Computer Entertainer
the newsletter

FOURTH QUARTER GOING TO BE ALIVE WITH GREAT GAMES!

The countdown to Christmas has begun! We can feel it in our offices. The Press Releases are stuffing our mailbox. Review product (especially for Nintendo and Sega) are flooding through (there was even one program mysteriously shoved through our front door mail box one night - just to be certain it got a review in time for holiday buying!) The companies feel pretty good. The summer selling season, normally so slow that it puts fear in the strongest of hearts, was better than ever for several companies (Legend of Zelda has got to be breaking all sorts of sales records - see story in Video Game Update section)

So...let's get right to it as we bring you news not available anywhere else and continue to sneak the HOT titles!

Pitfall Harry Returns

Get ready for the newest escapades of Pitfall Harry, the character created by Activision's David Crane in the original "Pitfall" and "Pitfall 11" games, which were best-sellers on many systems. Activision has announced that the company's first title for the Nintendo Entertainment System will be SUPER PITFALL. The title is already available in Japan for the Nintendo Family Computer, and the U.S. version will be available this fall.

More Video Games from Activision
Activision's first new games for the venerable Atari 2600 are also due this fall, with KUNG FU MASTER expected to be available later this month and COMMANDO coming next month.

Ambitious Schedule at Electronic Arts

Recently we received the latest update on products coming from Electronic Arts between now and the end of the year. This was one of their entertaining EA-TV videotapes, which they produce several times a year to keep their dealers and the press updated on new products. Featured programs for IBM/Tandy 1000 and compatibles included STAR FLEET 2 from Interstel, a sequel to the best-selling STAR FLEET, a desktop publishing program called INSTANT PAGE, and THE BARD'S TALE (finally!). The scenes shown from THE BARD'S TALE looked really terrific. An IBM version of EARL WEAVER BASEBALL is also in the works.

Impressive Lineup for C64/128
The EA lineup for Commodore 64/128 was impressive. They are planning a desktop publishing program called OUTRAGEOUS PAGES (love that name!) which includes 50 built-in fonts, 75 pieces of clip art, and 12 borders. The program will do flyers, newsletters, cards, signs, etc., and has the ability to import material from "PaperClip" and Broderbund's "The Print Shop." And since EA has acquired Batteries Included, they are preparing an updated PAPERCLIP III which promises more power and features, including a column editor, the ability to enter key phrases with a single keystroke, plus integrated spell-checker and telecommunications. INSTANT MUSIC, the music composition program that's suitable even for people who don't have any knowledge of music, will have MIDI output in the C64/128 version. New entertainment titles are STRIKE FLEET, a naval battle simulation game with a variety of craft, and SKATE OR DIE, a seven-event skateboarding game. A C64/128 conversion of CHUCK YEAGER'S FLIGHT SIMULATOR is coming soon. Scheduled for both C64/128 and Apple II is BARD'S TALE III, in which you will return to the town of Skara Brae only to find it in ruins.

Programs for Apple Family
New from EA for the Apple IIGS are INSTANT MUSIC (including add-on disks, IT'S ONLY ROCK & ROLL and HOT & COOL JAZZ), DELUXEPRINT II, DELUXEWRITE, and WORLD TOUR GOLF (complete with more than 20 courses and a construction set). Coming for Apple II are WASTELAND, a post-World War III fantasy role-playing game reminiscent of the movie, "Road Warrior," and PHARAOH'S REVENGE, a 200-level action-adventure set in Egypt which includes a game editor. And for the Macintosh, watch for DISK TOOLS PLUS, a greatly expanded sequel to the popular "BatteryPak" from Batteries Included.

Atari ST and Amiga
An ST version of MUSIC CONSTRUCTION SET will feature full MIDI capability and complete musical notation. Amiga products featured were the incredibly realistic-looking FERRARI FORMULA ONE racing game, and several new programs in the "Deluxe" line. DELUXEWRITE will feature multi-tasking, custom fonts, and print spooling. DELUXEPRINT II is a completely updated new version of the popular print program. And desktop video for professional applications will be enhanced by DELUXEPRODUCTIONS.

APPLE II Software

BALANCE OF POWER (★★★/★★★★) has just been converted for use with the Apple II family of computers by *Mindscape*. This award-winning program by Chris Crawford has drawn press from all over in its original versions (including *Time Magazine*), which accounts for the continued conversions to additional computers. In this educational, as well as entertaining program about international problems, you play either the President of the United States or the General Secretary of the Soviet Union in your first year in office. You goal is to complete an 8-year term without initiating a nuclear conflict and accumulate more prestige points than the opposing Superpower. You'll have to sweat out decision after decision as you must decide whether to call the bluff of your adversary, back down, send money in to help the rebels or any one of dozens of other decisions. There are, of course, hot spots all over the globe with situations brewing both near and far from your shores. You'll have to deal with treaties, military advisors (some who would like to just move it and "blow the B———s up." There are over 50 nations around the world which are actively included, where you can check backgrounds via close-ups. That close-up will give you details about the country including military spending, Gross National Product, literacy, political and civil rights, as well as history. There are several levels of play, with certain decisions such as whether to instigate a political coup, destabilization, etc., only available in the higher levels. As you make each move, the first thing you'll want to do is pull down the "News" window to check your adversary's actions that may demand your immediate attention. If you find an action unacceptable, you can "question the item" whereby a "polite diplomatic note" is sent to your opposition questioning the wisdom of their action. They will reconsider their action and respond, either by backing down or challenging you. This is where the crisis stage is met as you must decide to escalate to the next stage or back down. If you move to the next stage, one side or the other will definitely lose prestige upon backing down.
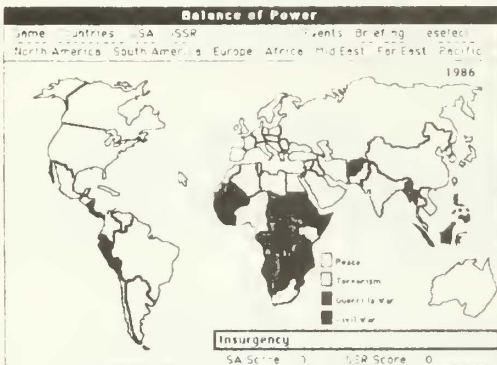
Still a Solid Winner
The timeframe of the "game" is from 1986 to 1994 and is rich in its accurate portrayal of the world and its politics. We were big fans of this program when it was originally released on Macintosh and later on IBM and we find that, upon booting up the new conversion, our feelings remain strong. This is a thinking man's game as you will brush up on world geography as well as getting some very good lessons on politics without even trying as the information is based on facts within the built-in large database. There are virtually endless ways to approach the game with all the options available as you try and make friend with various countries. We recommend it to anyone who enjoys some solid thought-provoking hours at his or her computer. By the way, once you have spent a little time with the program, you should definitely purchase the *Balance of Power International Politics as the Ultimate Global Game* book, also written by Chris Crawford (reviewed in our November, 1986 issue) which is published by Microsoft Press. This will enhance your playing of the game tremendously as it's filled with research on the concepts used in the program as well as strategies to help you in your game. (one-player; two-player alternating; also available for IBM and Macintosh; 128K minimum; joystick or mouse optional)
Recommended (MSR $44.95)

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!

VEGAS VIDEO POKER (NA/★★1/2) is one of four programs in the *Applications Plus* "Play & Learn to Win" series. It's not really a game, but rather a tutorial to prepare you to play the casino version of video poker in Las Vegas (or Atlantic City). Prompts are available for every hand dealt in which the best strategy for that particular hand is given. Those prompts will show you the various cards you can hold and the potential payback ratio with an explanation. The program's strategies are based on a computer analysis of over 2 million poker hands. In addition to a complete booklet and reference guide, the program also includes a pocket reference card that you can take along to the casino.
For Video Poker Players Only
This program is not meant to be entertainment, but rather a tutorial for those of you heading for the casino's video poker machines. As such, it should only be considered for purchase if you are, in fact, heading for those machines. By the way, if your local store does not carry this program, write to Applications Plus, Inc., 15720 Harmony Way, Apple Valley, MN 55124 or call Merit Marketing, Inc. at 612-439-9127 (available for Apple II; IBM; Macintosh; C64/128)
(MSR $29.95)

BEATING THE HOUSE AT BLACKJACK (NA/★★★) is the second of four (the other two planned are Strategic Craps and Championship Poker) "Play & Learn to Win" programs from *Applications Plus.* This program is designed to teach you card counting (a strategy the casinos don't appreciate because in its most polished form, it is possible to tip the house odds towards the player. Many professional gamblers use this method, to the chagrin of the casino owners!), allowing the player to determine whether he or the house has the greater chance of winning on a given hand. Once you feel you have a sense of how card-counting works, you can practice and fine-tune your skills in a variety of simulated games included. You can control the number of additional players at your "table," the number of card decks used (anyone who's played in Vegas knows that the number of decks in the "shoe" can vary from casino to casino and greatly affects the ability and accurateness of card-counting), and the amount wagered. Throughout these simulated games you can check the card count as well as accessing the strategy and error tables. These tables allow you to get an idea where you need additional study before hitting the real tables.
Very Complete
Again, as in *Vegas Video Poker*, we would not recommend this as an entertainment program; however, there is a good deal of information which will help the serious blackjack player in his or her game. Card-counting takes a good deal of concentration and this program will help you learn the best way to master the skill. Obviously, knowing the trick of card-counting doesn't guarantee that you will win at the blackjack table; however, it does help even out the odds just a bit! (available for Apple II; IBM; Macintosh)
MSR $34.95

Two Classics Packaged Together

Broderbund has just coupled two all-time favorites on one flippy disk. *Choplifter!* and *David's Midnight Magic* have been around for years and are now available together for $14.95 for the Apple II series as well as Commodore 64/128.

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)

ROBOT RASCALS (★★★/★★★★) is now available in the IBM format, having been converted by *Ozark Software* and *Electronic Arts* (the same combination that brought us M.U.L.E. and Seven Cities of Gold. This little piece of zaniness is a combination of card game and computer scavenger hunt that's completely unpredictable and thoroughly entertaining. In the game, two to four players head off on a scavenger hunt using any one of ten on-screen robots who dwell in the world of Lustenfownd and two decks of cards. Players are dealt four item cards and then choose a luck card at the beginning of their turn. Most of the item cards contain the various things to be found on the
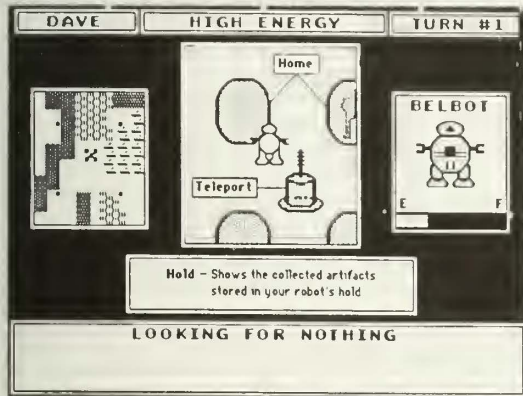
hunt such as a transistor taco, silicon salad, and others. The items can be neutral, good, or bad in their effect on your robot. The computer announces whose turn it is (and may change the order of turns from round to round) and you set out through forests, mountains, and swamps looking for the items. The computer keeps you on your toes by making sudden changes such as reversing the positive and negative items. The play continues until one person's robot finds the four items.

Great Family Game

There is so much going on in this game it's impossible to relate it all here. What makes it an ideal family game, beyond all the silliness, is the fact that there is a method of handicapping which allows players of all ages and skill levels to enjoy the game together. As a result, adults can appreciate the sly humor and strategic possibilities of the game while the kids can enjoy the silliness. The cute music and silly-looking robots with their various ways of moving around just add to the fun. (2-4 players; joystick required; IBM color graphics adapter required; also available for Apple II and C64/128)
Recommended (MSR $39.95)

Coming from the Activision Family

Between now and Christmas, a variety of new products and conversions of existing titles will be released by Activision and the other labels marketed by the company. GEEBEE AIR RALLY, an arcade-style air-racing game, is scheduled for Amiga toward the end of this month. THE LAST NINJA for Commodore 64/128, an action-adventure, should be available about the same time. (Versions of THE LAST NINJA for Apple II and IBM are planned for the spring of next year.) Coming from Infocom this month are PLUNDERED HEARTS and NORD AND BERT (both reviewed in this issue). BEYOND ZORK will be available before Christmas. The Apple IIGS version of GBA CHAMPIONSHIP BASKETBALL: TWO-ON-TWO is also set for release this month. Two earlier Gamestar titles are also being re-released on a single disk under the Solid Gold Label: STAR LEAGUE BASEBALL and ON-FIELD FOOTBALL for C64/128 (MSR $14.95). New World Computing's very popular Apple II fantasy adventure, MIGHT & MAGIC, will appear in new versions for IBM and C64/128 this fall.

Gamestar Announces New Title

Star Rank Boxing II, a sequel to the best-selling Gamestar title, Star Rank Boxing, will be shipping shortly. The new program promises fluid animation and better player control over the boxers where players can play against a friend or fight the computer.

HARDBALL (★★★1/2/★★1/2) is the second baseball game in as many months for Amiga owners, this time an *Accolade* conversion of a tremendously popular title already available for several other home computers. This version of the great American pastime includes all the basics of any good baseball game. You can make substitutions, exchange positions, and have your choice of six different pitches to hurl at the plate. Your view, as the batter steps up to the plate, is a three-dimensional field perspective from behind the pitcher looking down on the batter and catcher. In the corner is a birdseye view of the diamond, with shadows indicating any players on base. Once the ball is hit, the perspective changes to either a right or left field 3-D view

(dependant on which field the ball is hit to), as if the camera where in the press box high above home plate. The player closest to the ball will blink and you will have to maneuver that player under the ball (if it's a fly) or put in position to stop a grounder and throw to the appropriate base. Between each batter you get to view the line-up screen where all the stats are. There are two teams built-in – the All-Stars and the Champs. You can choose to play either team against a friend or the computer (or choose to watch the computer play itself).
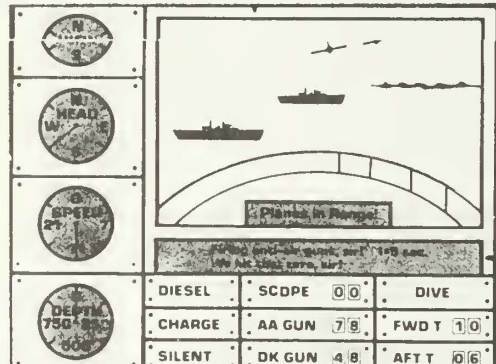
Comparison Inevitable

Having just reviewed *Earl Weaver Baseball* from Electronic Arts, also for Amiga (see last month's issue), it was inevitable that our resident baseball fan would compare the two games for features, graphics, sound, etc. It turns out there just isn't a comparison between the two since Earl Weaver Baseball (EWB) has so much more packed into it. The graphics are quite good on both – Accolade always provides fine, large graphics in its games. Sound-wise, while Hardball has the cheers, crack of the bat hitting the ball, and the umpire yelling, "Strike," EWB features an announcer who announces everything from every batter as they reach the plate to balls, fouls, etc. He also announces Instant Replays when you ask for them (a feature not available at all in Hardball). EWB also features eight teams (Hardball has two), plus the capability to draft your own team, and 32 ballparks (Hardball has one). If EWB had not just come on the market, we would be touting Hardball as a terrific baseball game; however, EWB is such an unusually strong program, that virtually anything will pale in comparison. And, the other problem inevitably, is that when a program comes out that depicts a sporting event, there's only so many ways to present it. It's always harder to compare arcade games, adventure games, and the like as each can be unique in its approach and theme. Baseball is nine innings, a pitcher, catcher, three outfielders, three strikes to an out – well, you get the idea – there's only so many ways to present it and EWB did such an outstanding job that it's going to be tough for anyone else to attain the same excellence. (one player; two-player simultaneous; mouse or joystick controlled; also available for Macintosh, Apple IIGS; Atari ST; Apple II; C64; Atari XE/XL)
MSR $39.95

InelliCreations Announces Pricing Changes

Several prices have been lowered by IntelliCreations for its Datasoft line of entertainment programs. Included in the price decrease are Mercenary-Escape from Targ now priced at $19.95 for the Atari/Commodore flippy and $29.95 for the Atari ST. Theatre Europe has been reduced to $24.95 for all three formats and Zorro is priced at $14.95 for Atari/Commodore and Apple II. Gunslinger has been lowered to $19.95.

COMMODORE 64/128 Software

SUB BATTLE SIMULATOR (★★★/★★★★) has just found its way to the Commodore 64/128 format and we still love this program from the Masters Collection by Epyx. The objective of the game is to command a World War II submarine in either the Pacific or Atlantic, completing the assigned mission, survive and return to home base. Easier said than done! You can choose from 24 American and 36 German missions, all based on historical data. The missions include Seek and Destroy, Rendezvous, Lifeguarding, and Patrol, and the action can take place in one of three modes: Target Practice against an enemy convoy, Single Mission in real combat setting, or Wartime Command over the course of the entire war. Included are six different classes of US Navy subs and German U-boats in a time frame between 1939 and 1945. Obviously, the year selected will directly affect the equipment available to you aboard your sub. There are five levels of maps covering nearly 200,000 nautical miles, which you can zoom in and out on as you advance. As in the IBM version (the Macintosh version sports split-screen), you have one screen to work with. Via your function keys you will toggle among the views available – binoculars, radar, tower view, etc. In addition to that screen, you have a complete compliment of gauges, dials, as well as a control panel which tells you, at a glance, how many torpedoes you have, anti-aircraft guns and percent of ammunition remaining, battery, dive, and more. Your commands are accomplished with the keyboard (there is a handy quick reference card included in the package).

Just Terrific!

Obviously, our favorite version of this game remains the Macintosh because of the speech and graphics capabilities (see April, 1987 CE); however, the nuts and bolts of the game remain intact in this Commodore version. The graphics are colorful and sharp. You'll have no problem discerning enemy ships as they bear down on you – sometimes with enemy aircraft coming in from above as well. While it's a combat simulation, that almost does an injustice to the depth of game playing here, as well as authenticity to detail. You have to learn about the nuances of each sub before taking it out, as well as how to deal with weather, navigation, repairs, hitting a depth charge, and even sending a search party out. You could probably play this game over and over for almost an unspecified time and always deal with different situations, reacting different ways, and, therefore, getting different results. Epyx has walked the fine line between strategy and straight-out game playing and come up with a winner! (one player; also available for Macintosh, IBM, Apple II; coming for Atari ST and Apple IIGS) Recommended (MSR $39.95)

BOP 'N RUMBLE (★★1/2/★★) follows *Mindscape's* very successful Bop 'N Wrestle from last year. Unfortunately, as is so often the case with sequels (even in the movies), this sequel doesn't measure up to its' predessessor. The premise in this one, the macho man of Bop 'N Wrestle, Gorgeous Greg, is placed in a city gone wild with gangsters, motorcycle madmen, gorillas, etc., as he tries to protect little old ladies under attack. Greg walks through the city (scrolling horizontally) and kicks, jabs, jumps, and ducks as he goes against several opponents.

Not Exciting

We were looking forward to seeing this program as we had enjoyed Bop 'N Wrestle so much. We were very disappointed on several levels. First, the game itself is highly derivative of many other games out there., games which are much better and more entertaining. The graphics, while large, are just not that good. The characters are in color, with the background in black and white. There are just too many other games in the genre which are better. (one player; two-player alternating; joystick or keyboard)
Not Recommended (MSR $29.95)

ROAD TO MOSCOW (★★★/★★★) from *Game Designers' Workshop*, distributed under the *Electronic Arts* Affiliated Label program is one of two strategic wargames reviewed this month which cover the same historical period: the German invasion of Russia between 1941 and 1945. (The other is RUSSIA: THE GREAT WAR IN THE EAST for C64/128 and Apple II.) The program is a corps level re-creation of the Russian Front in which the player controls the forces of the German Wehrmacht while the computer conducts the defense of Russia. The playing screen is a map of eastern Europe, oriented disconcertingly with north on the left of the screen instead of the top. The program includes five scenarios: the 1941 invasion, the 1942 second offensive, the 1943 Russian offensives, the 1944 battle for Poland, and a complete campaign game that covers all four years of the struggle. Ten levels of difficulty are available, and the program factors in random strategic events to create differences in repeat plays of the game.

Appealing to Novices

ROAD TO MOSCOW follows the expected conventions for strategic wargaming on a computer but also adds some features that make the game easier and more appealing to novices. A tutorial takes the player through the basics of the game. To be sure all movement orders are issued, the computer can cycle through all movable units in turn. Color changes warn the player of unit strength losses. The game is well constructed and documented with plenty of historical background material. Because of the combination of multiple scenarios and difficulty levels, ROAD TO MOSCOW is suited for beginners to advanced wargamers. (Solo play; Joystick and/or keyboard; Blank disk required for saving more than one game.) Available for Commodore 64/128 only.   MSR $39.95

New Activision Affiliation

Activision continues its Affiliated Publisher program as it adds MicroIllusions to its growing list of companies which it sells and distributes. MicroIllusions, a company which specializes in programs for the Amiga, already has two titles available. *Faery Tale Adventure* is an animated graphic adventure where players travel through a land of dragons, wizards, and princesses in a program which boasts nearly 20,000 smooth scrolling screens, as well as original music and sound effects that change as different actions take place. They are working on conversions for IBM, C64/128, and Apple IIGS. The other program currently available is *Discovery* which is a space-age adventure and educational experience all in one. In the context of a space rescue mission, the player must solve problems in math, science, and geography.

New MicroIllusion Titles

The company is working on several new titles for Amiga for release later this year. *Fire Power,* the first in a series of "one-to-one arcade games," is a tank battle which can be played against a computer-controlled opponent or by two players either in split-screen action one against one via modem. Another one-on-one game is *Turbo,* a race car game. *Galactic Invasion* is planned as a space shoot-'em-up. All will retail for $24.95. *Land of Legends,* is the first in a new Quest Masters series. This dungeon-style game combines a 3-D viewing window with an on-screen mapping feature and contains a combat mode for the times when adventure turns to action. Also planned are *Romantic Encounters at "The Dome,"* a text simulation; *Black Jack Academy,* featuring computer "21"; and *The Planetarium,* an educational exploration of the universe.

Paragon Introduces New Game

Paragon Software, formerly Microsphere Corporation, is readying Master Ninja: Shadow Warrior of Death, a martial arts action/adventure game for the IBM PC. The game will feature large, animated 3-2" characters, 20 real-to-life martial arts combat moves, and historic ninja weapons including knives, throwing stars, blinding powder, blow dart guns, etc. Also promised are several hidden traps and obstacles, over 25 combat screens with a variety of opponents, and a historic ninja storyline. Suggested retail will be $34.95.

BACK ISSUES AVAILABLE...
Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (Vol 1, #1,2,3, and 4 are available as xeroxed copies only) at a cost of $2.50 each. Send $2.00 for each back issue you want. Buy 5 or more, and they're just $1.50 each. Make certain you have a complete set!

DEMON STALKERS: THE RAID ON DOOMFANE (★★★/ ★★★1/2) is a rousing piece of action/adventure gaming which is scheduled to be available late next month from *Electronic Arts*. You take the role of Demon Stalker and venture into the dungeon depths of Doomfane, battling your way through 99 levels of increasingly challenging mazes in order to reach the final confrontation with the demon, Calvrak, at the hundredth level. In the early levels, sewer grates spew forth a never-ending supply of scurrying rats. As you progress through the levels, there are new and deadlier creatures to avoid, including mad mages shooting fireballs, whirling dervishes that steal your keys and magic spells, and strange plants known as red snappers that are harmless until brought to life with a shot. (These looked like relatives of Audrey II, the carnivorous plant from "Little Shop of Horrors.") Every contact with a creature decreases your supply of health points, so you have to be alert and ready with your gun. There are scrolls to find, along with treasure chests, keys, food, and even magical aids. And some objects that look good turn out to ee poisoned, so you never know what to expect.

One or Two Players Plus Construction Set

DEMON STALKERS is a great action/adventure when you play alone, but it gains a whole new dimension when you play with a friend. Then two of you can gang up on the bad guys and cooperate in the goal of reaching and eliminating the demon, Calvrak. The two-player cooperative mode is a great bonus, because very few action/adventures allow this kind of play. And if the one and two-player games aren't enough challenge for you, DEMON STALKERS even includes a menu-driven construction set for even more hours of fun. You can build a whole new game, modify existing dungeon levels, or practice playing at any of the dungeon levels. DEMON STALKERS combines colorfully animated graphics, goosebump-raising surprises, and the fun of creating your own challenges for excellent play value. (Solo or 2-player cooperative; Joystick; Blank disks required for use of Construction Set.) Coming for Commodore 64/128 only. Recommended. (MSR $29.95)

Baudville Announces Fourth Quarter Plans

A new version of Baudville's popular VIDEO VEGAS program is scheduled for the Atari ST during the fourth quarter. And AWARD MAKER PLUS, a program that lets users create awards and certificates, will be released in versions for IBM, Macintosh, Atari ST, and Amiga. Baudville is also striking out in a new direction as they work on SKI-CRAZED, a skiing action game for Apple II (MSR $19.95). The game will include races on 12 different slopes and a construction set for making your own downhill racing courses. And looking ahead to the spring of next year, the company is working on DREAM ZONE, a graphics-and-text adventure for Apple II and IIGS. DREAM ZONE will let you pass through your bedroom closet door and into your dreams for what is described as a "slightly bizarre" adventure.

Three-Sixty Announces New Utility for Novice Users

FILE RESCUE PLUS (MSR $49.95), a new utility tailored to the needs of the novice user of the IBM PC/compatibles, will be released this month by Three-Sixty Inc. According to Tom Frisina, president of Three-Sixty, "After researching current utility products on the market, we determined that no one offers a full-service program that speaks English, not techno-babble. FILE RESCUE PLUS doesn't presuppose that users are well versed in computers." The program works with both floppy and hard disks, and its main menus include Navigate Your Disk, Rescue Your Files, Browse Your Disk, About Your Disk, Health Check, Shred Your Files, and Choose a New Drive. The program also features Expanded Help, automatic pop-up windows which offer detailed explanations of how to proceed through each menu item.

TRAILBLAZER (★★★★/★★★) is an entirely new version of a game done originally for Atari XE/XL and Commodore 64/128. Designed by *Mr. Chip Software* and distributed in the U.S. by *Mindscape*, TRAILBLAZER is a fast-action, arcade-style game with stunning graphics, good music, and plenty of challenges. Unfortunately, the screen pictures on the package are from the earlier versions of the game and don't hint at the crisply colorful images contained in this new version for the Atari ST. The descriptive material on the outside of the package also refers to the earlier versions and is not entirely accurate when applied to the ST game because a number of changes have been incorporated in the new program.

Racing on Trails of Blocks

TRAILBLAZER consists of a pair of trails, one above the other on split screens, which seem to stretch back into the screen, almost to infinity. The perspective effect is achieved with the simple device of converging lines, but it's quite effective. You control a ball rather like a soccer ball, and the object of the game is to race your ball to the finish line as quickly as possible. The trails are paved with blocks of different colors, some of which have special effects on your ball. For example, white blocks bounce your ball into the air, yellow ones speed up your ball while green ones slow it down, purple ones send your ball backward, and black ones swallow your ball and spit it back up onto the course. In the one-player race against the clock, you control your ball on the top trail, while both trails are used in the two-player race. According to the instruction booklet, the racing games are supposed to let you choose any of ten courses for the race. However, we could never manage to start a race anywhere but on the first trail, no matter which trail we chose in the course selection window at the beginning of the game. The only way we were able to choose trails on which to race was to play the "Three-Course Test," which lets you practice any three trails. Unlike the earlier Atari XE/XL and C64/128 versions, there is no computer opponent in the ST version.

Course Editor

The ST version of TRAILBLAZER contains one brand-new option that will make the program very appealing to some gamers: Course Editor. The Editor lets you have fun designing and racing on trails built from your own imagination. Other special options in the ST version include a few graphic pyrotechnics, such as flashing borders or playfield when you jump your ball, plus the ability to vary your degree of bounce or change the course from flat to hilly. It is also possible to change your character from a ball to any of several other objects, including a blue-winged butterfly and a rather bizarre spinning human head! Fans of fast, arcade-style action games will enjoy TRAILBLAZER, especially when they try their hand at the Course Editor. (Solo or 2-player competitive; Joystick; Blank disk required to save trails made with Course Editor.) Reviewed on Atari ST; slightly different version available for Atari XE/XL and Commodore 64/128. Recommended. (MSR $29.95)

Special Promotion: Gamestar and SPORTS ILLUSTRATED Magazine

Starting this month, purchasers of Gamestar sports simulation games will be able to take advantage of a special six-month subscription offer for SPORTS ILLUSTRATED at 47 percent off the magazine's cover price, plus bonus incentives of special issues for subscribers. "Gamestar's All-Star Action with Sports Illustrated" program will run through December of this year and will also give game buyers the opportunity to enter Sports Illustrated's "Sports Fantasy Year" sweepstakes. The grand prize is a first-class trip for two to five major American sporting events (Super Bowl, World Series, Indianapolis 500, NCAA Basketball Championship, and U.S. Open Tennis Championship. Gamestar programs included in the promotion are GFL CHAMPIONSHIP FOOTBALL, CHAMPIONSHIP BASEBALL, GBA CHAMPIONSHIP BASKETBALL: TWO-ON-TWO, CHAMPIONSHIP GOLF, TOP FUEL ELIMINATOR, STAR RANK BOXING II, and ON-COURT TENNIS.

RUSSIA: THE GREAT WAR IN THE EAST 1941-1945 (★★★1/2. ★★★★ is another in a group of truly excellent strategic wargames by Ian Trout and Roger Keating of *Strategic Studies Group* of Australia (distributed by *Electronic Arts*). The focus of the game is told in its title, and this is one of two wargames reviewed in this issue which cover the same historical period. (The other is ROAD TO MOSCOW for C64/128 only.) RUSSIA is laid out on a traditional hex-grid map and presents the player with a wide variety of options. The player may choose to be the supreme commander of either the Axis (German) or Soviet forces in a full-campaign game. The full campaign thus includes periodic strategic phases in addition to the corps-level decisions. It is also possible to play any of three scenarios at corps level, eliminating the strategic command. An individual may play against a friend or the computer or even act as an observer while both sides of the war are re-enacted by the computer. And the program includes a Game Design Kit for customizing any of the scenarios or the full campaign.

Elegantly Designed

Although RUSSIA is rich with options and offers great depth of play, it is not at all intimidating, even for beginning wargamers. Like the other programs from Strategic Studies Group, RUSSIA treats the player to the best tutorials we've seen in a computer wargame. Thus, learning to play is simplified. The program is elegantly designed and just about as full-featured as any wargamer could possibly hope for. And the documentation is written in a lively and readable style, with plenty of detail and historical references. The inclusion of the Game Design Kit makes RUSSIA just about perfect, giving the player the ability to re-design history at will. (Solo or competitive play; Keyboard; Blank disks required for game-saving and scenario back-ups; Apple version supports two drives.) Reviewed on Apple II (64K required); also available for Commodore 64/128.
Recommended. (MSR $39.95)

KILLED UNTIL DEAD (★★★1/2/★★) by *Artech* for *Accolade* is now available in a version for Apple II. It is a murder mystery with a whimsical tone in which the player becomes the world's greatest living detective, Hercule Holmes. The object is to prevent a murder, which is being plotted by one of the members of the Murder Club (Mike Stammer, Agatha Maypole, Lord Peter Flimsey, Claudia Von Bulow, and Sidney Meanstreet). If you don't solve the mystery by midnight, you will be "killed until dead." Since there are twenty different plots at several skill levels, it's possible to play the game many times without repeating the same scenario.

Graphics-Oriented

The game is very graphics-oriented, and even the text in the program is manipulated by joystick rather than keyboard. Your investigation is based on information from your files on the characters plus notes gathered from break-ins, electronic surveillance, and telephone conversations with suspects. The notes are recorded automatically in your journal, where they can be examined and rearranged as you track the potential murderer.

Juvenile Cuteness at Odds with Adult Theme

The designers have attempted to create a game with a high degree of player interaction, a great deal of humor, and no frustration at having to deal with text entry and parsers. As with the earlier Commodore version, we found the juvenile cuteness of the graphics at odds with the game's theme, which seems aimed at teenaged to adult audiences, especially because of the necessity of answering murder trivia questions before break-ins. And we did not find that the joystick manipulation of graphic elements gave us a feeling of real interaction with the plot. Instead, we found all the joystick manipulations and constant switching back and forth between sets of locations to be downright tedious. (Solo play; Joystick.) Apple II version reviewed; also available for Commodore 64/128 at $29.95.
Not recommended. (MSR $34.95)

MANIAC MANSION (★★★1/2/★★★★) from *Lucasfilm Games* (distributed by *Activision*) is just as entertaining in the Apple II version as it was in the Commodore version we previewed last month. It is an animated comedy adventure in which you control three teenaged characters as they search for the kidnapped girlfriend of one of the characters in Dr. Fred's 55-room Maniac Mansion. The game has a stylized sort of cartoon look, and it's controlled entirely by joystick. As

your characters explore and try to solve puzzles, your joystick controls even the minimal text commands, which are built from words and phrases at the bottom of the screen. A very large number of objects in the characters' environment can be manipulated by joystick, too. Although this type of direct object manipulation has been seen before in a few games for Macintosh and Amiga (most notably the games from Icom Simulations, such as "Deja Vu"), it's a most unusual technique in a game for either Apple or Commodore. It certainly adds to the feeling of "being in the game." The whole family will enjoy this witty game. Even after playing many times, there are still new things to discover because there are six different characters and at least five successful endings. (Solo play; Joystick; Pause; Blank disk required for game-saving.) Apple II version reviewed; also available for Commodore 64/128 (reviewed in depth last month).
Recommended. (MSR $34.95)

INTRIGUE! (★★★1/2/★★★1/2) is a very aptly named mystery game for one to four players. Designed by Kinemation, the game is published by *Spectrum HoloByte* and offers some original twists on the familiar theme of solving a mystery. First of all, the game is rendered in black and white—altogether a familiar look for Macintosh owners, but quite unusual for Apple or Commodore. Secondly, the graphics make use of many digitized photographs for the various characters in the story. Elements in the digitized photographs are animated in some parts of the story, sometimes imparting important clues. (Supporting scenic graphics are black-and-white line drawings.) Appropriate to the chiaroscuro graphic treatment is the style of the game's prose: sort of a cross between Mickey Spillane and Dashiell Hammett.

Sleuthing in Washington, D.C.

The story takes place in Washington, D.C., and the player takes the role of a would-be P.I. (private investigator) whose brother (the real P.I.) has been kidnapped by some people who intend to release a deadly virus into the air of the nation's capital. The player must find the brother, deactivate the device that will release the virus, and nab the villain(s). The game requires no text entry, instead letting the player choose among several alternative actions in each situation. The player can talk to other characters, search various locations in Washington, walk from place to place, hail a taxi for longer trips, and use the telephone. And with 2000 different solutions, INTRIGUE! is a game that can be played over and over again as a solo test of wits or by up to four detectives. As we said in the beginning of this review, the game is aptly named. We certainly found it intriguing! (One to four players; Keyboard or joystick.) Apple II version reviewed; also available for Commodore 64/128.
Recommended. (MSR $34.95)

Amiga 2000 Being Shipped

Commodore has begun shipment to dealers of its new Amiga 2000, a multitasking, open-architecture computer with the option for MS-DOS compatibility. The multitasking allows for such projects as addressing word processing, spreadsheet, and graphics projects simultaneously with little effort. For instance, while a mailing list database is sorting 5,000 addresses by zip code, WordPerfect for the Amiga can be loaded and a graphics program opened. In addition, with this computer, you can cut and paste as well as transport files between two or more running application programs. Open architecture allows alteration and expansion of the controller. The 2000 buss contains eight expansion slots, one to accommodate the new XT-compatible Bridgeboard, model A2088D, for PC compatibility and access to the MS-DOS library of software. The other seven bus openings will accept optional boards for added memory and increased speed. This top-of-the-line Amiga comes standard with the CPU, keyboard, mouse and power cable for a retail price of $1995. The A2088D Bridgeboard is available at a suggested retail price of $499.95.

Silicon Beach Fixes World Builder

Silicon Beach Software has begun shipping a free update to all registered owners of World Builder due to a bug which caused the system to crash. The update also includes version 1.1 of Sound Converter, a utility that comes with World Builder. If you did not register your copy of World Builder, be sure to contact Silicon Beach at the address in your documentation!

PLUNDERED HEARTS (NA/★★★★) explores new ground in interactive fiction, which is not unexpected from *Infocom*. The story is a romance. Its author, Amy Briggs, is female, as is the heroine of the story. Now before you men decide to quit reading and look for a review of something that is, shall we say, a bit more macho-sounding—STOP! This is adventurous romance—swashbuckling times on the high seas, pirates, deceit and treachery. You'll like it, we're sure. While women players of interactive fiction have adapted, of necessity, to playing male roles in adventures, now it's time for the men to show their flexibility and assume a feminine role for a change!

Romance and Adventure

PLUNDERED HEARTS is a 17th century tale of romance and adventure. A young Englishwoman, your alter ego in the story, is enroute to the bedside of her ailing father on the Caribbean island of St. Sinistra. She was summoned by a letter from the island's governor, who may or may not be the friend to her father that he professes to be. The game opens with an attack by pirates. They board your ship and suddenly you are rescued/kidnapped by the dashing pirate captain, Nicholas Jamison. Locked in his cabin aboard the pirate ship, you ponder your fate, worry about reaching your father, and sense the beginnings of romantic attraction to the handsome pirate. But Jamison leaves for St. Sinistra, and you can't simply sit and wait for his return. You escape the captain's cabin, don sailor's clothing to hide your femininity, and begin exploring the ship. You soon discover evidence of sabotage: a slow fuse burning dangerously near the ship's store of gunpowder—and you can't reach it. Your calls for help are futile, and you can't even seem to get topside, until you find a way up a rope ladder outside the ship's hull. And the view from the deck is no more cheerful than the sight of the burning fuse below. The ship is headed toward the rocks, and no one seems to notice. It looks as if saving the ship is up to you. And save it you must if you are to have any hope of seeing your father. If you get past the early puzzles, the action continues on the island. Romance blooms, treacheries are revealed, and rescues are effected. It's a wonderful story, and how it unfolds is entirely up to you. We applaud the appearance—finally—of a heroine in interactive fiction. We look forward to more of them. (Solo play; Keyboard; Blank disk required for game-saving.) Available for Amiga, Apple II, Atari ST, IBM, Macintosh; also for Atari XE/XL and Commodore 64/128 at $34.95.

Recommended. (MSR $39.95)

NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT (NA/★★★★) is a collection of short stories by Jeff O'Neill for *Infocom*. In typical Infocom fashion, these are unlike any short stories you've ever encountered. All eight tales take place in and around the town of Punster, and each involves some kind of word-play, such as spoonerisms, cliches, puns, and homonyms. Each story can be completed in a few hours' time or less, and seven are completely independent of each other. The eighth, "Meet the Mayor," depends on your completing the other seven because it utilizes passwords given at the conclusions of the stories. Unlike other Infocom stories, no mapping is required because all accessible locations are shown in the status line. To go to one of the locations, you need only type in its name. And you don't have to buy an Invisiclues book for NORD AND BERT because the Invisiclues are right in the program.

Caution: Words on the Loose

For this review, we played one of the stories to its conclusion ("Go to the Shopping Bizarre") and sampled the others. The Shopping Bizarre turned out to be a very strange place where our task was to restore order in a grocery store. It seems that a bunch of homonyms had gotten loose in the place and come to life. Thus our first encounter on the dessert aisle was a very large, brown moose. It was a chocolate moose, of course, and needed only to be reminded that it was a mousse to send it docilely into the freezer case where it belonged. That store was a strange place indeed, what with a cereal murderer loose on the Manicotti Aisle and other assorted crazy goings on. We had briefer encounters with the cliches in "Buy the Farm," the incredibly dumb jokes and puns in the 50s-style situation comedy, "Act the Part," the rooms with personalities in "Manor of Speaking," the food-related witticisms in "Eat Your Words," the common-root words in "Play Jacks," and the spoonerisms in "Shake a Tower" (where a "gritty pearl" is a "pretty girl"). We enjoyed them all.

Words and Witticisms

NORD AND BERT is a feast for lovers of words and witticisms. The typical Infocom irreverence leavens the mixture of stories, and Jeff O'Neill's sense of the absurd truly rises to the occasion. If you're fascinated by words and the improbable combinations of them that we often take for granted, then you'll love this collection. And since O'Neill and Infocom have provided us with the first-ever collection of interactive short stories, we may have the makings of a whole new party activity. One of these stories would make a wonderful addition to an evening's entertainment among friends. (Solo play; Keyboard; Blank disk required for game-saving.) Available for Amiga, 128K Apple II, Atari ST, IBM, 512K Macintosh; also for Commodore 128 at $34.95. Recommended. (MSR $39.95)

New Amiga Flight Simulator II Version Available

SubLogic has just shipped Flight Simulator II Version 1.1 which adds several new features and fixes some problems associated with the original release version. The program now supports digital and analog joysticks. In multi-player mode, each pilot can now set his ADF needle to "lock on" to the other player's aircraft for easier location. Distance to the other pilot's plane can also be displayed. The new version is no longer copy protected, allowing loading onto hard disk.

The program fixes include fuel consumption being adjusted to be more realistic as well as running on Amigas which have been upgraded with a 68010 chip. A change in the map zooming radio allows viewing of a much larger area. Also, all San Francisco ILS approaches now function correctly.

Owners of the original 1.0 version can upgrade, free of charge, to the 1.1 version by sending the original disk to SubLogic (713 Edgebrook Drive, Champaign, IL 61820). You must mark the outside of your package, "Attention: Program Update."

Flight Simulator II for Tandy

SubLogic plans to release Flight Simulator II for the Tandy Color Computer 3 in September, functionally equivalent to previously existing versions.

IBM Jet on 3.5" Format

SubLogic has revised several of their IBM PC programs in order that they run on the new PS/2 line of computers. In addition, JET, the high-performance jet fighter simulator, is now available on 3.5" disk for the new generation of IBM machines. Scenery Disks #7 and #11 are also available in this newer format.

Super 3D Announced by Silicon Beach

Super 3D, the first Macintosh software program to offer 3D color graphics modeling and animation for professional engineering and graphic arts applications has just been announced. You can create shaded shapes in over 16,000 colors and provides animation for dynamic visualization of complex structures, using movie camera-like tools for precise visual control. With Super 3D you can flip, mirror, reshape, tilt, scale, as well as see simultaneous views in multiple windows. This powerful program will retail at $295.00, while Super 3D Enhanced, which takes advantage of all the color capabilities of the Macintosh II and the 68881 math co-processor chip (on the Macintosh II or as an accelerator-board add-on for other Macintosh models) will retail for $495.00.
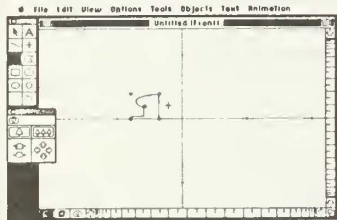
We draw a cross-section of our engine fairing.
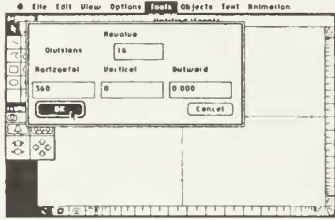
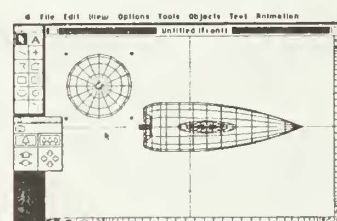Select "Revolve..." to create a 3-dimensional fairing out of our cross-section.
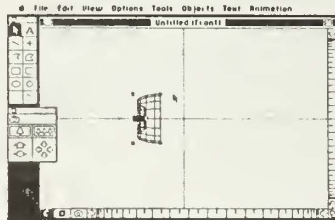
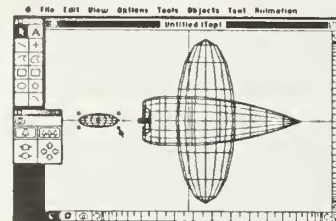Our 3-dimensional engine fairing is complete.
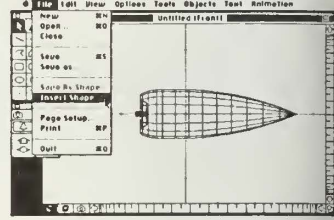
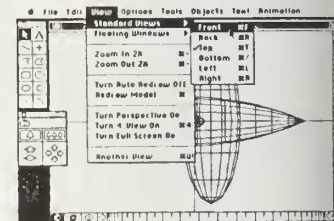Select "Insert Shape..." to retrieve a pre-drawn model from disk.
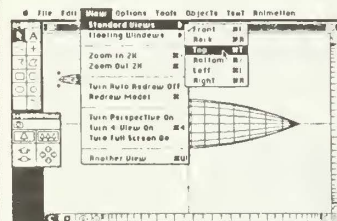
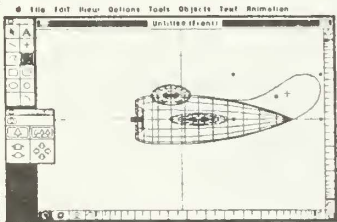Select "Top" from "Standard Views" to look at our model from above.

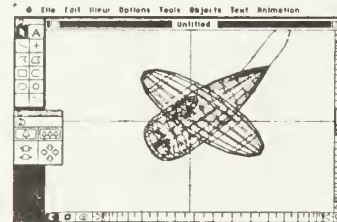Another sphere is inserted into our document.

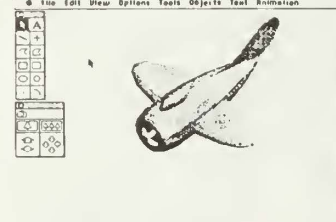We distort the sphere once more to create a canopy for the airplane...
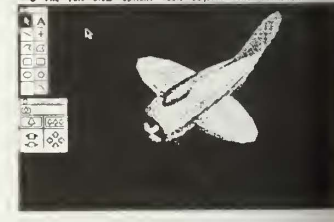
We return to a "Front" view...

We select the polygon tool and draw our tail.

Rotate the model 45 degrees along the vertical and horizontal axes to get a better view of it.

"Advanced Shading" is now turned on.

... and our model is complete!

Some sample steps from a SUPER 3D Storyboard (System Requirements: Macintosh 512E, Plus, SE, or Macintosh II. One disk drive. Hard drive recommended.

CD-I Update

American Interactive Media (AIM), the Philips-PolyGram joint venture founded to promote the creation of CD-I (CD Interactive) applications, has just signed an agreement with Parker Bros. The agreement calls for both companies to explore the development of games for the CD-I format. Parker Bros. becomes the first game company to participate in CD-I development. We'll be monitoring their progress and will report back to you!

Activision Sponsors Bonus Book

Following last year's holiday coupon book that was so popular, Activision is once again offering computer enthusiasts the opportunity to take advantage of several discounts and special offers in their "The Great Good Deals Giveaway," filled with over $500 in specials. Look for the coupon book where you buy your software as there are plenty of terrific offers included!

SPECIAL EDITION Available

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

THE VIDEO GAME UPDATE

NINTENDO Software - SNEAK PREVIEW
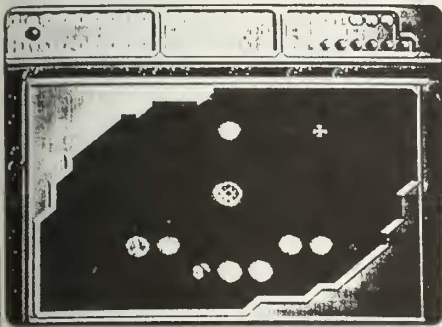
LUNAR POOL (★★★1/2/★★★1/2) is one of two titles planned for mid-October release by the newest Nintendo licensee, *FCI* (Fujisankei Communications International, Inc.). Billed as "a game with a grownup feeling," it's a billiard game with sixty different "table" screens and eight power levels. There is every sort of imaginable (and unimaginable) table set-up – from the orthodox table we're all used to up through an arrow, stylized X, and others that defy description. Dependant on the screen, the holes are placed in all sorts of strange places, sometimes making it extremely rough to sink all your balls. You can play the tables in order or jump around by selecting one of the other 59 screens to start with (if you knock off the first screen you choose, it automatically advances to the next in numerical sequence). The scoring is made automatically and continuously as you continue through the screens, whether playing against the computer or another player. You can adjust the table friction to almost anything as there are 255 levels of table friction! You can have the feel of playing on a normal table or anything else up to and including playing in outer space (an adjustment you'll just have to try!)

There is a power meter at the top of the screen which is constantly moving. Hit the ball when the meter is low and you will just tap your ball. Hit it when the power is at its fullest and you will hit the ball with a hard snap, resulting in lots of ball action.

Something Different for Your Library

There's always been a fascination for "video pool" and this game fits the bill to a "t". There is plenty of variation available in both the table screens, as well as the friction. We especially liked the fact that you can move around within the 60 screens, allowing you to sample tables you wouldn't see for quite some time if you always had to start with screen one. And, once you master the tables at one friction, there's 254 more friction adjustments to try out (obviously, the difference as you move up, one percentage point at a time, is barely disernable...you have to move up several slots before you sense the difference in friction). You do all your aiming via a very clever cursor-type object which you can spin around the table with your directional pad. Everything is viewed from a birdseye point-of-view with all the ball graphics crisp, clear, and colorful. You can play one-player, just hitting time after time, two-player with a friend, or against the computer (which is interesting as you watch the computer make decisions about which shots to try). All in all, this is a very nice change from some of the other games coming on the market for Nintendo and will give you a strong challenge, with a good deal of fun! (one-player; two-player alternating)
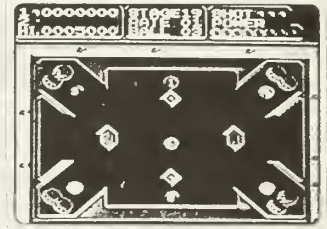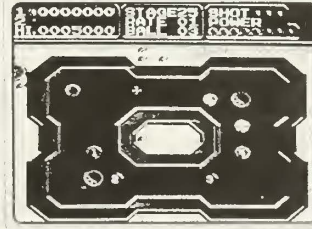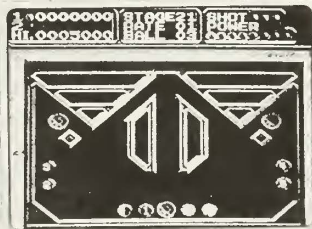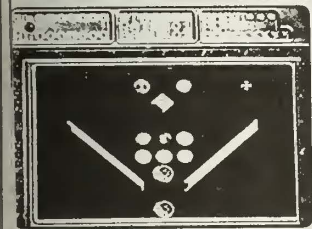Recommended (MSR $34.95)
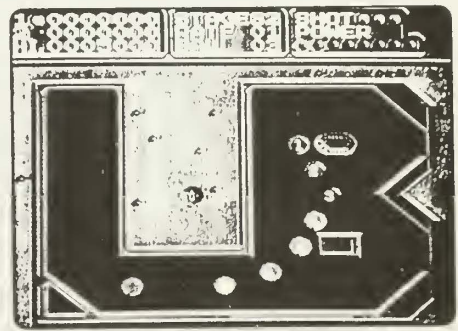
■V   ■Face   ■Five coins   ■Stylized X

News from Nintendo

We have been told that the "Nintendo Fun Club News," the newsletter which is sent to all members of the Fun Club, has been expanded. The next issue will have more pages and lots of information for those playing LEGEND OF ZELDA, including maps of the portions of the game's territory which are not mapped in the game package. If you own a Nintendo system and haven't yet joined the Fun Club, just call Nintendo's Customer Service number and give them the serial number from your Control Deck.

Title Changes

In other news, a few minor title changes have been made in the Nintendo line-up of new products. The company's eagerly awaited boxing game will be known as MIKE TYSON'S PUNCH-OUT! Tyson, the young Olympic gold medalist, will participate in promotions for the game. The title originally listed as 3D Racing (an auto racing game) has been re-named RAD RACER.

NES Owners Crazy About Zelda

According to some of the retailers who report sales results for our newly reinstated "Top Ten Videogames," Nintendo's LEGEND OF ZELDA is the fastest moving title they've seen yet for the current cycle of advanced game machines. One retailer, who has handled video games in his store since the "early days" of the Atari 2600, commented, "I haven't sold this many of a single title for any system since the 'Pac-Man' craze in 1982." And we've been hearing from our readers about their experiences with Zelda. Our very favorite story was related by a young man who has a regular Zelda party with two of his best friends every Thursday night. "We get ourselves a large pizza and have a few beers, and then we play Zelda for the rest of the evening. All three of us really love that game."

Activision to Distribute Absolute Entertainment

Activision is back in the Atari 2600 business via Absolute Entertainment which they will sell and distribute. Absolute Entertainment was founded by Garry Kitchen (designer of GameMaker), John Van Ryzin (designer of Complete Computer Fireworks Celebration Kit), Dan Kitchen (Greeting Card Maker, among others), and Alex DeMeo (Great American Cross Country Road Race). All the names should also sound familiar as they were designers of video games (for Activision) prior to designing for home computers. The first two Absolute games will be *Title Match Pro Wrestling* and *Skateboardin' (A "Radical" Adventure on Wheels)* and will be out in time for Christmas.

SECTION Z (★★★1/2/★★) is a space shooting game from *Capcom* for the Nintendo system. Although we'll do our best to tell you about the game, we're limited in our ability to do so by the totally muddled instructions provided with the game. We've made some comments in past reviews about unclear language in some instruction booklets from the Japanese-based game companies. The booklet for SECTION Z is not only unclear but also leaves out a number of features in the game or else fails to explain them completely. This may not be a problem for those 12-year-old arcade aces who never read instructions anyway, but some of us like to have an idea of what we're supposed to be doing when we play a game. (Even the arcade aces will occasionally refer to instructions when they're not sure what a certain item in the game is or does.)

Save Earth from the Balangools

In SECTION Z, you control a space-suited character who is out to save the Earth from the Balangool Empire's Space Soldiers. You enter Fortress Balangool, making your way from Section A all the way to Section Z, where your ultimate goal is to destroy "L-Brain," the Master Control of the Balangool Empire. As you play the game and move from level to level, however, you'll find that the levels are numbered rather than bearing letter designations, which makes one wonder what all this "Section A through Section Z" business is about. As you progress through the game, shooting your way through a wide variety of beautifully drawn settings and relentless enemies, you'll also begin to wonder what all the information across the top of the screen means. (None of it is explained in the instructions.) We liked the game for its well drawn graphics and fast action, but a game with poor instructions is an exercise in frustration. And in the interest of constructive criticism, we respectfully suggest that Capcom and all the other Japanese-based game companies not only play-test their games, but also play-test their instructions on gamers who habitually read instructions before playing a game. (Solo play; Pause; Continuation feature.) Available for Nintendo Entertainment System only.
Not Recommended. (MSR $34.95)

ATHENA (★★★/★★★) is the latest from *SNK Corp.*, and it certainly is a long way conceptually from the macho-man military heroics of "Ikari Warriors," their first game. Heroines are few in the world of action-adventure gaming, but we have one here in the person of the Goddess of Wisdom. Athena is drawn as a little girl who sets off into the Fantasy World due to her boredom with life in the castle. She soon encounters troublesome creatures and learns to kick her way through them, occasionally encountering weapons and items of defensive armor by doing so. As she explores and adds stronger weaponry, the strange creatures of the Fantasy World become fiercer adversaries. She moves through a wide variety of terrain, eventually taking on wings and moving to the sky, then becoming a mermaid and exploring the ocean depths. We found ATHENA a good adventure, though not a great one. We think that young girls will especially appreciate having a heroine as an alter ago instead of the usual hero. (Solo play; Pause; Continuation feature.) Available for Nintendo Entertainment System only.
MSR $39.95

ELEVATOR ACTION (★★★/★★★) is *Taito's* home translation of their own arcade game, and it will definitely please fans of the classic coin-op game. The player takes the role of super-sleuth Agent 17, whose assignment is to sneak through a heavily guarded enemy defense building and steal secret documents. Breaking into the building from the rooftop, Agent 17 proceeds down through the floors via elevator and escalator, nabbing documents from behind red doors, while avoiding and shooting at security guards. As the agent gets closer to the basement and the getaway car, the security guards seem to multiply and become more clever in their ambush attempts. Taito's translation of the coin-op original is very faithful, both in graphics and play action, making this game a good choice for anyone who likes the arcade game. (Solo or 2-player alternating; Pause.) Available for Nintendo Entertainment System only.
MSR $34.95

THE LEGEND OF KAGE (★★★1/2/★★★1/2) is a very lively ninja adventure adapted from *Taito's* own coin-op game of the same name. And although a ninja adventure might tend to be thought of in the same category as karate/kung fu/martial arts games by many Americans, this is quite different from the general hand-to-hand fighting games such as Nintendo's "Kung Fu" or Data East's "Karate Champ." As is often the case, the goal in this adventure is to rescue a young lady who has been kidnapped by the bad guys. The lovely Princess Kiri, daughter of the Shogun, has been nabbed by villains under the power of Yoshi, the evil Samurai warlord. Your role is that of Kage, a daring young ninja intent on rescuing the Princess. Kage is armed with a flashing sword and star knives (or shuriken). His enemies are evil ninjas, fire-casting magic monks, and evil Samurais, all of them under the leadership of Yoshi.

Fast Action, Plenty of Ninjas

The opening scene is the forest, where Kage searches for the secret passage while fending off the attacks of ninjas and magic monks. All of the characters, including Kage, are capable of astonishingly athletic leaps and other feats. Kage is also very talented at climbing trees and generally behaves as if he is not quite bound by the laws of gravity. The action is very fast, as swords clash and star knives find their marks. And when Kage finally finds the secret passage, he finds he must run and swim AND fight more ninjas to reach the fortress. Then he must climb the fortress walls while fighting still more ninjas who are throwing bombs. The final set of challenges awaits Kage in the castle, where he searches for Kiri. Along the way in all the stages, there are special items to be found, powers to be gained, and lots to learn in order to progress to the higher levels. We think that THE LEGEND OF KAGE is a real winner: very detailed graphics, excellent animation, good music and sound, and plenty of fighting action. (Solo or 2-player alternating; Pause.) Available for Nintendo Entertainment System only.
Recommended. (MSR $34.95)

METROID (★★★★/★★★.1/2) is a new adventure from *Nintendo*, this one built around a theme of saving the universe (not just Earth this time!) from possible disaster. It seems that the space pirates have stolen Metroid, an unknown and possibly deadly life form, from a deep-space research ship. Metroid was in suspended animation, but scientists fear that the pirates may use it as a weapon to destroy the entire galactic civilization. You are the cyborg space hunter Samus Aran, chosen to enter the pirates' headquarters on the planet Zebes. As Samus, you must penetrate the complex, maze-like interior of the planet and reach the Mother Brain, destroying it and Metroid before it is too late. As you explore the many regions of Zebes, there are many enemies to contend

with. But there are also special objects to be found which increase Samus' power: special kinds of weapon beams, high-jumping boots, and defensive items. The Zebes maze is very complex, but a general map is provided. However, when it comes to figuring your way past the creatures and to the secret passage into the central base, you're on your own!

Full of Surprises

Adventure fans will have a wonderful time with this solid and well-constructed adventure. The graphics are outstanding, and the play action is full of surprises around every corner. The instruction booklet is very detailed, documenting just about every feature and creature you're likely to encounter in the maze of Zebes. The enemies are many and imaginatively varied, and Samus turns out to have quite a few interesting tricks up his sleeve to cope with his enemies. If you enjoy action-adventures, don't miss this one! By the way, we think that you will really like Nintendo's new way of implementing a continuation feature in this game. At the end of your game, a password appears on the screen. Make a note of it, and you'll be able to start your next game where you left off in the last one, even if you don't return to it for several days. (Solo play; Pause; Continuation feature.) Available for Nintendo Entertainment System only.
Recommended (MSR $39.95)

KID ICARUS (★★★★/★★★1/2) combines a bit of Greek mythology with the fun of exploration for Nintendo's second new adventure game. Your character is the young angel, Kid Icarus, who attempts to find and rescue the goddess of light, Palutena, who has been imprisoned by the evil goddess, Medusa. You must also find the three Sacred Treasures: the Mirror Shield, the Arrow of Light, and the Wings of Pegasus. Without these treasures, you will never be able to defeat Medusa and restore Palutena's light to Angel Land. And in order to achieve your goal as Kid Icarus, you must travel through the four stages of Angel Land (the Underworld, Overworld, and Skyworld Fortresses and the Palace in the Sky). In each stage there are enemies to destroy, powers and treasures to find, and even helpful objects that you can buy in shops or from the black marketeers. KID ICARUS is a fun-filled adventure full of whimsical touches that will appeal to younger players. However, it is not at all childish, so older players can enjoy it too. Graphics are beautifully detailed with excellent animation. The music is equally good. And the game is just plain fun to play. Like METROID, KID ICARUS is a "Password Pak," which provides you with a password at the end of your game so that you can begin again later at the point where you left off. (Solo play; Pause; Continuation feature.) Available for Nintendo Entertainment System only.
Recommended. (MSR $39.95)

Typestyles Look Odd?

Anyone who has a computer knows the panic. Everything seems fine, but you get strange messages on the screen or the printer won't print what you imputed. Well, as we were rushing to deadline over Labor Day Weekend (when all the software and hardware support people were home barbecuing), our Macintosh/Laserwriter/Pagemaker software went crazy! Our printer tried to tell us the fonts we use were gone (we could see them on the screen and the system folder listed them) and it would "helpfully" substitute fonts to something else (so our stars looked like Grecian E's. AARRGH!! In any event, we did not want to wait for technical support on Tuesday morning and miss our printing deadline, so if a few things look just a bit strange, think about us this month as we track down the little people in our computer and see what they want to settle down before next month's issue!

ATARI 7800 Software

CHOPLIFTER! (★★1/2/★★) is the latest of many incarnations of this perennial favorite among action games. This newest release by Atari for the 7800 ProSystem is licensed from Broderbund, where the original game was created by Dan Gorlin in 1982. Just in case one or two of our readers may not be familiar with the game's scenario, it involves the rescue by helicopter of groups of hostages. You pilot the helicopter, shooting at enemy jets and drones and bombing enemy tanks to make the way safe for the hostages. When all is relatively clear, you land the chopper, and the hostages jump on board for what they hope will be a ride to freedom. No scores are earned for shooting enemy planes and tanks. Your only measure of success is the number of hostages rescued—up to a maximum of 64 (16 from each of 4 prison barracks).

Not the Best Version of CHOPLIFTER

This is definitely not the best version of CHOPLIFTER we've ever played. Unfortunately, it doesn't take advantage of the 7800's capabilities to the fullest. Graphics are not up to the level of the previous games for the system. (For example, explosion effects are rendered simply as a group of concentric bands of pink and yellow.) The sound of the chopper's rotor is realistic, but the music is positively anemic. Execution of the chopper's movements, always so realistic in most other versions, just doesn't have the right feel in the 7800 version. The enemy tanks have the disconcerting habit of seeming to disappear into thin air when you try to chase them off the right or left edge of the screen. (No tank moves that fast!) And we don't understand why the 7800 controller's two action buttons weren't utilized to allow one to control the chopper's machine gun and the other to drop bombs. Instead, the second action button is used to turn the chopper 90 degrees, and bombs are dropped only when the chopper's nose is facing the player. After making 7800 owners wait so long for a new game (nine months since "Xevious"), it's a shame that Atari couldn't have done a better job with such a well-loved classic. Especially if you already own ANY other version of CHOPLIFTER, there is absolutely no reason to buy this one. (Solo play; Pause.) Atari 7800 version reviewed.
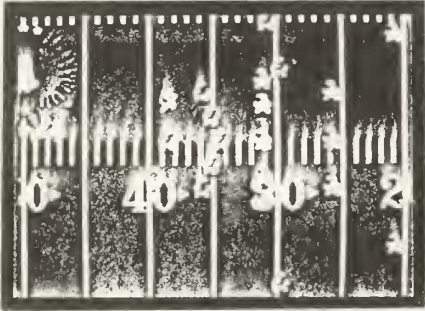Not recommended. MSR approx. $20.00

New Titles from SNK Corp.

Please don't ask your local Nintendo dealer for PSYCHO-SOLDIER, because you're liable to get a blank stare! That game has a new name, ALPHA MISSION, and it will be available later this year. We also learned that the official name of VICTORY ROAD is IKARI WARRIORS II: VICTORY ROAD.

Japanese Game Fanatics' Tip of the Month

This month's tip comes, not from a Japanese game magazine, but from a new subscriber. While we couldn't make this enhanced continuation feature for Sega's SPACE HARRIER work every single time we tried, it does work more often than not. Of course, a continuation feature for this game is documented in the instruction booklet, but it's limited to three uses. This new procedure lets you continue your game nine times! After you've lost three lives and the "Game Over" message appears on the screen, push the control pad as follows: up, up, down, down, left, right, left, right, down, up, down, up. You must be absolutely precise and be sure not to push any diagonals.

SPORTS PAD FOOTBALL (★★1/2/★★1/2) is the second version of football released by _Sega_ within a month. This one is for use with the Sports Pad only as the name implies. Prior to taking the field, you can choose to play in either the AFC or NFC league. Each league features six fictitious teams. In the one-player version, you can only play offense, with the computer playing defense in every game. In addition, the one player version always begins in the fourth quarter with the computer already having a score on the board. It's up to you to catch up and surpass the computer game before time runs out. In the two-player game you'll alternate between offense and defense with the person you're playing against, as well as playing a complete game including halftime.

Upon taking the field, you'll have your choice of eight formations (formation 9 is a punt/field goal which is only available as an option when you're beyond the 45-yard line), four of which are passing formations, four are running formations. As the initial play gets under way, you have your man deep in your own territory to catch the kick-off from the opposing team. Once your man catches the ball (which automatically happens), you have complete control with your roller pad as you run up the field, attempting to outmaneuver the oncoming defensive line. The entire game is viewed from a birdseye angle. After each play is completed, you'll see an indication of the down and how many yards you have to achieve to get first down, as well as a "meter" showing all the hash marks with the relative position of your ball. Once you've viewed the pertinent information, you move on to the eight formation drawings. As the blinking selector moves through the formations, you press your sports pad button to select the formation you wish as the blinker is over that particular formation.

Identical to Great Football
In play, rules, etc., this version is absolutely identical to Great Football which released last month for use with the controller pad. Literally, the only difference between the two versions is the fact that this version requires the Sports Pad. We still prefer the two-player version because you can play both offense and defense and we still find the scrolling through the formations annoying in the one-player game as you do not have to "hide" which formation you've chosen. It's still a good, but certainly not great, football game. The graphics are good but you will run into blinking players when several are lined up along the same parallel. In comparing the two controllers for use with the same game, we do lean slightly more in favor of the Sports Pad version as it seems to be a bit easier to zig-zag down the field. We must point out, however, that no matter how furiously you roll the Pad ball, your man will only move so fast. If you already have the Sports Pad then this is the version you should obviously purchase. If, however, you do not already own the Sports Pad, and this is the only game you're buying the Pad for, think again as the Pad is alot of money to spend just to "roll" your man downfield. Right now, Sega only has one other Sports Pad game (Great Ice Hockey) and, due to price resistance in the U.S. on the Pad itself, we may not see anymore games introduced for this accessory (there are none on the advance availability listings at this time) (one player; two player simultaneous; mega-cartridge; requires Sports Pad)   MSR $35.00

GREAT VOLLEYBALL(★★★1/2/★★★1/2) is another in the _Sega_ sports series and features international competition in this game which came to prominence during the 1984 Olympics in Los Angeles. Before taking the court, you should take a practice session where you can practice your serves, as well as spikes. This is an excellent way to get a feel for the controllers and the movements you will have to make during play. You can leave the practice mode at any time and then choose to either play in the Goodwill Match or Tournament Play. You can play for any one of eight different nations, from the U.S.A. to U.S.S.R., China, Brazil, Japan, Cuba, France, etc. You also set up your team's expert playing features by rating speed of service, spike, and receiving.

The Goodwill Match
This is the short match as you play just one team (of your choice) in one match (a match is the best of three sets – each set being played to 15 points with a two-point margin needed to win). Once you've warmed up with the one team, it's time to move on to the tournament play. You'll continue to play matches against team after team until you've either been eliminated by losing a match or until you win the Championship Match by surviving all the preliminary matches. In the two-player Tournament Match, you do not play one another until (and if) you both reach the Championship Match. Player 1 begins by playing the first team for a match. Then, Player 2 competes in the first match whether or not Player 1 has won his match. If either of the players are eliminated, the other continues advancing until the Championship match or until he is eliminated.

All the Moves
The game includes all the moves of the real game of Volleyball with spikes, aggressive services, and more. Your controller does several things. The directional button moves players as well as guiding the direction of the ball's flight. Button 1 causes the jump and forces a block while Button 2 releases the serve, receives the ball, sets the ball, and spikes or dinks the ball after a setup. It's a fast-action game which anyone who enjoys volleyball will get a kick out of. The ball is very lively as it moves around the court. The graphics are good and colorful, but they don't "knock your socks off." That, of course, is being very picky since this is a game where the play is the thing and the play is quite good. (one player; two-player alternating; mega cartridge) Recommended (MSR $35.00)
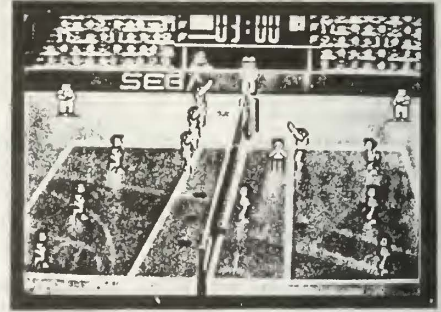
GANGSTER TOWN (★★★★/★★★1/2) is the newest light phaser game from _Sega_ allowing you to play an FBI character such as Elliott Ness as you move in after the corrupt gangsters who've taken over an American city during the wild and wooly 1920's. Begin by taking a little target practice at the FBI compound as man-shaped targets glide across the screen. The target will disappear from the screen if you hit a bulls-eye and, if you make a shot within the white frame, the color of the target will change leaving a bullet hole. Your life is determined by a row of bright red hearts in the upper left portion of the screen. You are awarded five hearts at the beginning of the game and you have the opportunity to increase them throughout the game based on your hit ratio, etc. The hearts gauge your stamina by measuring how many times you've been hit. You start losing the hearts when they begin flickering. If you suffer four shots, you lose an entire heart when turns white. When you lose all your hearts, the game is over.

The Car Chase
The first confrontation takes place on an open road outside the city with a car packed with the gangsters. As they fire out of both sides of the car at you, you must try and hit them (every time you kill one of them, they turn into an angel with wings and float upwards!). Meanwhile, you'll see a red biplane come into view. You can't shoot him down but you better shoot out the bombs he drops because, if he hits you, you lose a heart. After this scene, you'll move to downtown where the gangsters will be coming out from under manhole covers, windows, and both sides of the street. They'll be aiming their machine guns at you so you've got to strike first. You'll also need to enter the dark and dangerous saloon and the nightclub, both places with the bad guys lurking, ready to knock you off. If you make it through all the various screens in the town, it's on to the bonus screen where it's the Big Boss' last stand. Here you need to fire rapidly at a wall of bricks. You are trying to expose a key which is buried behind the wall for points and an additional heart. Finally, it's on to the docks where the Big Boss is readying his getaway. Stop him before it's too late.

Good Shooting Fun
Another variation on the shooting games, this one will provide you lots of fun as you chase the bad guys (they're pretty aggressive so you

won't have to look far) through various scenes. The graphics are colorful – big, bold and crisp throughout the various locations. All in all, this will engage your shooting prowess for several sessions of lightening-fast reflexes. (one player; two-player simultaneous; no "continue" feature; mega-cartridge)
Recommended (MSR $35.00)

ENDURO RACER (★★★/★★) is a much-anticipated arcade adaptation from Sega and, unfortunately, we feel it's a disappointment! In this diagonally-scrolling motorcycle racing game, you control a bike as you move through five various courses, avoiding other bikes and cars (depending on which screen), as well as obstacles such as rocks, water, trees, ruins, and more. Not only must you stay on course, but you need to master the various jumping blocks to gain maximum speed and distance on the jump. There are a total of five different scene changes, which are repeated to total ten levels. Scenes included are a country track with rocks and trees as obstacles; the ruins (a wasteland of stones); the red desert with its cactus, green foliage, etc.; marshland which is 90% water, 10% track; and mountain roads which has everything from trees, rocks, cliffs, slides, etc. In the first go-round of the five scenes, you have 60 seconds to complete each course. In your second go-round, your time limit is shortened to 50 seconds. If you reach the finish line in less than the time allotted, your reserve time is moved to the next scene (with a total limit of additional time being 99 seconds). Following completion of each scene, you'll see an evaluation screen which evaluates your performance and awards you your skill points, as well as damage points. Skill points are based on how many cars and bikes you pass and damage points are determined by obstacles you hit, etc. You then move to the tune-up screen where you can tune your bike up for the next scene. Here you can adjust handling, tires, engine, suspension, and acceleration.
Just Not Up to Snuff
We were anxious to get our hands on this one. After all, it's been a hit in the arcades and there's been alot of anticipation for this release. We ripped into the package immediately and quickly lost interest! Once we mastered the first screen (that took a few runs as the road keeps splitting so it took a little familiarity to get through it), we wizzed through the next two scenes on the *FIRST* run! We are used to Sega games almost being too hard so we were amazed that we immediately found a perfect place on the screen to get through the entire scene without *ONE* zig or zag! There just isn't enough challenge to it, nor do the graphics have enough depth (this was originally scheduled as a two-mega cartridge. We wonder if quite a bit was sacrificed when it was decided to release it as a one-mega cartridge?? And, if that's the case, why would the decision be made to go to a one-mega cartridge on a title as important as this one?) to hold extended interest. By the way, the adaptation of the arcade version is not a faithful one so anyone who loves the arcade game will not be pleased with this game! (one player; no "continue" feature; mega-cartridge)
Not Recommended (MSR $35.00)

Sega Software Delays

There has just been a major adjustment of shipping dates on several Sega software products, affecting such highly-anticipated games as Out Run (we had promised a review for this month which, of course, is now impossible as the game has been moved to October), Monopoly, and more. While the changes have been noted in the Availability Update, we thought we'd bring them to your attention as our phones have been ringing off the hooks looking for some of these games. Obviously, you can't buy them if they haven't yet shipped from Japan! While several games will be late, we should be careful to note that Sega has successfully brought several titles, including the 3D glasses, to market within the past few weeks so you are getting a chance to "feed your machine." You can bet that Sega will do everything in its power to make these new ship dates as, at that, they will be cutting time to Christmas down to the wire! Games affected by the changes include Out Run (and the Out Run Special Package), Zillion, Kung Fu Kid, Great Soccer, Great Basketball, Great Golf, Monopoly, and Fantasy Zone 11.
Don't Delay in Christmas Purchases!
You should also be aware, as you're shopping for Christmas gifts, that if you see a title you want, DON'T HESITATE in purchasing it! Supplies on existing games are being strained to the maximum as the

gaming explosion continues. In fact, Sega is so jammed on their production lines in Japan that the next fill-in shipments on such blockbusters as Space Harrier and Great Baseball will not hit until mid-October. Virtually every store has been out of these titles as well as Control Sticks and Sports Pads for at least a month. Because of these production problems, unless you find a lone copy sitting on someone's shelf, you will NOT see these products again until mid- to late-October (and, even then, they may be in very short supply).
Now that's success to the frustration point!
Similar Situation Over at Nintendo
Meanwhile, the folks at Nintendo are facing the same sort of shortages as they warn their sales people around the country to warn all stores they will not get what they want for the Christmas-selling season! Current Nintendo dealers are desperately trying to up their orders with Nintendo as the game craze goes sky-high and Nintendo is politely saying, "we'll do the best we can, but no promises!"
Again, we cannot stress enough – *IF YOU ARE PURCHASING HARDWARE OR SOFTWARE IN EITHER THE NINTENDO OR SEGA LINE FOR CHRISTMAS GIFTS* ....If you see the item(s) you want, BUY them. Do not assume they will be there when you go back in a few weeks. As tight as supplies got last Christmas, it wasn't anything compared to this year as stores go through hardware as if the customer was looking for gold in the bottom of the box!

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DECEMBER	x-3D Glasses/Adaptor (SEG)
Karate Kid (LJN)	**SEPTEMBER**
Kung Fu II (IRM)	Alien Syndrome (SEG)
FOURTH QUARTER	**OCTOBER**
Rad Racer (NIN)	Fantasy Zone II
JANUARY '88	Great Basketball (SEG)
Bionic Commando (CAP)	Great Golf (SEG)
Karnov (DE)	Great Soccer (SEG)
Maj Leage Baseball (LJN)	Kung Fu Kid (SEG)
Surfing/Skateboarding (LJN)	Out Run (SEG)
	Zaxxon 3D (SEG)
SEGA MASTER SYSTEM	Zillion (SEG)
AUGUST	**FIRST QUARTER '88**
x-Enduro Racer (SEG)	Monopoly (SEG)
x-Gangster Town (SEG)	
x-Great Volleyball (SEG)	NOTE: Programs noted "x" have shipped as of press time but may
x-Missile Defense 3D (SEG)	not yet be distributed nation-wide. Projected shipping dates are
x-Sports Pad Football (SEG)	provided by manufacturers and subject to change.

AVAILABILITY UPDATE

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

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

COMMODORE 64/128
AUGUST
x-Amnesix (EA)
x-Bop'n Rumble (MIN)
Dark Lord (DS)
x-Delta Patrol (EA)
x-Eternal Dagger (SSI)
Force 7 (DS)
King of Chicago (MDS)
x-Sanxion (EA)
Sinbad & Throne Falcon (MDS)
x-Sub Battle Simulator (EPY)
Tomahawk (DS)
x-Top Fuel Eliminator (GAM)
SEPTEMBER
Bismarck:N Sea Chase (DS)
Last Ninja, The (ACT)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
StarLeague Baseball/On-Field Football (GAM)
StarRank Boxing II (GAM)
Street Sports Basketball (EPY)
Test Drive (ACO)
OCTOBER
Demon Stalkers (EA)
Might & Magic (NWC)
Tobruk: Clash of Armour (DS)
NOVEMBER
Beyond Zork (INF)
THIRD QUARTER
Airborne Ranger (MIC)
Apollo 18 (ACO)
Battle of Chickamauga (GDW)
Boulder Dash Constr Kit (EPY)
Breakthru (DE)
Chernobyl (COS)
Circus Charlie (KON)
Darkhorn (AH)
Destroyer Escort (MIC)
Frank'n Ernest Adv (POL)
Gauntlet (MIN)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Grand Slam Baseball (COS)
Guild of Thieves (FIR)
Gunsmoke (CAP)
Inside Trader (COS)
Instant Music (EA)
Iron Horse (KON)
Jailbreak (KON)
Macbeth (AH)
Maniac Mansion (LF)
Mini-Putt (ACO)
Old Scores (DS)
Paper Boy (MIN)
Project Stealth Fighter (MIC)
Rad Warrior (EPY)
Rommel/Tobruk (EA)
S.D.I. (MDS)
Shirley Muldowney/Top Fuel Chall (COS)
Side Arms (CAP)
Speed Rumbler (CAP)
Spy vs Spy 3: Arctic (EPY)
SuperBasketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
War in S Pacific (SSI)
Wooden Ships/Iron Men (AH)
FOURTH QUARTER
Bard's Tale III (EA)
Cholo (FIR)
Dark Castle (TS)
Druid I (FIR)
Faery Tale Adventure (MI)
Heartland (FIR)
Jewels of Darkness (FIR)
Outrageous Pages (EA)
PaperClip III (EA)
Rainy Day Games (BAU)
Revs Plus (FIR)
Silicon Dreams (FIR)
Skate Or Die (EA)
Strike Fleet (EA)
Three Stooges (MDS)
FIRST QUARTER '88
Chuck Yeager Flight Sim (EA)
Dragon's Lair I & II (EA)
Hyperball (FIR)
Kinetic (FIR)
Pandora (FIR)

COMMODORE 128
THIRD QUARTER
Guild of Thieves (FIR)

AMIGA
AUGUST
x-Hardball (ACO)
SEPTEMBER
Dark Castle (TS)
Geebee Air Rally (ACT)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
Test Drive (ACO)
Thexder (SIE)
NOVEMBER
Beyond Zork (INF)
THIRD QUARTER
Autoduel (ORI)
Black Cauldron (SIE)
Championship Baseball (GAM)
Donald Duck's Playgrd (SIE)
Ferrari Formula One (EA)
Frank'n Ernest Adv (POL)
GATO (SPE)
GFL Champshp Football (GAM)
Graphics Studio (ACO)
IndoorSports (MIN)
IntelliType (EA)
Kampfgruppe (SSI)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Mavis Beacon Typing (ST)
Orbiter (SPE)
Phantasie (SSI)
Phantasie III (SSI)
Police Quest (SIE)
Silent Service (MIC)
Terrorpods (PSY)
Univ Military Sim (FIR)
10th Frame (ACC)
World Games (EPY)
3D Helicopter Simulator (SIE)
FOURTH QUARTER
DeluxePrint II (EA)
Award Maker Plus (BAU)
DeluxePrint II (EA)
DeluxeProductions (EA)
DeluxeWrite (EA)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Knight Orc (FIR)
Silicon Dreams (FIR)
Three Stooges (MDS)

APPLE IIe/IIc
AUGUST
Knight Orc (FIR)
Leisure Suit Larry (SIE)
StarFleet II (INS)
SEPTEMBER
Black Cauldron (SIE)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
NOVEMBER
Beyond Zork (INF)
Sinbad & Throne Falcon (MDS)
THIRD QUARTER
AltReality: City (DS)
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Boulder Dash Constr Kit (EPY)
Computer Ambush (SSI)
Computer Scrabble (LG)
Defender of Crown (MDS)
Donald Duck's Playgrd (SIE)
Frank'n Ernest Adv (POL)
King's Quest III (SIE)

APPLE IIGS-
AUGUST
Defender of Crown (MDS)
Leisure Suit Larry (SIE)
Thexder (SIE)
SEPTEMBER
GBA Champshp Basketball (GAM)
OCTOBER
King of Chicago (MDS)
NOVEMBER
Sinbad & Throne Falcon (MDS)
THIRD QUARTER
Computer Mad Libs (FB)
Destroyer (EPY)
Donald Duck's Playgrd (SIE)
Drawing Table (BRO)
Fantavision (BRO)
Graphics Studio (ACO)
Hacker II (ACT)
Hardball (ACO)
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)
Managing Yr Money (MEC)
Mean 18 (ACO)
Newsmaker (BRO)
Police Quest (SIE)
PrintShop (BRO)
S.D.I. (MDS)
ShowOff (BRO)
Silent Service (MIC)
Space Quest (SIE)
SubBattle Simulator (EPY)
World Games (EPY)
3D Helicopter Simulator (SIE)
FOURTH QUARTER
DeluxePrint II (EA)
DeluxeWrite (EA)
Faery Tale Adventure (MI)
World Tour Golf (EA)
SECOND QUARTER '88
Dark Castle (TS)
Dream Zone (BAU)

MACINTOSH
AUGUST
Knight Orc (FIR)
Leisure Suit Larry (SIE)
StarFleet II (INS)
SEPTEMBER
Black Cauldron (SIE)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
NOVEMBER
Beyond Zork (INF)
Sinbad & Throne Falcon (MDS)
THIRD QUARTER
AltReality: City (DS)

NOVEMBER
Beyond Zork (INF)
StarRank Boxing II (GAM)
THIRD QUARTER
Alt Reality: Dungeon (DS)
Ancient Art of War (BRO)
Boulder Dash Constr Kit (EPY)
Championship Golf V.I (GAM)
Commando (DE)
Computer Scrabble (LG)
Darkhorn (AH)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Infiltrator (MIN)
King's Quest III-128K (SIE)
Maniac Mansion (LF)
Old Scores (DS)
Quizam! (INS)
Rad Warrior (EPY)
Space Quest (SIE)
Spy vs Spy 3: Arctic (EPY)
Spy's Adventures (POL)
Street Sports Baseball (EPY)
SubBattle 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)
World Class Leader Board (ACC)
World Games (EPY)
Yie Ar Kung Fu (KON)
FOURTH QUARTER
Bard's Tale III (EA)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Pharaoh's Revenge (EA)
Pirates (MIC)
Silicon Dreams (FIR)
Ski-Crazed (BAU)
Wasteland (EA)
FIRST QUARTER '88
Gunship (MIC)
SECOND QUARTER '88
Dream Zone (BAU)
Last Ninja, The (ACT)

IBM PC/Tandy 1000
AUGUST
AltReality: City (DS)
x-Ancient Art/War at Sea (BRO)
x-Defender of Crown (MDS)
Gunship (MIC)
King of Chicago (MDS)
Rings of Zilfin (SSI)
x-Robot Rascals (EA)
S.D.I. (MDS)
SEPTEMBER
B-24 (SSI)
Dark Castle (TS)
Instant Page (EA)
Nord & Bert Couldn't...(INF)
Plundered Hearts (INF)
Shard of Spring (SSI)
Sinbad & Throne/Falcon (MDS)
Street Sports Basketball (EPY)
OCTOBER
File Rescue Plus (TS)
Might & Magic (NWC)
Test Drive (ACO)
Thexder (SIE)
NOVEMBER
Beyond Zork (INF)
StarRank Boxing II (GAM)
THIRD QUARTER
Bard's Tale (EA)
Bop'N Wrestle (MIN)
Championship Baseball (GAM)
Commando (DE)
Destroyer (EPY)
Elite (FIR)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Lords of Conquest (EA)
Macbeth (AH)
Mercenary (DS)
Mercenary 2nd City (DS)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Operation Market Gdn (SSI)
Phantasie (SSI)
Police Quest (SIE)
Spy's Adventures (POL)
Street Sports Baseball (EPY)
Tag Team Wrestling (DE)
Ultima I (ORI)
Ultima IV (ORI)
Variable Feasts (BRO)
3D Helicopter Sim (SIE)
FOURTH QUARTER
Ace of Aces (ACO)
Award Maker Plus (BAU)
Faery Tale Adventure (MI)
Guild of Thieves (FIR)
HardBall (ACO)
Into Eagle's Nest (MIN)
Jewels of Darkness (FIR)
Pawn, The (FIR)
Pirates (MIC)
Silicon Dreams (FIR)
Star Fleet I (INS)
Univ Military Sim (FIR)
FIRST QUARTER '88
Earl Weaver Baseball (EA)
SECOND QUARTER '88
Last Ninja, The (ACT)

INTELLIVISION
AUGUST
Commando (INT)
Slam Dunk Super Pro Basketball (INT)
Super Pro Hockey (INT)
SEPTEMBER
Learning Fun Album 2 (INT)
OCTOBER
Pole Position (INT)

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

ATARI 7800
AUGUST
x-Choplifter (AT)
THIRD QUARTER
Desert Falcon (AT)
Hat Trick (AT)
Impossible Mission (AT)

Karateka (AT)
Summer Games (AT)
Winter Games (AT)
1-on-1 Basketball (AT)
FOURTH QUARTER
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
MidnightMagic (AT)
Super Huey (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-StarVoyager (ACM)
x-3D Battles/WorldRunner (ACM)
SEPTEMBER
Aerobics (BAN)
Deadly Towers (BRO)
Double Dribble (KON)
Goonies II (KON)
Lode Runner (BRO)
NES Advantage Joystick (NIN)
Raid/Bungeling Bay (BRO)
Skykid (SUN)
Spelunker (BRO)
Spy Hunter (SUN)
Sqoon (IRM)
Stadium Events (BAN)
Stinger (Kon)
Winter Games (ACM)
OCTOBER
Alpha Mission (SNK)
Breakthru (DE)
Kid Niki (DE)
Lunar Pool (FCI)
Punch-Out! (NIN)
Renegade (TAI)
Ring King (DE)
Speed Rumbler (CAP)
Super Pitfall (ACT)
Victory Road (SNK)
Zanac (FCI)
NOVEMBER
Adventure of Link (NIN)
Gotcha (LJN)
Jaws—The Revenge (LJN)
Mega Man (CAP)
Star Force (Tec)
Top Gun (KON)

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...Com Controls
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
ED...Electric Dreams
EPY...Epyx
FB...FirstByte
FCI...FCI
FIR...Firebird
GAM...Gamestar
GDW...Game Deamers Workshop
INF...Infocom
INS...Interstel
INT...INTV Corp
IRM...Irem
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MD...MicroDeal/MichTron
MDS...MasterDesignerS/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...Spinnaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Subloge
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEL...Telarium
TS...Three-Sixty, Inc.
UXB...UXB S/W

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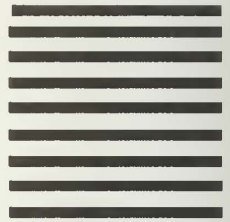Self Mailing folder. Fold Here

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