've loaded too much payload, you won't even get off the launch pad! The Orbiter or HLLV launches will continue to bring up the various modules for your Space Station which you will then have to assemble, via a building block principle. Again, the documentation will help you with information needed as to the preferred order of bringing the various elements up.

Bringing the Station to Life

Once everything is operational, it's time to bring your station to life as you begin to process the goods you've chosen to concentrate on. There you will deal with the crew, medical emergencies...all the things you'd have to deal with if you were really in space!

More Than Can Be Described

This is one of those programs that is so rich with layers of "gaming" that it is impossible for us to truly do it justice. In addition to the dozens of reports and tons of information you deal with, there are also some outstanding 3D-type screens which show a high degree of animation, color, and reality. We even floated through space looking out our space window down at earth with the strains of "The Skater's Waltz!" reminiscent of the movie, *2001, A Space Odyssey*. (In fact, there are several classical and contemporary compositions throughout the program which can be switched off if you choose.) This is no easy program to master, but once you feel comfortable with the easiest level (management trainee) there are still four more levels of difficulty, up through Senior Project Director. We should also note the absolutely terrific manual which accompanies the program. It's a full 137 pages of descriptive material, a "short course" on space station technology, and also features some beautiful color and black and white illustrations. Final Frontier indicates that this is a combination project management and business strategy program which we agree with. It's also a first-rate space simulator. It is a program ideally suited for

IBM'ers and one that will challenge you hour after hour, session after session! If you can't find this program at your local software store, write to Final Frontier Software, 18307 Burbank Blvd., Suite 108, Tarzana, CA 91356 (phone 818-996-0431) as you can purchase it directly from them (include an extra $3.00 for shipping and give details about the machine and EGA card you have). (192KB RAM; PC-DOS 2.10+; reviewed on IBM PC; also runs on PCjr; contains 3 floppy disks–you can purchase the program for $59.95 without copyguard so you can copy it to hard disk; color graphics adapter/monitor; joystick and printer recommended)
Recommended (MSR $49.95)

SOLITAIRE ROYALE (★★★/★★★1/2) is a collection of solitaire games from *Spectrum HoloByte* which features eight of the most popular solitaire games. You can choose any one of the eight to play (as many times as you wish, obviously) or choose "The Tour" where you play all eight versions in succession in order to accumulate the highest score possible. There are ten different card backs (with five different faces) to choose from – everything from an antique automobile to palm trees on a beach, the Golden Gate Bridge, peacocks, and more. The games included are Pyramid, Golf, Corners, 3 Shuffles & A Draw, Reno, Klondike, Canfield, and Calculation. There are also three children's games included–the classic game of concentration, Pairs, and The Wish. Playing is extremely easy as your choices are available through pull-down menus. You can pull down a "How to Play..." and quickly learn how to play a particular game you're not familiar with, or get some general information about Solitaire, the card pile, etc. Each time you choose a game, the "deck" is shuffled and quickly dealt. Then, with the keyboard (or mouse), you control the movement of the cards in the game you're playing. You can also choose to play Tournament Play in which you can challenge an opponent to the highest score (or more than one opponent). Any of the eight games can be used for the competition, or the whole eight games. The program will lay out the deal of each game identically for each player in the tournament, recording the top five scores.

Addictive

Anyone who has enjoyed solitaire knows how addictive the game is. We all have a favorite form of solitaire and many of the most familiar are right here. While it's certainly not necessary to have a computer to play the venerable game, there's something hypnotic as you watch the computer do all the work with the shuffling, dealing out, keeping track, etc. It makes for a fast deal! We found ourselves playing game after game, unable to get up...and then sneaking back to the computer room late at night for "just one more round." Granted, it's simple, but it's great fun...and the graphics are crisp, clear, and you can't knock the deck out all over the table! One note regarding the graphics...if you have an EGA card you can get colors true to a real deck of cards (with all colors on the back of the decks). If you have a CGA card, however, you can only see everything in one color (the program allows you to change to various colors–some of which are very hard to see the card denominations in, others are easy to see). (one player; multi-player in tournament play; reviewed on IBM; CGA or EGA color graphics adaptor required; mouse is optional; coming for Amiga and Macintosh)
Recommended (MSR $34.94)

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

★ = **ENTERTAINMENT PROGRAMS** (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)
☆ = **APPLICATION PROGRAMS** (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for graphics)

IBM PC & COMPATIBLES

OVER 2000 MOVIES is a database and rating guide for over 2000 movies currently available from *Consolidated Micro Technology.* The program allows you to pull movies by title, year, category, actors (two per movie), and MPAA atings. In addition to being able to add and delete movies, you can make notes or reviews under the various movies in the database. If you wish to find all movies with a particular actor in them, you'd type in the actor's name and the database would search for all movies with the name. There are two big problems. First, there are only so many spaces available to type in the name. We typed in the name Dustin Hoffman. When we got to the "M" in Hoffman, we had run out of space in the window. It turned out that "M" also is a command in the Commands Window which is on the screen (M for Modify). We immediately kicked out of what we were doing into the Modify mode! Frustrating! Also, when we did go searching for something, we found that in virtually all situations, the database was extremely slow in looking for our information. At that, we had installed the program on a hard drive (from the floppy) so it would be faster! Imagine how much time it could take on the floppy disk! While a movie database a good idea, this is not the program! (available only for IBM; available from CMT, 9400 Hall Road, Downey, CA 90241)
Not Recommended (MSR $19.95)

APPLE II Software

THE SESAME STREET CRAYON SERIES (★★★/★★★) has just been released by *Polarware* in conjunction with Children's Television Workshop consisting of three titles for the Apple II series. Each of the three programs are computer coloring books in which your child can have fun choosing which picture on the screen he/she wants to color in. Once the choice has been made, you choose the color you want by moving the "crayon" to the color at the bottom of the screen (ala many "paint" programs) and pick it. Then take the crayon up to the area you want to fill in, click (if you're using a mouse) and the color is there. You also have the ability of changing the color of something already colored in. Each program features dozens of pictures which can be colored over and over again. If you've got a color printer, the colors will print out. If you have a black and white printer, once the picture is printed the colors can then be re-colored by hand.
Educational Too
Each program is also a learning tool. The first title, *Letters for You,* features all the letters of the alphabet. Choose the letter you wish and a picture appears which includes many items which begin with the letter (for instance, under "A" there's an apple, airplane, and more). *Numbers Count* uses the same premise with numbers. In *Opposites Attract,* there will be two images on the screen. For instance, in happy/sad, there are two boys' faces—one smiling, one frowning. There are many others such as big/small, fat/thin, etc.
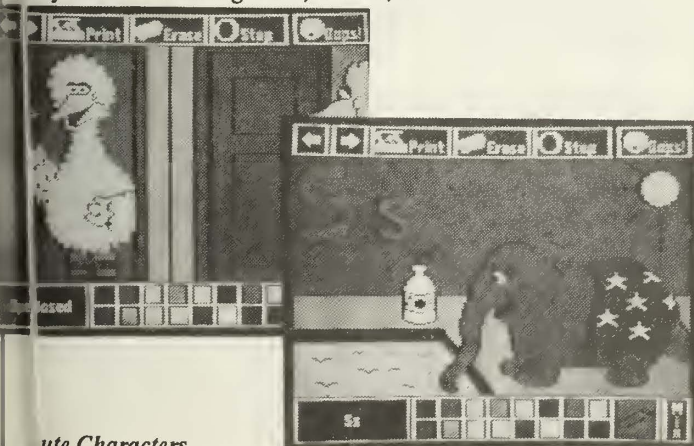
Cute Characters
Using the familiar Sesame Street characters such as Big Bird, Cookie Monster, Grover, etc., your pre-schooler will feel right at home with their favorite Saturday morning characters. It's an extremely good way for your child to learn how to work with a "paint" program and what child doesn't love to color? With a little prompting from you, they'll also learn quite a bit too as you help them move through the various screens available. The pictures are big and cute, but, obviously, the pictures will just not translate or hold your child's attention without a color monitor (the programs work with monochrome monitors but we would not recommend them). Your child will undoubtedly find amusement for hours with these programs. (reviewed on Apple; also available for IBM; set-up allows use of joystick, Koalapad, mouse, or keyboard)
Recommended (MSR $14.95 each)

SKI CRAZED (★★★/★★★) is somewhat a departure for *Baudville* as they present a tongue-in-cheek skiing tournament. The characters are cartoonish in their appearance and antics as they work their way through twelve downhill slopes and two giant slalom courses, and a hair-raising run. Prior to your adventure schussing down the white powder, we might suggest that you take one of the lessons. The ski pro will show you the ropes, including (a feature we haven't run into before and applaud) a diagram showing the movement of the joystick to maneuver the particular situation correctly! Just follow his instructions, pay attention to the joystick directions, and (maybe) you can do it too! Once you're ready to "hit the slopes," you'll run into all sorts of hazards such as ice, signs warning of danger, etc. There are jumps, of course, where you can do tricks. Performance charts are included for each slope to measure your improvement. There's also a practice slalom where you can practice the two slaloms, Kilimanjaro Slalom and Grand Slalom. If you get tired of the slopes included in the program, you can make your own slope in the construction set. Here you can get as crazy as you dare as you put in jumps, flags, ice, and much more. You can save whatever slopes you design for later use, as well.
Good Fun
There's nothing serious here, from the funny-looking skier to the messages which your ski instructor indicates to you. Including the construction set gives the game the extra added fun that makes the difference. While *Winter Games* gives you a more realistic approach, this one features more hazards, as well as variety (especially because of the ability to build your own slopes). You should have some fun with this one! (one player; joystick required)
Recommended (MSR $29.95)

MULTI-SYSTEM Software

POSTCARDS (★★★/★★★) joins the ranks of clip art/paint programs courtesy of *Activision*. Featuring a wacky collection of backgrounds, objects, food, people, animals, and forms of transportation, as well as various captions, there is no other point to the program than to create silly postcards to mail, hang on a wall, or ? You'll find many familiar objects such as the Eiffel Tower, Taj Majal, as well as castles, igloos, a burning house, etc. Signs cover such directives as "stop," "wrong way," "yield," and more. All sorts of animals are included including several you'd expect and several you wouldn't immediately thing about such as a wart hog, dodo, armadillo, etc.
Simple to Use
It's easy to use the pictures from the library included on the disk, or ones you've created yourself. The program works like most any paint program with features such as paste, fill, erase, draw, and the like. Anyone who has a sense of humor and likes to create silly pictures can have fun with this program. (reviewed on C64, Apple II, and IBM; also available for Apple IIGS, Macintosh)
(MSR $24.95 for IBM, C64/128, Apple II; $29.95 for Macintosh and IIGS)

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!

RAINY DAY GAMES (★★★/★★★) is a three-in-one card game package from *Baudville* for kids from age 4 and up. Included in the package are some favorites of kids including Concentration, Go Fish, and Old Maid. The computer plays the games using Ted Bear, a cute teddy bear who helps the child concentrate and use strategy. There are three levels of play and, in Concentration only, up to three human players can play. In the game of Concentration, you direct Ted Bear to the card you wish to turn over. The cards represent animals such as a dog, hen, cat, and more. When you make a match, the card "comes to life" as the animal wag their tails, bob their head, etc. You can pick a board with 7, 15, or 25 pairs. In Old Maid, the object is to leave Ted Bear with the Old Maid as you choose a card from the deck and the matching card from your hand is then picked. Once you press return (keyboard) or hit the button on your joystick, Ted will choose his card. In Go Fish, you use Mr. Monkey to a card and pick. The card is shown to Ted Bear who will try and match it. If he does, both cards are turned around and disappear. The object is, of course, to be the first to hold no cards.
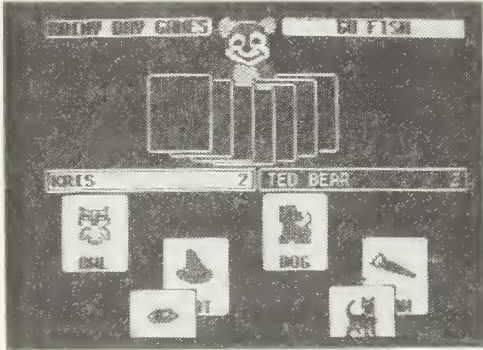
Just What The Title Implies

If you've ever wondered what to do with your youngster when the rain is coming down hard outside, this should keep them occupied for hours. The characters are very cute and the game is extremely easy to manipulate (especially these days when kids are being introduced to computers so young). The three game are venerable favorites which any child can enjoy – especially since Ted Bear has his share of losses! (one player; 3 players on Concentration only; reviewed on Commodore 64/128 and Atari XE/XL flippy disk; also available for Apple II, Apple IIGS, Macintosh; keyboard or joystick)
Recommended (MSR $29.95, except for IIGS and Macintosh at $34.95)

MINI-PUTT (★★★/★★★) is a whimsical look at miniature golf featuring some of the goofiest holes you'll ever encounter. This
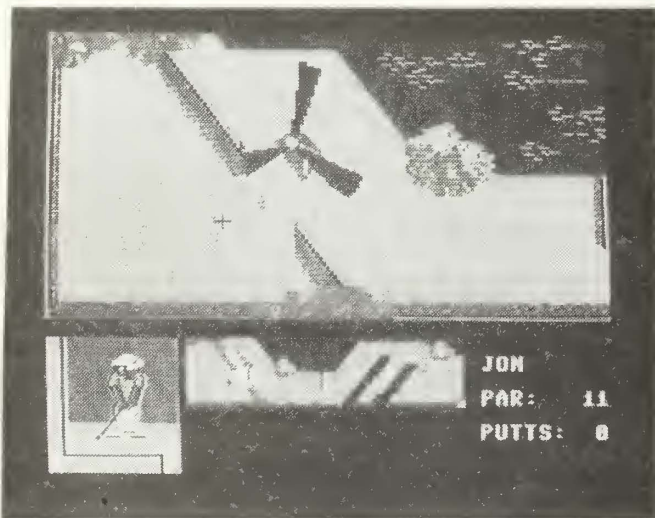
Accolade entry for the Commodore 64/128 will probably drive you a bit batty as it's far from a relaxing morning at the miniature golf course! Ala computer golf games, there are three views on the screen for you...an overview window of the entire hole, play screen window of the immediate area, and the golfer with the power bar and accuracy bar to help you plan your shot. First things first as you work at perfecting how and when to hit the ball for the best shot possible (a lot of good that does as you ball ricochets wildly around the zany hole layout. There are four courses available on the disk (we bet they'll release additional course disks for this game if successful) in which you can play or practice any one hole on the course. You'll run into every type of obstacle imaginable with walls, water, bridges, gates, loop-the-loops, and more. We bet you'll be nowhere close to par for awhile!

Very Cute

Accolade has always excelled in large figures and having a sense of humor. The golfer is the perfect example as he gets angry over a bad shot, impatient, happy, etc., as you hack your way through the course. We can assure you that you will become frustrated at trying to master some of these holes but isn't that what an afternoon of gaming is all about? Miniature golf has been an area of request from our readers for some time and this game is that and more as you'll see the silliest courses ever. The graphics of the holes are colorful and provide everything you need for your golfing expedition. (We rarely comment on the graphics on the outside of the box as it has nothing to do with the game, but the box on this game is just terrific with brightly colored golf balls and a very frustrated duffer.) (one to four players; joystick required; available only for Commodore 64/128)
Recommended (MSR $29.95)

PAPERBOY (★★★/★★1/2) has been a successful coin-op and now comes home in a *Mindscape* adaptation which has brought most of the excitement home. In this deceptively simple game, you must ride your bike through an area of suburbia where your job is to deliver the newspaper. This is in spite of dogs, traffic, flying tires, curbs, gratings, even some robbers to be foiled. As you ride up the street, you must deliver the paper to the yellow houses which are subscribers, and collect bonuses by breaking the windows of the non-subscribers. If you make it through your route in one piece, you go to the bonus practice track where you score points by hitting the targets that line that course. You begin with your route on Monday. At the end of the day, you'll see a rundown of your performance. If you really mess up, you're fired! Otherwise, it's on to the Tuesday deliveries; however, if you missed any of your houses the day before, don't bother delivering because they've cancelled their subscriptions! Keep moving and get those deliveries done!

Good Adaptation

Mindscape has done a very good job adapting this game as it holds much of the feel of the coin-op original; however, we did not feel that the coin-op version had the fascinations of a game which would hold your interest for hours as there's not too much to the premise (this being the fault of the original concept, not Mindscape). It's not an easy game, especially as your paperboy is riding on the street in a diagonal direction in the lower right-hand portion of the screen. As a result, hazards come out of nowhere with virtually no way to avoid them. You'll really have to stay on your toes! The graphics are good with fine animation and sound. The game is simple, but it hooks you! (one player; joystick required; reviewed on Commodore 64; coming for Atari ST)   (MSR $29.95)

NBA (★★1/2/★★1/2) is the latest from *Avalon Hill Game Company* and features a combination both a statistical, as well as graphic basketball confrontation. You begin by selecting one of twenty famous teams and then whether you wish to play in the home arena, visitor, or neutral site. When playing offense, you'll choose the point guard who brings the ball upcourt (actually the play is begun at the top of the key–there's no running up and down the court). In offense, you're allowed up to two passes before an attempted basket. When making your choices before the play, you'll decide whether to shoot or pass, outside hot, drive and shoot, and 3-point shot. In defense, you'll have to make decisions as to the type of rebounding, guarding against fast break, guarding against outside shot, double team, etc. Unlike the real NBA, you can substitute at any time. You can also keep track of your team's statistics by creating a stat disk which you can also print out. The game is designed where you can play the computer, a friend, or watch the computer play against itself.

Interesting Game

In this game, you control the play before it takes place. You have the full compliment of five players for each team on the court; however, it is, in essence, a half-court game as you won't run up and down the court. As each turnover is made, the choices will once again come up for you to make before the next play is enacted. It's a game which, although there are good graphics, will be more appealing to the "plotting-type" gamers as your choices are made prior to the play, with the play enacting the choices you've just made. Although less action-orientated than a game such as *"GBA Basketball Two-On-Two,"* it has the appeal of playing the entire team. If possible, you may want to take a peek at this one at the store prior to purchase just to make sure it fits your pleasure. (one-player; two-player simultaneous; joystick recommended; reviewed on C64; coming for Apple II and IBM)

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER (★★★/ ★★★1/2) has just been converted for Commodore 64 owners by *Electronic Arts.* Based on the IBM version, which is selling extremely well, this conversion maintains most of what the original features, including fourteen different aircraft, super-fast frame rate allowing the experience of mach-speed flight, and three levels of onscreen instruction from General Chuck Yeager (the differences are noted in the addendum instructions included with the program, none of which really detract from the experience). The first level, basic flying skills, will teach you takeoffs and landings; the second takes you through rolls, stalls, etc. The third level teaches you acrobatic stunts, formation flying, and an obstacle course. The flight recorder allows you to create and store your own stunt flying patterns. In addition, once you're really ready, there's an Airplane Racing option allow you to choose a plane and race over one of six different courses.

Plenty of Options

There are plenty of choices via pull-down menus to allow for widely varied flying experiences. It's no easy thing to become a good flyer. It will take plenty of practice. But, once you're proficient, you've got plenty of options with the formation flying, racing courses, and the like. The graphics work well for this type of program. All in all, if you enjoy flight simulators, this is a program that you will definitely want for your library! (one player; joystick recommended; reviewed on C64; also available for IBM)
Recommended (MSR $34.95; IBM version is $39.95)

GEEBEE AIR RALLY (★★1/2/★★★) takes racing to the sky in this 1932 air race from *Activision.* Designed by Steve Cartwright, Gene Smith, and Glyn Anderson, the game includes four courses in eight game levels, plotted out by pylons. You're racing against the clock in order to finish the course in time. Take-off is simple as you throttle up and pull your joystick back to become airborne. As you maneuver through the course, there are other planes to avoid. You can fly around, over, or under the competition, but do your best to stay on course as you only score points while you're within the course and the clock runs down at four times the normal speed whenever you're off course. Obviously, you must avoid hitting the other planes. Getting too close can cause a mid-air collision and you will be forced to bail out. As you proceed through the courses, the scrolling graphics change scenery and the level of difficulty increases. The game also features four bonus courses – two slaloms and two balloon breakers. If you finish the course, you make it to the awards platform, have your photo taken and get the reward kiss from the local beauty.

Racing Mid-Air

It does give you a different sense when racing mid-air where you can fly over and under your competition – a sensation we enjoyed. The plane is easy to maneuver, but you do have to anticipate the other planes as you work your way around the course. Graphically, this version is really nothing special. If you hit another plane, there is an object which jettisons out of the plane (that's you bailing out) and a cute still scene follows with you sitting in a pigsty or in a muddy field with a young lady. We are anxious to see the Amiga version, as we got a peek at it in unfinished form at the Consumers Electronic Show last June – that version had, not surprisingly, great graphics. We don't feel the lack of tremendous graphics is a drawback, however, as this is really about flying and racing. By the way, the game comes with a cute

mock-up of a newspaper, the Buckeye Bulletin, with a date in 1934, with some cute stories (as well as the instructions) included. If you enjoy racing, you should enjoy this game. (one player; joystick required; reviewed on C64; coming for Amiga, IBM, and Apple II)
Recommended (MSR $29.95)

MULTI-SYSTEM Software

KNIGHT ORC (★★★/★★★) is an illustrated adventure by *Level 9 Computing* for *Firebird Licensees*. It offers a good twist on the usual scenarios involving human adventurers slaying vast numbers of orcs, along with many other kinds of monsters. In this game, the orc, Grindleguts, i tee hero (albeit a reluctant one), and the player gets to be an orc for a while. Initially, you're volunteered as champion by the other orcs and tied to a horse to participate in a joust. After surviving the joust (barely), you set off on your quest and soon learn that adventurers inevitably attack as soon as they recognize that you're an orc. And, since you're unlikely to win very many fair fights, you learn to cheat a lot.

Story in Three Sections

The story has three sections: Loosed Orc, A Kind of Magic, and Hordes of the Mountain King. The first section must be completed to enter the other two, and then things begin to get really interesting. Although humans have a variety of reactions to your ugly visage, mostly negative ones, you find that you must recruit human followers if you are to succeed. That becomes a challenge in itself, along with the usual puzzles to solve. We found it interesting that KNIGHT ORC permits you to send followers on errands, and that they will rejoin you when they've completed their tasks. In the meantime, you don't have to wait for them but can continue with your own tasks. Altogether, we found KNIGHT ORC a delightful game adorned with attractive, digitized pictures. (Solo play; Keyboard; Blank disk required.) Atari ST and Amiga versions reviewed. Coming soon for Apple II, IBM, Macintosh; also coming soon for C64/128 at $39.95.
Recommended. (MSR $44.95)

PINBALL WIZARD (★★★1/2/★★★) is a pinball simulation and construction set program by *Infogrames of France for Accolade*. The program includes four different pinball simulations on the ST version, three on the IBM. Each includes the expected complement of bumpers, flippers, lights, sounds, and even tilt sensors. (We found the tilting action some of the most fun we had with the game.) Once you've played a few rounds with the existing setups, you'll want to try your hand at constructing (and saving) your own special setups, even if you do more than add a few variations to the setups on the disk. There are plenty of goodies in the construction set, and you can decorate everything to your heart's content. Sensitivity to tilt can be adjusted, and you can even turn on a "stroboscope" that makes your ball
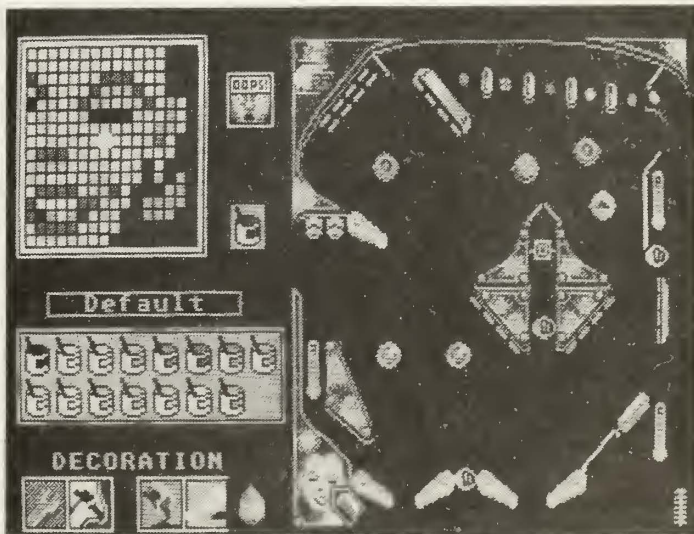
disappear temporarily as it flashes on and off.
Enjoyable But Not Radically Different from Others

We found PINBALL WIZARD an enjoyable program, but it does not offer anything radically different from what we've seen in other

pinball programs for a variety of systems. Even the construction set has been done before—in Bill Budge's classic program for Electronic Arts, "Pinball Construction Set." If you don't already have a pinball game in your library, then PINBALL WIZARD is worthy of consideration. Otherwise, it's not really the kind of program most people want to own several of. (1 to 4 players; Keyboard or mouse; Blank disk required.) Available only for Atari ST and IBM PC/XT/AT/PCjr/Tandy. IBM version supports EGA, CGA, Hercules mono. MSR $34.95

New Conversions from Firebird

Firebird Licensees, Inc., the U.S. division of the British Rainbird Software, has been busy turning out several conversions of existing titles for new systems.

THE GUILD OF THIEVES (★★★1/2/★★★1/2) by _Magnetic Scrolls_ has just released in new versions for Atari XE/XL (64K minimum, 1050 Disk Drive only) and Commodore 64/128. This is an illustrated text adventure, a sequel to THE PAWN that takes place many years after the first game in the kingdom of Kerovnia. Your goal is to earn your way into the Guild of Thieves which has become the new elite of Kerovnia. Full of puzzles and delightful humor, along with lovely illustrations, GUILD OF THIEVES is a must for fans of THE PAWN. (Solo play; Keyboard; Blank disk required; Also available for Apple II [text only]; for Amiga, Atari ST, Macintosh and coming soon for IBM at $44.95.)
Recommended. (MSR $39.95).

TRACKER for Atari ST

Another new conversion from _Firebird_ is TRACKER (★★★1/2/★★★1/2) for Atari ST by Mindware. This program combines the tactical decision making of wargaming with three-dimensional, high speed action against a computer-controlled opponent that utilizes artificial intelligence. As a result, the program increases the difficulty level as you become more proficient. It also remembers your tactics, thus keeping you from using a single strategy over and over again. We haven't played this one long enough to be sure yet, but it just might be unbeatable. (Solo play; Keyboard and mouse; Pause; Blank disk required; Also available for C64/128 at $39.95.)
Recommended. (MSR $44.95).

THE SENTRY for Atari ST

Firebird's surrealistic, chess-like game of hide-and-seek, THE SENTRY is now available for Atari ST. The player becomes a robot in one of 10,000 unique, three-dimensional landscapes where energy is the key to survival. The robot must avoid the energy-absorbing stares of the Sentry while increasing its own energy stores for the ultimate battle for supremacy with the Sentry. It's a very unusual game and one that is very appealing to those who love strategic contests. (Solo play; Keyboard or mouse; Pause; Also available for C64/128 at $39.95.)
Recommended. (MSR $44.95).

Firebird's ADVANCED OCP ART STUDIO is not a game at all, but a wonderful creativity tool that is now available for Atari ST. It is a full-featured art and design tool with all the expected abilities, including a variety of pens, sprays, user-definable brushes, magnification, reduction, rotation, and more. The 16-color program also includes a font editor, an extensive sprite design system (including animation capability), and a map creation mode to design world maps for games. The program also allows sprites to be output as data for inclusion in other programs; maps can be output in ASCII assembler files; and all designs can be ported via RS-232 in correct format for 16-bit or 8-bit target computers. We found it to be an extremely powerful program at a very reasonable price. (Solo use; Keyboard + mouse, joystick, or Koala Pad; Blank disks required; Also available for C64/128 at $39.95.)
Recommended. (MSR $44.95).

Latest Conversions from SSI

Atari owners who have enjoyed "Wizard's Crown" will be happy to learn that its sequel, THE ETERNAL DAGGER (★★★1/2/★★★★), is now available for Atari XE/XL from Strategic Simulations, Inc. The sequel can be played without having played the original, but players with an adventuring party that has completed "Wizard's Crown" will certainly have an easier time of it in the earlier stages of the game. DAGGER again features an eight-member party, exploration of wilderness and dungeons, an advanced system of magic, and a wargaming style of tactical combat as an option when hostilities arise. (Solo play; Keyboard; Blank disks required; also available for Apple II and C64/128.)
Recommended. (MSR $39.95).

Amiga Version of PHANTASIE III

PHANTASIE III: THE WRATH OF NIKADEMUS (★★★/★★★) for Amiga joins existing versions for Apple II, Atari ST, and C64/128. Any fan of role-playing adventure games will recognize this as the third in a very popular series. And if you've played PHANTASIE I or II, you can use the same set of characters in the third game, which focuses on the great confrontation between your party of six adventurers and the Dark Lord, Nikademus. There are increased strategy and combat options in the third game, enhanced graphics with increased use of animation, and stronger magic spells. (Solo play; Keyboard and/or mouse; Blank disks required.) Recommended. (MSR $39.95).

RINGS OF ZILFIN for Atari ST

New for Atari ST is a conversion of RINGS OF ZILFIN (★★★1/2/★★1/2), a fully animated adventure which was done originally for Apple II and C64/128. Graphically, this latest version for ST fares much better than the earlier ones with more substantial scenery and excellent animation. The story is the same: the hero, Reis, attempts to find and reunite the legendary Rings of Zilfin before Lord Dragos can become invincibly evil. Our main reservation about this game is still the inclusion of simplistic arcade-style sequences, which we believe will be of very limited appeal to most role-playing adventure fans. And although it has nothing at all to do with gameplay, we're curious about the use of Dave Brubeck's "Blue Rondo A La Turk" as an introductory musical theme. Designers often use themes from the classics because they are old enough to be in the public domain so that no royalties have to be paid or permissions granted for their use. "Blue Rondo A La Turk" isn't old enough to be in the public domain, but there is no indication of permission either asked for or granted. (Solo play; Mouse & keyboard; Blank disks required; MSR $39.95.)
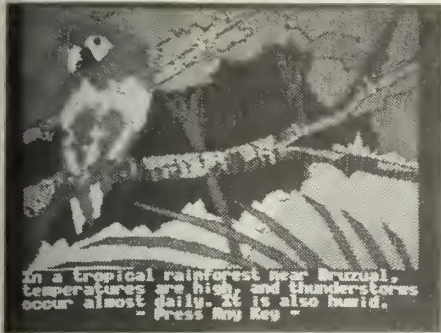
BARD'S TALE Now Available for IBM

Already a big hit in every format that has been released, THE BARD'S TALE (★★★★/★★★1/2) from _Electronic Arts_ should prove to be equally popular with owners of IBM PC/Tandy and compatibles. The game is an illustrated and animated role-playing adventure with a band of explorers who set out to free Skara Brae from the evil influence of the wizard, Mangar. With each new version, there have been refinements, and this IBM version is no exception. The Bard, the most interesting member of the adventuring party, now has an expanded repertoire of magical tunes to play. And the three-dimensional scrolling streets and mazes look better than ever in this version that is populated with a wonderful array of beautifully animated creatures and characters. (Solo play; Keyboard; Pause; Blank disk required; Also available for Amiga, Apple IIGS; for Apple II at $44.95; for C64/128 at $39.95; coming soon for Atari ST.
Recommended. (MSR $49.95).

ATARI XE/XL Software

ALTERNATE REALITY: THE DUNGEON (★★★1/2/★★★★) from _Datasoft_ has been long awaited by Atari XE/XL owners who have already explored ALTERNATE REALTY: THE CITY quite thoroughly. The second game (of a planned series of seven) comprises four levels of dungeons beneath The City and covers an area that is one-third larger than the first game. The Dungeon offers a first-person trip through the subterranean levels in a three-dimensional environment. There are new possibilities in the second game, including the ability to join guilds and to learn magic. Graphics are very well done, original music is excellent, and the game is a must for all ALTERNATE REALITY fans. (Solo play; &/or keyboard; Pause; Blank disk required; also available for C64/128 and coming soon for Apple II.)
Recommended. (MSR $39.95).

APPLE II Software

THE SPY'S ADVENTURES IN SOUTH AMERICA (★★★/★★★) is the latest entry in _Polarware's_ "Spy's Adventures Around the World" series. The program combines treasure hunting, mystery solving, and elements of geographical lore of the region in a program designed to educate and entertain. It seems that the mysterious Dr. X, notorious international jewel thief and smuggler, has been spotted in South America. It's up to you (with or without the assistance of a few friends) to find the hidden jewels and the doctor himself. You'll track down clues all over the continent, sometimes bribing informants, but most often using your knowledge of the region to solve the mystery quickly and efficiently. And because the clues and location of Dr. X vary from game to game, the adventure can be played again and again. This is an enjoyable game for the whole family that offers an excellent value for the money. (Solo play; Competitive or cooperative play for up to 6; Keyboard.) Reviewed on Apple II; also available for C64/128; for IBM at $19.95.
Recommended. (MSR $17.95)

Enhanced Atari ST Version of
ALTERNATE REALITY - THE CITY

IntelliCreations has announced the availability of Version 3.0 of ALTERNATE REALTY - THE CITY for Atari ST. This new version features enhanced graphics that were recently developed for other 16-bit computers. The intricate interior scenes were designed on the EGA IBM, and the three-dimensional exterior effects came from the Macintosh. Gameplay remains the same, and characters created in Version 2.0 are usable in Version 3.0. Owners of Version 2.0 can obtain an upgrade by sending their 2.0 disks and a check or money order for $10 to IntelliCreations, Inc., 19808 Nordhoff Place, Chatsworth, CA 91311.

ATARI ST Software

JUPITER PROBE (★★★/★★1/2) is a fairly standard vertically scrolling action game from _Microdeal_. The premise is that you're piloting a Jupiter probe ship, relaying photographic data back to Earth. It turns out that Jupiter harbors a hostile race of aliens, who have been disturbed by the presence of the scout ships. As you fly your ship up the screen and over Jupiter's landscape (complete with greenery and blue rivers, no less!), the aliens attack singly and in groups. Using your twin cannons and powerful ultra-sonics, you must destroy the aliens before they destroy you.
Nothing Original
There is absolutely nothing original about JUPITER PROBE. It is at least vaguely similar to any of a dozen or more other shooting games and offers nothing to really differentiate itself from them. It reminded us quite a bit of the arcade game, "Xevious," although it's less sophisticated than that game. Graphics are nicely done, with detailed ground installations. Gameplay simply doesn't stand up to repeat plays because the enemies are so predictable. Once you learn their patterns, it's all too easy to mow them down without a great deal of effort. (Solo or 2-player alternating; Joystick, mouse, or keyboard; Pause.) Available for Atari ST only.
Not recommended. (MSR $24.95)

TERRORPODS (★★★★/★★★1/2) is the latest from _Psygnosis_, a British software company that has become known for the excellence of their graphics on both Atari ST and Amiga. Their newest game is no exception, with its depiction of an alien ice world overrun by gruesome red fighting machines known as Terrorpods. Despite initial appearances, this is not an arcade game, even though it has arcade elements (shooting phasers at the Terrorpods and destroying alien craft with missiles). The heart of TERRORPODS is a strategy game based on commodity trading. Your ultimate goal in the game is to discover the secret of the Terrorpod manufacturing process. To achieve that goal, you must protect yourself and the various resources of the mining asteroid, Colian, from the attack of the Terrorpods. Using your trading drover and filling out the details of the sketchy map you were given at the start of your mission, you must set up commodity trading among the ten colonies of Colian in order to maintain energy levels. Throughout the game, you must consider the needs of both defense and trading, achieving a sometimes delicate balance in order to survive and learn the secret of Terrorpod manufacture. TERRORPODS is a very difficult game to win, but the challenge of trying keeps you playing again and again. (Solo play; Keyboard; Pause.) Atari ST version reviewed; also available for Amiga.
Recommended. (MSR $39.95)

COMMODORE 64/128 Software

GAUNTLET (★★1/2/★★★) from _Mindscape_ is a home adaptation of the very popular coin-op from Atari Games (the arcade-game company, not to be confused with Atari Corp., which makes computers and home videogames). Although this home version of GAUNTLET is new in the U.S. market, it has been available for some time in Europe under the U.S. Gold label, a company which markets a number of top U.S. computer games in Europe. (In fact, one of our overseas readers was kind enough to send us a copy bought in England almost a year ago.)
Dungeons and Treasures
GAUNTLET is a game of exploration, full of dungeons and treasures, nasty creatures and plenty of action. You get to be any of four heroes, each with his or her own combination of strengths and qualities. If you play with a friend, each of you can choose a hero and you can face the dungeon dangers together (really the best way to play the game). Or you can start the game alone, and a friend can join you in mid-game, although your friend will be stuck with the computer's choice of co-hero in this case. The goal of the game is quite simple: explore all the dungeons, collect lots of treasure, and destroy evil creatures by the score. Achieving that goal is not quite so simple, however, because of the relentless attack of creatures in the dungeons.
Exciting and Fast-Moving
In the arcades, GAUNTLET is a very exciting and fast-moving game. It retains much of that feeling in the home version. However, it could be better graphically. The characters are not very well defined, and even the background detail is not up to what we've seen in other, similar games. (Electronic Arts' "Demon Stalkers" comes to mind.) And we found it a bit strange that everything but our character was rendered in shades of gray. (The British version, identical to the Mindscape one in every other way, has full-color graphics.) Since play action is ultimately more important than graphics, though, GAUNTLET makes a good addition to any arcade-oriented home software library. Especially in the two-player cooperative mode, GAUNTLET is great fun. And if you master the dungeons in the game, Mindscape has an add-on disk with 500 new mazes entitled GAUNTLET: THE DEEPER DUNGEONS (MSR $24.95). (Solo or cooperative play; Joystick.) C64/128 version reviewed; coming soon for Atari XE/XL & Atari ST.
Recommended. (MSR $29.95)

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!

COMMODORE 64/128 Software

THE LAST NINJA (★★★★/★★★★) is a martial arts action-adventure by Mark Cale and Tim Best of _System 3 Software Ltd. for Activision_. Based on an ancient Japanese legend, THE LAST NINJA is a tale of revenge in which you take the role of the one Ninja not slain in an attack by the evil Shogun Kunitoki. The Shogun and his followers, jealous of the powers of the Mystic Shadow Warriors, ambushed and killed the entire brotherhood of the Ninja as they gathered at the Shrine of the White Ninja. To avenge the brotherhood, you set off for the Island of Lin Fen to recover the Koga Scrolls of the White Ninja and kill the evil Shogun. On the island, you must make your way through the six regions, battling the Shogun's henchmen and locating various weapons and other items to assist you. Survive enough tests and you will even acquire Ninja Magic.

Traditional Weapons

As you guide the Ninja toward his goal, fighting the Shogun's henchmen, you will be able to gather many of the traditional weapons: sword, staff, numchukas (jointed sticks connected with lengths of chain), smoke bombs, and shuriken (stars). You may stop at shrines for guidance or helpful objects. You will face many tests and hazards, of which the Shogun's henchmen are only a part. The way is difficult, but you have the honor of the Ninja brotherhood to defend.

Exquisitely Animated Graphics

THE LAST NINJA offers plenty of challenge and a wide variety of fighting styles. It also features some of the most exquisitely animated graphics we've ever seen in any martial arts game. The characters are large, and they move in a three-dimensional environment with slightly diagonal perspective. Joystick control has been exploited in every way possible to achieve an incredible range of movements and actions within that environment. Because of the large repertoire of joystick movements in the game, it takes quite a bit of practice to perfect them all. The practice time is certainly worth the effort, though, because it yields some of the most realistic on-screen movement we've ever seen in a game of this type. Several times we found ourselves repeating a move just to admire the elegance of the animated sequences. Lest you think that we allowed ourselves to become carried away with the graphic beauty of THE LAST NINJA, let us assure you that there is plenty of depth and substance to the game itself. We've reviewed many a martial arts game in the last several years, and this one is superior to them all. THE LAST NINJA is the ultimate martial arts adventure—not to be missed! (Solo play; Joystick; Pause.) C64/128 version reviewed; planned for other systems.
Recommended. (MSR $34.95)

SPECIAL EDITION Available

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

ZORK Returns in New Style of Interactive Fiction

In celebration of the tenth anniversary of ZORK, undoubtedly the most durable of all best-selling computer games, Infocom will introduce BEYOND ZORK later this month. (MSR $49.95 for IBM PC and 100% compatibles, Apple II, Macintosh, Atari ST, and Amiga; $44.95 for Commodore 128. Separate version for Apple IIGS will be available later than the other versions.) Written by Brian Moriarty ("Wishbringer" and "Trinity"), BEYOND ZORK is not a sequel to the ZORK TRILOGY, but instead a new chapter set in the legendary Zorkian universe. Moriarty sought to combine features of role-playing games with the puzzles and prose of interactive fiction. BEYOND ZORK lets you create your own character with six attributes (strength, endurance, compassion, luck, intelligence, and dexterity), or you can choose a predefined character. With experience, your character evolves and changes. BEYOND ZORK incorporates several features that are new to Infocom games. These include programmable function keys, the ability to name monsters and objects (thus increasing the game's vocabulary), and windows that can display your character's attributes in bar charts, your location on a map, or your inventory. Additional features available in some versions of BEYOND ZORK are mouse-driven movement between rooms, four-color screen display, and the ability to back up one move with the "undo" command. The result of all these enhancements is a game that is larger in size and scope than the entire ZORK TRILOGY. This is the reason the game will not be available for Atari XE/XL or Commodore 64.

Activision Rereleases Paper Models

In time for Christmas, Activision has rereleased Paper Models: The Christmas Kit. Available for the IBM, Apple II, IIGS, Macintosh, and C64/128, the price is now $19.95 retail. The kit contains a selection of holiday patterns such as gift boxes, toy trains, sleighs, ornaments (including a star for your treetop), and more. There are all sorts of clip-art images which you can decorate the items with such as Santas, reindeer, etc., as well as importing clip-art from other programs. Once they're decorated, you can print them out and assemble them using items included in the package including glue-stick and ruler, red and green marking pens, jingle bells and 10 sheets of card stock for mounting the decorations.

ATARI 2600 Software

(overflow from Video Game Update Section)

KUNG-FU MASTER (★★★1/2/★★★) marks _Activision's_ return to the design and manufacture of new video games for the Atari 2600. The game concept is licensed from Data East, based on the coin-op of the same title, and the game is a familiar one because it has already appeared in several formats. The player controls a martial artist, the Kung-Fu Master, who attempts to rescue the Princess Victoria from imprisonment in the Evil Wizard's Temple. Making his way through five levels of the temple, the fighter must fend off henchmen, knife-throwers, dragons, snakes, and other obstacles using high and low kicks and punches, plus leaping and crouching to avoid certain objects or creatures. Time is limited, and the player must watch the energy level of his or her fighter at all times.

A Fine Job

Dan Kitchen designed this version of KUNG-FU MASTER, and he's done a fine job within the limits of the 2600 system. Play action is quite similar to the arcade original, and the animation is amazingly good for the 2600. Owners of the system will be happy to have a martial arts game at last, since this type of contest is currently very popular with gamers. (The only other game of the type was "Chuck Norris Superkicks," a long-discontinued game that is just about impossible to find.) KUNG-FU MASTER is a good game on the 2600, with plenty of action, crisp graphics, and good sound effects. And what a kick it is to be reviewing an Activision video game for the Atari 2600 once again! (Solo or two-player alternating; Joystick.) Atari 2600 version reviewed.
Recommended. (MSR $19.95)

THE VIDEO GAME UPDATE

SEGA Software

OUTRUN (★★★★/★★★★), the most eagerly awaited _Sega_ title since _Space Harrier_ , has just landed in the U.S. and, should, as you're reading this, be close to reaching your local Sega dealer. Based on the hit arcade game of the same title, this home version will also be a hit! This is a car racer's dream as you race through a course depicting everything from the desert, seaside town, Autobahn, wheat field, and more. As you begin, there's a screen showing your hand on the car radio. You can choose from three musical themes for your race. Then it's on to the starting line where you'll await the green light. The first scene is Coconut Beach as you head out in low gear, quickly shifting to high gear. As you build speed suddenly you're not only maneuvering around corners and other cars, but hills and valleys! There are five stages to the game with five separate goal lines to add interest (all in all, 25 scenes and five winning options). Once you're through a scene, you'll suddenly encounter a fork in the road. You can choose which way to steer to head for that goal line. Once you've run out of time, a course map is shown with the location of where you reached in terms of winning the game. It's a race against the clock. Simple enough? You try it!

You'll Love It!

The first time you race over a hill and a curve with looming palm tree is suddenly right in front of you ...well, you'll definitely get a sense of danger, speed, and your stomach should do a flip-flop. This is a fast-moving game as your reactions have to be lightening-quick as the car reaches a simulated 270 KMH. The details of your car are crisp and colorful and you'll have the sense of burning rubber as you peel out! The spin-outs are realistic and just wait 'til you flip your car! The various scenes give you a nice selection of backgrounds, but the real thing is keeping you eye to the road as you attempt to stay on course, pass the other cars, and drive as fast as you can! This game is just perfect for anyone who enjoys racing games at all as it outshines anything out there in the genre! (one player; two-mega cartridge) Recommended (MSR approx. $40.00)

KUNG FU KID (★★★1/2/★★1/2) from _Sega_ is a martial arts game that features a child-hero, the invincible Wang, who is described as "the most skilled Kung Fu artist in the history of ancient China." Wang's goal in this game is to avenge the death of his Kung Fu Master, Tayron, who was slain by Madanda, the unatual evil one. Wang must kick, leap, and otherwise fight his way through six levels of Madanda's henchmen in order to reach level 7, the Lion's Castle, where Madanda dwells.

Beautifully Detailed Settings

Typical of Sega games, KUNG FU KID features beautifully detailed settings, plenty of action, and rapidly escalating challenge. Young Wang faces the early enemies with only his native skills: a variety of Kung Fu kicks and prodigious leaps (he can even change direction in mid-air when leaping). Once he acquires a Talisman, however, his powers are increased and he is better able to deal with the more difficult enemies. Talismans of many kinds can be found in the game, and some are more powerful than others. The action in KUNG FU KID is very lively and will doubtless appeal to those who love nothing more than a good martial arts battle. Although there is some strategy involved in learning the best ways to defeat the opponents, the emphasis is on action gaming. There is not a great amount of depth in the game, so we don't believe that KUNG FU KID is a game that you'll want to play again and again over a long period of time. It is cute and lively and should appeal more to younger players than older ones. (Solo or 2-player alternating; Pause; Mega Cartridge.)
MSR $35.00

NINTENDO Software

THE 3-D BATTLES OF WORLDRUNNER (★★★/★★★) is one of the first games from another new Nintendo licensee, _Acclaim Entertainment, Inc_. It's the first 3-D game for this system and comes with its own 3-D glasses in the package. (The glasses are the cardboard variety with one red and one blue cellophane lens—definitely NOT workable for anyone who normally wears prescription glasses.) The game is set in a mythical, far-off solar system where alien Serpentbeasts are behind a reign of terror. You take the role of a sort of space cowboy who has been charged with the task of ridding the eight worlds of Solar System #517 of the horrible Serpentbeasts. Armed with laser missiles, you and WorldRunner set off to complete the task.

Moving through the Eight Worlds

WorldRunner runs and jumps through each world, moving up the screen within a three-dimensional setting as he avoids a variety of alien beasties. He must vault over black chasms that appear suddenly in the checkerboard surface of each world, and he can either avoid or shoot the aliens in his way. Along the way through the eight different worlds, WorldRunner can find a number of useful objects as he works his way to the chief Serpentbeast that guards the access to the next world.

Better in 2-D

We tried this game both with and without the 3-D glasses supplied with the game. With the glasses, the 3-D effect is definitely noticeable, especially if you're sitting close to your TV or monitor screen while playing. However, there is considerable darkening of the picture because of the red and blue lenses in the glasses. We found this objectionable and preferred playing in standard 2-D. Actually, the game still looks quite three-dimensional even without the glasses, and we prefer seeing what we're doing! (Acclaim makes the point on their package that "the quality of the 3-D imagery may very from television to television.") Apart from the graphics, the game seems deceptively simple in the early stages, but it turns out to have unexpected depth as you move farther into the game. The game has surprises in store that

it doesn't reveal until you've played quite a while. (Solo play; Pause; Playable in 3-D with included glasses or standard 2-D; Continuation feature.)
(MSR $34.95)

ARKANOID (★★★/★★★1/2) from _Taito_ is based on the company's own arcade game of the same name. The home version is a very faithful adaptation of the coin-op game, which should please fans of the game. Like all games, this one has a story behind it, of course. Survivors of an alien attack on their planet roam the universe in their spaceship, Arkanoid. The ship was attacked and the hapless survivors barely escaped in the Vaus spacecraft, only to be trapped in a deadly space labyrinth. In order to escape the labyrinth, the space walls must be shattered, one block at a time—and that's your job.

"Breakout"-Style Game

ARKANOID is immediately recognizable as a "Breakout"-style game, but on a more complex and sophisticated level than that earlier game. ARKANOID has 33 levels with some very ingenious arrangements of blocks to break through, all of them quite musical when hit and extremely colorful. The game comes with its own controller, the paddle-type controller that works so well with this type of game. The knob on the controller is turned to move a paddle back and forth near the bottom of the screen. A ball (or sometimes three) is bounced off the paddle to eliminate blocks above. The path of the ball is pure geometry, of course, but there are a few random items that appear and change the ball's trajectory when it's out of your control. Such a simple concept—and so addictive! We had a hard time putting this one away. If you've every enjoyed playing "Breakout," you'll like ARKANOID even more. (Solo or 2-player alternating; Pause; Special controller included.)
Recommended. (MSR $49.95)

SPELUNKER (★★★1/2/★★★1/2) is a cave exploration game from _Broderbund_. It's an adaptation of a game done originally by Tim Martin and MicroGraphicImage for Atari computers. We reviewed the original almost four years ago, before the title was licensed to Broderbund. We loved the game then, and it holds up very well today—a tribute to a good idea programmed well.

Exploring Caves, Seeking Treasure

You control the Spelunker, explorer of caves, who seeks great treasures in an underground labyrinth haunted by ghosts of earlier spelunkers who lost their way. The caves are full of more than just treasure, though. There are elevators and conveyors and an abandoned mine train to ride. Bats bar the way, bubbling lava pits and steam vents can prove deadly, and there are many secret passages among the six levels of caverns. The Spelunker runs, jumps, climbs, and rides through the caverns. And he can put found dynamite to good use by blasting through rock. SPELUNKER was a delightful game of exploration when introduced in 1983, and it's every bit as much fun now in this new version for the Nintendo System. (Solo play; Pause.)
Recommended. (MSR $29.95)

DEADLY TOWERS (★★★/★★★1/2) is a very challenging new adventure game from _Broderbund_ that features the password system first introduced in Nintendo's "Metroid" and "Kid Icarus." (You are given a password when your character runs out of hit points and dies. By entering that password the next time you play, you can begin with the same maximum number of hit points your character had earned. Your character also keeps some of the items he had found.) The story behind the game is that young Prince Myer (you) must attempt to save the kingdom of Willner by killing Rubas, King of the Devils. Rubas is safely hidden in a sealed chamber, but the entrance can be unsealed by climbing each of seven bell towers, removing the bells, and finally burning them in sacred flames. As in most adventures, nothing is as simple as it sounds, and Prince Myer has a long and arduous quest ahead of him before he can confront the King of the Devils.

Creepy Creatures, Dungeons and Parallel World

DEADLY TOWERS features the usual complement of creepy creatures and great monsters to avoid or defeat. Along the way, he must build his strength, find or purchase useful items, and explore for things both seen and unseen. The game has 200-room dungeons and a strange parallel world in addition to the immediately visible portions of the game. Consider yourself warned, though—this is one tough game! If you love an adventure, you'll find this one to your liking. (Solo play; Pause; Passwords for continuation.)
Recommended. (MSR $34.95)

SPY HUNTER (★★★1/2/★★★1/2) is a familiar title to gamers thanks to the Bally arcade game, as well as versions for home game systems a few years ago. Now, _Sunsoft_, in one of their first two Nintendo-compatible games, brings it home again. In what's billed as "the authentic arcade version," this action game finds you in a racer avoiding road hazards while trying to protect friendly pedestrian vehicles. Your racer, which is combination card and boat (obviously depending on whether you're on a road or in the water), is equipped with several weapons to protect you against the various enemy elements which are in evidence throughout the chase. As you begin, your racer is backed out of the rear of a big truck. Then, it's off as fast as you can, avoiding obstacles on the road such as water, bomb craters, and, of course, the sides of the road. In the enemy camp there are tire slashers (specially designed cars equipped with tire slashers which spin out of the tire areas), bullet proof cars which can push you off the road, limousines full of enemy agents with shotguns, as well as the deadly helicopters loaded with bombs. When you're in the water (entered by going into the boat house located on the river bank), there's enemy cruise boats equipped with two front/rear torpedo tubes and speed boats that drop barrels which explode on contact! You're not totally helpless, however. You have an arsenal of weapons in addition to your machine guns. There's the smoke screen which will slow down any surface vehicle which comes up behind you, a rear-mounted nozzle which sprays a layer of oil on the road to eliminate vehicles behind you, as well as heat-seeking missiles which can destroy those deadly helicopters. As you streak along in your adventure, you can pick up additional weapons by aligning yourself directly behind a weapons vehicle. The ramp comes down, you accelerate into the van and you will be loaded up again. Sound simple? Try it!

Terrific Action and Graphics

The first thing that struck us was the incredible speed we were able to obtain in our racer. While it certainly made it tough to stay on the road and avoid the enemy, we definitely had the sense of the fact that we were really moving fast! Perfect for all you action freaks out there. The graphics are crisp and colorful, depicting in graphic detail the action on the screen. The entire game is through a "birdseye" view as you watch the action unfold beneath you. The sound effects are extremely good – wait 'til you see (and hear) the helicopter as it comes

into view beneath you, trying to aim for your racer. Try to out-maneuver the copter...it's not easy. This adaptation is a fine one and will enhance any action-lover's library. We've always liked this game, and this version did not disappoint! (one player)
Recommended (MSR $34.95)

SKYKID (★★/★★1/2) is the second of the two new Nintendo-compatible games from *Sunsoft*, and another action game which originated in the arcades. This game finds you in the simplest little single engine prop bi-plane, up against platoons of tanks, machine guns, battleships, and an army of soldiers! Once you take off from home base, it's off into enemy territory immediately as you try to destroy the enemy and land back on base. Your little plane can point up, down, fly high or low as you shoot your machine gun, "a-rat-a-tat-tat," trying to avoid the enemy who's coming at you from all angles. You've got one pretty impressive defensive move as you can do a "loop-the-loop" and suddenly end up behind the enemy plane ready to shoot him down. Unfortunately, he has the same move in his bag of tricks. So, the two of you try and loop-the-loop each other as you attempt to shoot him down. You've got three different types of loops; however, when the plane is loaded with a bomb, you cannot loop. There's also the possibility of recovering from a tailspin as you press up on the control pad and press the A or B button repeatedly. Your main targets are the enemy's headquarters, battleships, factories, and air-craft carriers, so you've got quite a bit of shooting to do.
Unfortunately, he has the same move in his bag of tricks. So, the two of you try and loop-the-loop each other as you attempt to shoot him down.

Two-Player Teamwork

In a feature not seen in too many games, the two-player version is a game of teamwork. There will be times when you'll compete with one another while, at other times, you'll need to help each other. This, we feel, is an especially good feature for kids as they learn to work with a friend, instead of the usual adversarial situation which is prevalent in most games.

Geared Towards the Youngsters

While there's nothing in the packaging indicating that this game is for kids, we feel, for several reasons that youngsters are the primary market who will enjoy the game. First of all, while the graphics are somewhat sparse, they are the type that would appeal more to kids than adults. The best way to explain the graphics is to liken them, slightly, to the type seen in the Beatles' Yellow Submarine movie. The action is cute, with kids particularly enjoying the loop-the-loops, etc. There just isn't enough depth there for long-term interest for adults. This could be a nice addition under the Christmas tree for your game-playing kids! (one player; two-player simultaneous)
(MSR $34.95)

Higher Price on Upcoming
KID NIKI from Data East

KID NIKI, which is expected to be available next month from Data East, will be released at a higher price than originally announced. Based on information from Data East dealers, suggested retail may be as much as $5 more than the original MSR of $39.95.

ZANAC (★★★1/2/★★★1/2) will be the second release from the new Nintendo licensee, *FCI (Fujisankei Communications International, Inc.)*. It's a vertically scrolling shoot-'em-up set in space, and it's loaded with some of the wildest action we've seen in a game of this type. No doubt there's a story behind all the action in this game, but we were working without benefit of instructions since this was a preview sample. Fortunately, the game is quite straightforward and easy enough to figure out, although we certainly may have missed some of the fine points.

Agile Spacecraft, Speedy Game

You control an agile spacecraft that can be directed anywhere on the screen very quickly. And the sense of speed is heightened by the scrolling of the background scenery as your ship moves. Enemies come in a dizzying variety of shapes, colors, and sizes while exhibiting flight patterns that range from aerial ballet to kamikaze warrior. As you direct your spacecraft over the scrolling scenery of the planet below, you notice a number of ground installations. Flying over some of them results in being able to pick up interesting new weaponry for your ship, including shields and long range, swirling missiles far in front of your ship that clear quite a path through space. Actually, your ship's weapons are formidable even before you pick up the extra goodies. The ship is capable of firing from both nose and tail simultaneously, and you can even make it shoot from both sides. If you make it to certain points over the planet's surface, you're faced with a timed challenge against a ground-based installation that keeps spewing deadly missiles in your direction. If you survive the onslaught and destroy the base before time is up, you're awarded bonus points before moving into the next sector of the game.

Lavish Array of Weapons

We really enjoyed playing ZANAC. It has all the speedy action you could desire in a space game. The array of weapons is lavish and imaginative. The music is good, and the other-worldly sound effects are outstanding. Graphic detail in the planet's surface is very good and gives a sense of depth. These are the more obvious attributes of the game, but it has more subtle attractions as well. We were very impressed by the exceptionally smooth implementation of the controller interface. The ship is wonderfully responsive to the slightest movement of control pad or joystick, and the ship goes just where you want it to with a kind of silky effortlessness. If you enjoy space shooting games, we think you'll have a lot of fun with ZANAC. (Solo play; Pause; Continuation feature.)
Recommended. (MSR $34.95)

Broderbund Games Hard to Find

In a "conservative Nintendo roll-out to test the game waters," Broderbund is quickly finding their product gobbled up and already sold-out in many locations. We expect the shortage to continue, getting much worse, as Christmas approaches. So, gamers, we're putting up a warning flag. If you want one of the Broderbund games, don't delay. If you see it somewhere, BUY IT as there may not be replacement stock until January!

STAR VOYAGER (★★1/2/★★★1/2) takes you to the world of Spiral Galaxy IX where there's alien galaxies, enemy Molok squadrons, asteroid belts, and black holes. This first game from Acclaim Entertainment Inc., finds you as the pilot of the RH 119, a space vehicle equipped with laser cannons, barrier shields, life-support system, and Adam, a bio-computer who helps you with the various information you need. The opening screen finds you in the space station docking area. You'll enter the RH 119 and take off . The information screen gives you the data you need to find the enemy (as well as steering clear of black holes and asteroid belts). You can also check your ship for damage and engage your barrier shields if you are forced to go through an asteroid belt. Within the information screen there's a star map which indicates the locations of the enemy. Move your cursor to one of those enemy areas, return to the main screen and warp to your destination. When you warp, you may be thrown off course just a bit, so you should keep an eye on the gyro compass located in front of you to make adjustments. The main screen, the cockpit looking out through the pilot's window to space, includes a good deal of information you'll need including an energy scanner (when it gets low, warp to a space station for more fuel), radar, computer message area (such announcements as "Space Station near," "Enemy approaching," etc. will scroll by on this area), warp meter, and more. Looking out through the window you'll see a target sight which is where you must line up the enemy for destruction. Of course, as the enemy comes into view, they will be attempting to do the same to you! In addition to obviously trying to destroy the enemy and returning to space stations for fuel and repair, there are other items for discovery in the universe. There's a Monolith floating through space which, if you land on it, allows you to warp anywhere, regardless of your fuel supply. Also, there are some surprises on some of the planets. Land on one and you might find a Star-bomb which will wipe out an entire flotilla with one hit.

Interesting Twist

This is more than a "warp through space shooting down aliens" game as it takes some careful planning, flying, and shooting to accomplish your mission. There's a tremendous area to cover throughout Spiral Galaxy IX and many planets to check out for aids to help you in your quest. Success requires accurate warping, flying, and shooting once you confront your enemy. The graphics are relatively simple; however, they are not that important to the play of the game. There are some interesting looking enemy warships which come at you but this is a game which is based in deep, dark space where there aren't all sorts of splashy objects. There are many different ways to approach your mission so it should hold you in front of your screen for many sessions. (one player; no "continue" feature)
Recommended (MSR $34.95)

STINGER (★★★★/★★★★) is a tongue-in-cheek "shoot-'em-up" from *Konami* in which you must save the kidnapped Professor Einstein J Cinnamon – Super Genius from the Attackons. They're are planning to zap the Professor's brain to gain his secret for bio-nuclear sweetener formula. As you begin your rescue mission, you aboard a Stinger, an advanced jet fighter, above an island in the South Pacific. You'll have enemies coming at you from all directions, it seems. In addition to shooting them down, watch the area for bonus points and "power ups" in the form of various items as bells, moons, letters, and more. There's stuff flying everywhere around you so keep your eyes open. Capture the right items and it will make the difference in your success! If you manage to make it past the island, it's on to the undersea kingdom in the Indian Ocean, followed by a small country in the African Desert, Glacier land near the Arctic Circle, a country in South America, an empire on the edge of space, following by outer space where the Professor is being held.

Wild and Wacky

This is a wild and wacky adventure as you shoot your way through some pretty crazy worlds. It's non-stop action of the craziest kind as some pretty silly-looking enemies dance, soar, and float through the air, taunting your abilities at destroying them. The game opens up to a space ship taking the professor away in a lively cartoon-like scene. From there, the graphics remain colorful and cartoonish in their appearance, adding to the lunacy which is going on around you. This is one of those games which will undoubtedly give you "numb thumb" but you'll have a tough time putting it down (one player; two player simultaneous; no "continue" feature)
Recommended (MSR $34.95)

Capcom Clears Up SECTION Z Confusion

Evidently we weren't the only ones who complained about the instructions for Capcom's SECTION Z. The company has made a detailed map of the game, complete with explanations of the on-screen symbols that were not explained in the instructions. All future copies of the game will include the map. If you already own the game, you might want to write or call Capcom's Customer Service Department to request a copy of the map (meanwhile, here's a copy of it). (The company's address and phone numbers are printed on the back cover of the SECTION Z instruction booklet.) When we reviewed SECTION Z for last month's issue, we sensed that there was a good game hiding in the confusion of the scanty instructions. However, we rated the game with just two stars ("fair") for gameplay because of the incomplete instructions. With the aid of the map and other new information, we tried the game again. Now that we know what we're supposed to be doing, we feel that SECTION Z deserves THREE stars ("good") for gameplay. Thank you, Capcom!
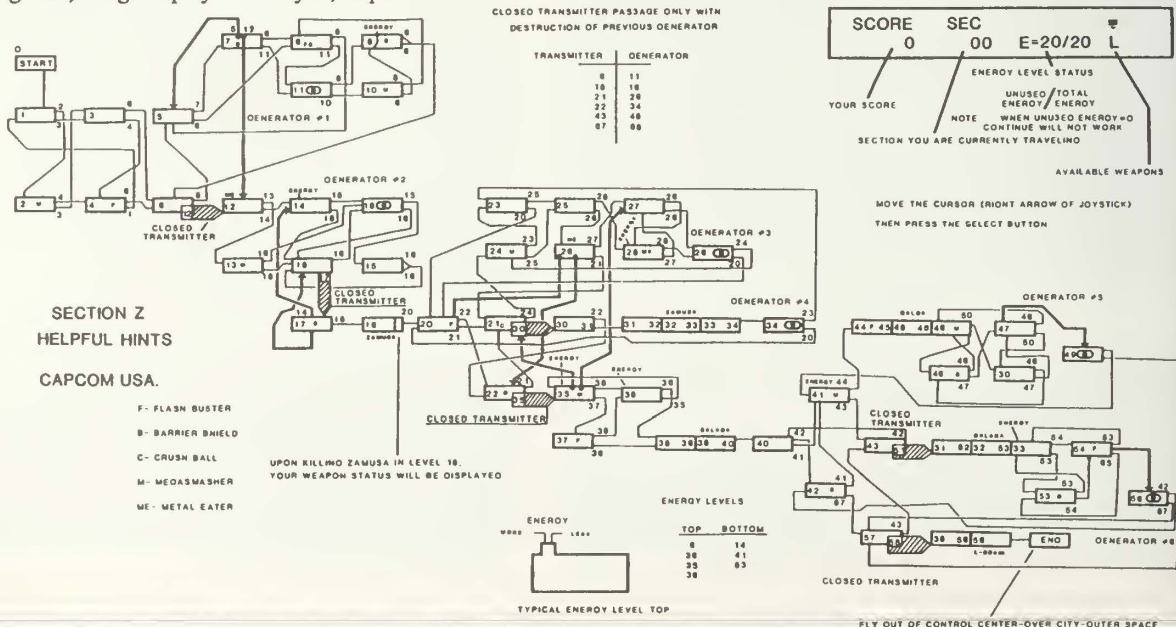
LODE RUNNER (★★★/★★★) is a well-known title to any self-respecting gamer. An arcade-gamer's delight, it seemed inevitable that _Broderbund_ would bring the title to the Nintendo screen as it's been available in Japan for some time now. A deceptively simple game, you simply collect the gold to complete the level and climb the ladder to the top of the screen and enter the next level. However, you must deal with the persistent Bungeling guards who rush among the levels carrying gold. If you come in contact with one, you lose a life. With your laser drill pistol you can drill pits and passageways through the brick floors to reach the gold. Also, if there's one of the Bungeling people in hot pursuit, quickly drill a hole for him to fall into. Once he does that, you can step over him for a few seconds. The game features over fifty different puzzles and scenes – becoming tougher and tougher. The program also includes a Game Generator in which you can design your own scene! Obviously, since we are not dealing with a computer system with disk drive, you cannot save your design when you turn off or reset your machine. Also, you are limited to creating only one screen at a time.

Still a Classic

This is one of a handful of games which has remained extremely popular for years, spawning follow-ups such as Championship LodeRunner for computers. This is a highly challenging arcade game which will test your concentration and ability for quick movement. The graphics and color are quite good and comparable to earlier computer versions. One thing that should be noted, however, which is a bit disconcerting is the fact that the whole screen does not fit at one time. In other words, you will scroll back and forth horizontally between the two screens which comprise a level. The only problem with this is the fact that a Bungeling person can be lurking just off to the side you're getting ready to send your Commando into – running smack into the enemy and losing a life as you scroll to that side of the level. We don't feel it's enough of a "negative" to detract heavily as it doesn't happen that often; however, it can be frustrating since, every time you lose a life, it's back to the beginning of that level! (one player; two player alternating; no continue feature)
Recommended (MSR $29.95)

RAID ON BUNGELING BAY (★★★/★★★) is another familiar title from _Broderbund_, now debuting on the Nintendo system. In this fight against the evil Bungeling Empire, you must pilot a helicopter against their forces headquartered on a tiny, remote planet. You must track down and destroy their six secret factories guarded by radar. The factories become stronger the longer you allow them to stay in operation as they manufacture guns, missiles, and other items. Late in the game it could take as many as twenty bombs to take out one factory! The Bungeling Empire will throw everything at you as they have tanks, gun turrets, fighter planes, bombers, and more. You have a machine gun on board which has an unlimited supply of ammunition. You can destroy all the enemies except the factories and enemy battleship with that gun. You are also carrying nine bombs when you take off from your carrier. When you run out of those bombs you must return to your carrier to get more (you also return to the carrier to repair damage), or find the area on one of the enemy islands where you can steal bombs. While you're off hunting factories, your carrier is vulnerable to enemy bombers. The only way the damage to the carrier will be fully repaired is if you kill off those bombers. If the carrier and enemy battleship enter the same screen, the battleship will torpedo the carrier and it will sink. If you lose your carrier, the helicopter you're flying is your last for the game. The entire playfield scrolls in 16 directions according to where your helicopter moves. The entire world covers 100 screens (ten screens wide by ten screens high) with five levels of difficulty.

Tricky Flying

Mastering the controls of the helicopter will take you some time as you must get the feel of how to turn the copter and fly in various directions based on which way the copter is facing and which portion of the control pad you push. You'll just have to try it for a bit to understand. It's also easy, when flying full-speed, to over-shoot your target. Finesse is the key! It's a challenging game which requires skill and fortitude to overcome the enemy. The entire game is played from a birdseye view as you fly over the various islands looking for your targets, shooting enemy boats, tanks, bombers, etc., as you go. In the two-player version, player one controls the helicopter and player two controls the Bungeling War Machine as he fires gun turrets, heat-seeking missiles, etc. All in all, it's good arcade fun for anyone enjoying an action-packed afternoon. (one player; two-player simultaneous; no "continue" feature)
Recommended (MSR $29.95)

Changes from Sega

GREAT GOLF, due later this month from Sega, will be a standard Mega Cartridge (MSR $35), not a Two-Mega Cartridge as originally announced. And FANTASY ZONE II, expected next month, has been changed from a Mega Cartridge to a Two-Mega Cartridge (MSR $40).

Availability Update...Contd. from Page 14

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.

ATARI XE/XL

AUGUST
x-Ace of Aces (ACO)
x-Alt Reality 2: Dungeon (DS)
SEPTEMBER
Bismarck: N Sea Chase (DS)
x-Eternal Dagger (SSI)
Force 7 (DS)
x-Nord & Bert Couldn't...(INF)
x-Plundered Hearts (INF)
x-Rainy Day Games (BAU)
x-Spy vs Spy 3: Arctic (EPY)
x-Title Shop Graphics Comp (DS)
x-Video Title Shop (DS)
OCTOBER
x-Guild of Thieves (FIR)
x-Silicon Dreams (FIR)
Tobruk: Clash of Armour (DS)
FOURTH QUARTER
Boulder Dash Constr Kit (EPY)
Gauntlet (MIN)
Jewels of Darkness (FIR)
Paperboy (MIN)
Tomahawk (DS)
Trailblazer (MIN)
Ultima I (ORI)

ATARI ST

AUGUST
x-Defender of Crown (MDS)
x-Trailblazer (MIN)
SEPTEMBER
x-Advanced Art Studio (FIR)
Oark Castle (TS)
x-Jupiter Probe (MO)
x-Knight Orc (FIR)
x-Nord & Bert Couldn't...(INF)
x-Pinball Wizard (ACO)
x-Plundered Hearts (INF)
x-Rings of Zilfin (SSI)
x Sentry (FIR)
Test Drive (ACO)
x-Tracker (FIR)
OCTOBER
Beyond Zork (INF)
King of Chicago (MDS)
x-Terropods (FSY)
NOVEMBER
Sinbad/Throne Falcon (MDS)
Thexder (SIE)
FOURTH QUARTER
Award Maker Plus (BAU)
Bard's Tale (EA)
Boulder Dash Constr Kit (EPY)
Championship Baseball (OAM)
Frank 'n' Ernest Adv (POL)
Gridiron (BS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Karateka (BRO)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
Music Construction Set (EA)
Phtos (MIN)
Police Quest (SIE)
Portal (ACT)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Silicon Dreams (FIR)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
Tanglewood (MO)
Univ Military Sim (FIR)
Video Vegas (BAU)
10th Frame Bowling (ACC)
3D Helicopter Simulator (SIE)
FIRST QUARTER '88
Black Lamp (FIR)
Three Stooges (MDS)

COMMODORE 64/128

AUGUST
x-Amnesia (EA)
x-Bop'n Rumble (MIN)
x-Delta Patrol (EA)
x-Eternal Dagger (SSI)
x-Sanxion (EPY)
x-Sub Battle Simulator (EPY)
x-Top Fuel Eliminator (GAM)
SEPTEMBER
Bismarck: N Sea Chase (DS)
x-Gauntlet (MIN)
x-Maniac Mansion (LF)
x-Mini-Putt (ACO)
x-Nord & Bert Couldn't...(INF)
x-Paperboy (MIN)
x-Plundered Hearts (INF)
x-Postcards (ACT)
x Rainy Day Games (BAU)
x-Spy vs Spy 3: Arctic (EPY)
Star League Baseball/On-Field Football (GAM)
Star Rank Boxing II (GAM)
Street Sports Basketball (EPY)
Test Drive (ACO)
OCTOBER
x-Chuck Yeager Flight Sim (EA)
Demon Stalkers (EA)
x-GeeBee Air Rally (ACT)
x-Guild of Thieves (FIR)
x-Gunsmoke (CAP)
Last Ninja, The (ACT)
Might & Magic (NWC)
x-Side Arms (CAP)
x-Silicon Dreams (FIR)
x-Speed Rumbler (CAP)
Tobruk: Clash of Armour (DS)
FOURTH QUARTER
Airborne Ranger (MIC)
Apollo 18 (ACO)
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
Boulder Dash Constr Kit (EPY)

Breakthru (DE)
Chernobyl (COS)
Cholo (FIR)
Circus Charlie (KON)
Oark Castle (TS)
Oarkhorn (AH)
Oark Lord (TS)
Destroyer Escort (MIC)
Druid I (FIR)
Faery Tale Adventure (MI)
Force 7 (DS)
Prank 'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Pactory (SIE)
Gradius (KON)
Grand Slam Baseball (COS)
Heartland (FIR)
Inside Trader (COS)
Instant Music (EA)
Iron Horse (KON)
Jailbreak (KON)
Jewels of Darkness (FIR)
King of Chicago (MDS)
Macbeth (AH)
Old Scores (DS)
Outrageous Pages (EA)
PaperClip III (BAU)
Project Stealth Pighter (MIC)
Rad Warrior (EPY)
Revs Plus (FIR)
Rommel/Tobruk (EA)
S.D.I. (MOS)
Shirley Muldowney/Top Fuel Chall (COS)
Sinbad & Throne/Falcon (MDS)
Skate Or Oie (EA)
Strike Fleet (EA)
Super Basketball (KON)
Swords & Sorcery (DS)
Three Stooges (MDS)
Tomahawk (DS)
Trojan (CAP)
War in S Pacific (SSI)
Wooden Ships/Iron Men (AH)
FIRST QUARTER '88
Oragon's Lair I & II (EA)
Hyperball (FIR)
Kinetic (FIR)
Pandora (FIR)

COMMODORE 128

NOVEMBER
Beyond Zork (INF)
FOURTH QUARTER
Guild of Thieves (FIR)

AMIGA

AUGUST
x-Hardball (ACO)
SEPTEMBER
Oark Castle (TS)
x-Knight Orc (FIR)
x-Nord & Bert Couldn't...(INF)
x-Phantasie (SSI)
x Plundered Hearts (INF)
Test Drive (ACO)
x-Terropods (FSY)
Thexder (SIE)
OCTOBER
Beyond Zork (INF)
Geebee Air Rally (ACT)
x-Jewels of Darkness (FIR)
x-Phantasie III (SSI)
FOURTH QUARTER
Alt Reality: City (DS)
Autoduel (ORI)
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (GAM)
DeluxePrint II (EA)
DeluxeProductions (EA)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
Perrari Formula One (EA)
Prank 'n Ernest Adv (POL)
GATO (SPE)
GFL Champshp Football (GAM)
Graphica Studio (ACO)
Gunship (MIC)
Indoor Sports (MIN)
IntelliType (EA)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
Orbiter (SPE)
Police Quest (SIE)
Silent Service (MIC)
Silicon Dreams (FIR)
Univ Military Sim (FIR)
10th Frame (ACC)
FIRST QUARTER '88
Three Stooges (MDS)

APPLE IIe/IIc

AUGUST
x-Balance of Power (MIN)
x-Roadwar Europa (SSI)
x-Tag Team Wrestling (DE)
x-Top Fuel Eliminator (GAM)
x-Track & Field (KON)
x-World Class Leader Board (ACC)
SEPTEMBER
B-24 (SSI)
Bismarck: N Sea Chase (DS)
Force 7 (DS)
x-Maniac Mansion (LF)

x-Nord & Bert Couldn't.. (INF)
x-Plundered Hearts (INF)
x-Postcards (ACT)
Street Sports Basketball (EPY)
OCTOBER
Beyond Zork (INF)
Leisure Suit Larry (SIE)
x-Ski-Crazed (BAU)
Tobruk: Clash of Armour (DS)
Wings of Pury (BRO)
NOVEMBER
Star Rank Boxing II (GAM)
FOURTH QUARTER
Alt Reality: Dungeon (DS)
Ancient Art of War (BRO)
Bard's Tale III (EA)
Boulder Dash Constr Kit (EPY)
Championship Golf V.I (GAM)
Commando (DE)
Computer Scrabble (LG)
Oarkhorn (AH)
Oark Lord (DS)
Prank 'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Pactory (SIE)
Infiltrator (MIN)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Pharaoh's Revenge (EA)
Pirates (MIC)
Quizam! (INS)
Rad Warrior (EPY)
Silicon Dreams (FIR)
Space Quest (SIE)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Title Shop Graphics Comp (DS)
Ultima I (ORI)
Variable Feasts (BRO)
Video Title Shop (DS)
War in S Pacific (SSI)
Wasteland (EA)
World Games (EPY)
Yie Ar Kung Pu (KON)
FIRST QUARTER '88
Gunship (MIC)
SECOND QUARTER '88
Dream Zone (BAU)
Last Ninja, The (ACT)

APPLE IIGS

SEPTEMBER
x-GBA Champshp Basketball (GAM)
x-Hardball (ACO)
x-Rainy Day Games (Ap)
x Thexder (SIE)
OCTOBER
King of Chicago (MDS)
NOVEMBER
Sinbad & Throne/Falcon (MDS)
FOURTH QUARTER
Beyond Zork (INF)
Computer Mad Libs (FB)
Defender of Crown (MOS)
DeluxePrint II (EA)
DeluxeWrite (EA)
Destroyer (EPY)
Donald Duck's Playgrd (SIE)
Drawing Table (BRO)
Faery Tale Adventure (MI)
Pantavision (BRO)
Graphics Studio (ACO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Managing Yr Money (MEC)
Mean 18 (ACO)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (MDS)
ShowOff (BRO)
Silent Service (MIC)
Space Quest (SIE)
Sub Battle Simulator (EPY)
World Games (EPY)
World Tour Golf (EA)
3D Helicopter Simulator (SIE)
SECOND QUARTER '88
Oark Castle (TS)
Dream Zone (BAU)

MACINTOSH

SEPTEMBER
Beyond Zork (INF)
Black Cauldron (SIE)
x-Nord & Bert Couldn't...(INF)
x-Plundered Hearts (INF)
x-Postcards (ACT)
NOVEMBER
Sinbad & Throne/Falcon (MDS)
FOURTH QUARTER
Alt Reality: City (DS)
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Award Maker Plus (BAU)
Boulder Dash Constr Kit (EPY)
Computer Ambush (SSI)

Computer Scrabble (LG)
Defender of Crown (MDS)
Disk Tools Plus (EA)
Donald Duck's Playgrd (EA)
Frank'n Ernest Adv (POL)
Jewels of Oarkness (FIR)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
North Atlantic '86 (SSI)
Oo-Topos (POL)
Orbiter (SPE)
Police Quest (SIE)
Rad Warrior (EPY)
Roadway 2000 (SSI)
S.D.I. (MDS)
Silicon Dreams (FIR)
Spy vs Spy 3: Arctic (EPY)
Star Fleet (INS)
Star Fleet II (INS)
Ultima IV (ORI)
What They Don't Teach/Harvard...(RT)

IBM PC/Tandy 1000

AUGUST
x-Ancient Art/War at Sea (BRG)
x Defender of Crown (MDS)
x Robot Rascals (EA)
SEPTEMBER
B-24 (SSI)
x-Bard's Tale (EA)
Oark Castle (TS)
x-Destroyer (EPY)
x-Gunship (MIC)
x-Infiltrator (MIN)
Instant Page (EA)
x-Nord & Bert Couldn't...(INF)
x-Patton vs Rommel (EA)
x-Plundered Hearts (INF)
x-Postcards (ACT)
Shard of Spring (SSI)
Sinbad & Throne/Falcon (MDS)
Street Sports Basketball (EPY)
x-3D Helicopter Sim (SIE)
OCTOBER
Beyond Zork (INF)
File Rescue Plus (TS)
x-Jewels of Darkness (FIR)
Might & Magic (NWC)
Test Drive (ACO)
Thexder (SIE)
NOVEMBER
Star Rank Boxing II (GAM)
FOURTH QUARTER
Ace of Aces (ACO)
Alt Reality: City (DS)
Award Maker Plus (BAU)
Bop'N Wrestle (MIN)
Championship Baseball (GAM)
Commando (DE)
Elite (FIR)
Faery Tale Adventure (MI)
Prank'n Ernest Adv (POL)
Goofy's Word Pactory (SIE)
Guild of Thieves (FIR)
HardBall (ACO)
Into Eagle's Nest (MIN)
King of Chicago (MOS)
Lords of Conquest (EA)
Macbeth (AH)
Mercenary (OS)
Mercenary 2nd City (DS)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Operation Market Gdn (SSI)
Pawn, The (FIR)
Phantasie (SSI)
Pirates (MIC)
Police Quest (SIE)
Rings of Zilfin (SSI)
S.D.I. (MOS)
Silicon Dreams (FIR)
Star Fleet 2 (INS)
Street Sports Baseball (EPY)
Tag Team Wrestling (DE)
Ultima I (ORI)
Ultima IV (ORI)
Univ Military Sim (FIR)
Variable Feasts (BRO)
FIRST QUARTER '88
Earl Weaver Baseball (EA)
SECOND QUARTER '88
Last Ninja, The (ACT)

INTELLIVISION

SEPTEMBER
x-Learning Pun Album 2 (INT)
OCTOBER
Pole Position (INT)
FOURTH QUARTER
Commando (INT)
Slam Dunk Super Pro Basketball (INT)
Super Pro Hockey (INT)

ATARI 2600

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

Commando (ACT)

ATARI 7800

AUGUST
x-Choplifter (AT)
FOURTH QUARTER
Atari Team Wrestling (AT)
Ballblazer (AT)
Desert Palcon (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Karateka (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
1-on-1 Basketball (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO

AUGUST
x-Arkanoid (TAI)
x Athena (SNK)
x-Elevator Action (TAI)
x-Kid Icarus (NIN)
x-Legend of Kage (TAI)
x-Metroid (NIN)
x-Section Z (CAP)
x-Star Voyager (ACM)
x-3D Battles/WorldRunner (ACM)
SEPTEMBER
x-Deadly Towers (BRO)
x-Lode Runner (BRO)
x-Raid/Bungeling Bay (BRO)
x-Spelunker (BRO)
x-Stinger (Kon)
OCTOBER
Aerobics (BAN)
Alpha Mission (SNK)
Breakthru (DE)
Double Dribble (KON)
Goonies II (KON)
Kid Niki (OE)
Lunar Pool (FCI)
NES Advantage Joystick (NIN)
Punch-Out! (NIN)
Rad Racer (NIN)
Renegade (DE)
Ring King (DE)
Skykid (SUN)
Speed Rumbler (CAP)

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
AH...Avalon Hill
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund
BS...Bethesda Softworks
CAP...Capcom USA
CC...Cosmi Controls
COS...Cosmi
OE...Data East
DS...DataSoft
EA...Electronic Arts
ED...Electric Dreams
EPY...Epyx
FB...First Byte
FCI...FCI
FIR...Firebird
GAM...Gamestar
GOW...Game Osiger's Workshop
INF...Infocom
INS...Internet
INT...INTV Corp.
IRM...Irem
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MD...MicroDeal/MichTron
MDS...Master Designer S/W
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin Systems
POL...Polarware
PSY...Psygnosis
ROM...Romstar
RT...Reality Technologies
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPN...Spinmaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEL...Telarium
TS...Three-Sixty, Inc.

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Program	Cost	Sys/Format	Quantity	Total
Advanced OCP Art Studio (ST-32.90;Co-28.80)				
Alternate Reality: Dungeon (At;Co)	28.80			
Arkanoid (NES)	40.20			
Bard's Tale (Co-28.80;Ap-32.90;Am;GS-36.40)				
Chuck Yeager Flight Simulator (Co-26.10;I-28.80)				
Deadly Towers (NES)	31.90			
Eternal Dagger, The (At;Ap;Co)	28.80			
Gauntlet (Co;At*)	22.30			
GeeBee Air Rally (Co-22.30;Am*-28.80)				
Guild of Thieves (Am;I*;Mac;ST-32.90;At;Co;Ap-28.80)				
Jupiter Probe (ST)	18.70			
Knight Orc (Am;ST;Ap*-32.90;Co*-28.80)				
Kung-Fu Kid (Sega)	29.00			
Kung-Fu Master (2600)	14.80			
Last Ninja, The (Co)	28.80			
LodeRunner (NES)	27.30			
Mini-Putt (Co)	22.30			
NBA (Co)	22.30			
Outrun (sega)	33.90			
PaperBoy (Co;At*)	22.30			
Paper Models Christmas Kit (Ap;Co;I;Mac)	14.80			
Phantasie III:Wrath Nikademus (Am;Ap;Co;ST)	28.80			
Pinball Wizard (I;ST)	26.10			
Postcards (Ap;Co;I*-18.70; Am*;Mac*-22.30)				
Raid on Bungeling Bay (NES)	27.30			
Rainy Day Games (Ap;At;Co-22.30; GS;Mac-26.10)				
Rings of Zilfin (ST;Ap;Co;I*)	28.80			
Sentry (ST-32.90;Co-28.80)				
Sesame St-Letters for You; Numbers Count; Opposites Attract (Ap;I)(circle title<s> you want)	11.20 ea			
Silicon Dreams ((Am*;ST*-22.30; At;Co;Ap*;I*-18.70)				
Ski Crazed (Ap)	14.80			
Skykid (NES)	26.90			
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Spelunker (NES)	27.30			
Spy Hunter (NES)	26.90			
Spy's Advs in So America (Ap;Co*-14.20;I*-14.80)				
Star Voyager (NES)	26.90			
Stinger (NES)	28.25			
Terrorpods (ST;Am)	28.80			
3D Battles of WorldRunner (NES)	28.90			
Tracker (ST-32.90; Co-28.80)				
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Scenery Disk #11 Available
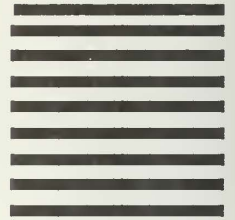
SubLogic has just shipped Scenery Disk #11 for the IBM PC, C64/128, Atari XE, and Apple II computers (to be used in conjunction with Flight
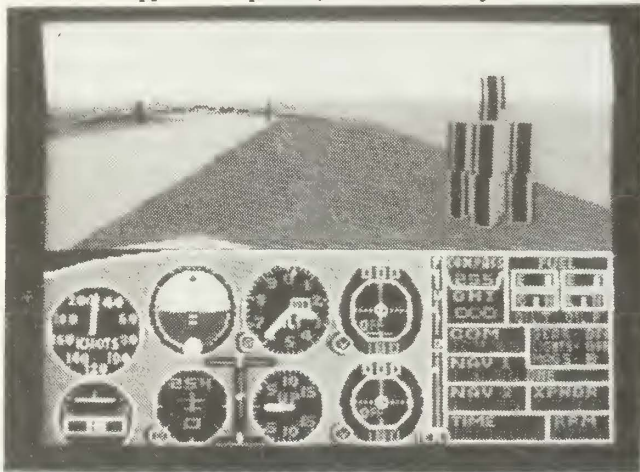
Scenery Disk # 11 on the IBM Flight Simulator. From SubLOGIC.

Simulator, Flight Simulator II, or Jet). The disk covers the central Great Lakes area of the U.S. Highlights of Detroit include the Renaissance Center, Ambassador Bridge and Tiger Stadium. Pittsburgh scenery includes many skyscrapers and bridges spanning the three rivers. In Niagara Falls you can fly below the rim of the Niagara River canyon right up to the falls. This disk features a new default ground pattern that simulates fields and other areas of varying color on the earth below, making flight between cities a bit more interesting.

Mean 18 Promotion

Accolade is running a holiday promotion, "Play Three for Free," in which you can purchase the IBM PC version of *Mean 18* bundled with *Famous Course Disk, Vol. II* for $44.95 (the cost of Mean 18 alone). The Vol II Course Disk includes three additional golf courses – Turnberry, Inverness Club, and Harbour Town.

Version 2.0 of Video Title Shop Ships

IntelliCreations has just released version 2.0 for the Apple II and Commodore 64/128 versions of *Video Title Shop*. The new program includes a command allowing the user to play sequences they have created in a continuous loop for as long as they wish. Also added is an abort-from-sequence feature allowing the user to escape from any sequence he has created, including the loop. An additional change in the C64/128 version allows the current screen to remain on while the computer is loading another screen from disk.

Current owners of the program can get their disks upgraded by sending $7.50 and their current Video Title Shop disk to: IntelliCreations, 19808 Nordhoff Place, Chatsworth, CA 91311.

New for the Apple IIGS

Broderbund is working on new programs for the Apple IIGS. Planned for use with Print Shop, is *The Print Shop Graphics Library Sampler Edition* which features over 180 graphics, borders, and full-panel designs.

Broderbund Offers Sweepstakes Promotion

In conjunction with the release of *Superbike Challenge,* an arcade-action game for the IBM PC, Atari ST, and Commodore 64/128, Broderbund is sponsoring a sweepstakes in which you can win a 650cc Suzuki motorcycle. Entry blanks will be included in each box of the game.

Superbike Challenge will allow players to race on 12 of the world's Grand Prix courses at simulated speeds up to 200mph. Two players can race each other with the game's side-by-side screens.

Copy-Protection for IIGS Removed by Activision

Activision has begun shipments of its IIGS creativity/productivity software without copy protection, allowing users to transfer the programs to hard disk, as well as making back-ups. Programs affected include *Paintworks Plus, Writer's Choice Elite, Draw Plus,* and *The Music Studio.*