Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

HOT FLASHES FROM THE SOFTWARE COMPANIES!

AIR TRAFFIC CONTROL SIMULATOR Coming for Mac

Look for a new title in one of the hottest categories in computer gaming: simulations. We have just learned of *AIR TRAFFIC CONTROL SIMULATOR* for Apple Macintosh (MSR $49.95), which is scheduled to be released later this month by a new company, HJC Software. The company is hoping that the popularity of flight-related games and real-life simulations will mean a good response from Mac owners to HJC's first product. According to a company spokesman, AIR TRAFFIC CONTROL SIMULATOR is "challenging at the easiest levels, but at its most difficult levels it creates the stress and challenge of the real thing." If you've ever had a yen to try your hand at air traffic control, it looks as if you're about to get your big chance! We expect to have a copy of the new program in time to review it in our May issue.

SEGA Licenses Three Titles from Epyx

We had heard that a licensing deal between Sega and Epyx was in the works, but we didn't want to report on it until we could be sure the ink was dry on the agreement. Now that the deal has been finalized, we can report that three of the popular Epyx multi-sports event games will make their way to Sega: CALIFORNIA GAMES, WORLD GAMES, and SUMMER GAMES. Since the first two of these titles were also licensed by Epyx to Milton Bradley for production on the Nintendo Entertainment System, these will be the first games to appear on both the Sega and Nintendo systems. Comparisons will be inevitable! Pricing and release dates have not been set for the three new Sega titles. According to a Sega spokesman, CALIFORNIA GAMES will have the highest programming priority of the three.

More New Games Coming from Capcom

Last month we told you about Capcom's dropping SPEED RUMBLER and adding LEGENDARY WINGS (MSR $34.95) to their line of games for the Nintendo Entertainment System. The previously announced 1943 ($34.95) and BIONIC COMMANDO (price increased to $39.95) are still on the schedule, and Capcom has added four more titles. Three are adaptations of arcade games, and the fourth is based on an upcoming movie. TITAN WARRIOR ($34.95) is a space game in which the player attempts to free the planet Vulgus from a plague of mutant insects which have taken over. In the first stages of the game, the player must pilot a ship through space to reach Vulgus. Then comes the battle against the mutant insects. STREET FIGHTER ($39.95) features a series of different challenges and countries in what is described as an exciting and very physical game. Using martial arts skills, the player can go up against a computer-controlled opponke on a friend in one-on-one competition. BLACK TIGER ($39.95) is an action-adventure which casts the player as the hero, the Black Tiger Warrior, in a quest to save a kingdom beset by three monstrous dragons. The dragons have invaded the kingdom and destroyed its treasures. The Black Tiger Warrior meets challenge after challenge, earning Xenicoins for his successes, and then purchasing new weapons to fight the dragons. The fourth new game is WILLOW, based on the first movie of a new Lucasfilm trilogy. Due to the characteristic secrecy that surrounds most Lucasfilm projects, we know very little about the movie except that it is set in a fantasy world. This will be Capcom's first game not based on an existing coin-op, and it will be interesting to see what they do with the fantasy theme.

Coming from Bandai

Bandai has announced a Nintendo Entertainment System version of the Bally-Midway coin-op classic, GALAGA (MSR $34.95). This slide-and-shoot game needs no description for veteran game players! The company also plans to release the VIDEO AEROBIC STUDIO ($79.95), a combination of electronic work-out mat and video instruction softwartridge will include four different exercise, dance and music routines with multiple skill levels. From the material we received, it appears that the "work-out mat" included in this package is the same mat that is part of Bandai's FAMILY FUN FITNESS package. Since owners of the original package would not want to buy another mat, we assume that the Aerobics cartridge should be available for separate purchase. At presstime, we had not been able to get confirmation from Bandai of separate availability of the exercise cartridge. Definite release dates for GALAGA and VIDEO AEROBIC STUDIO have not been set.

BEYOND DARK CASTLE (★★★★/★★★★) follows in the rich tradition of its' predessessor, *Dark Castle,* also designed by *Silicon Beach Software.* In this sequel, a new feature has the player approaching the edge of the screen, and the scene scrolls behind him, creating full-screen scrolling. The effect is featured in two of the labyrinthian mazes, the swamp and forest scenes outside the castle (Prince Duncan explores the outside with a special chopper-pack to fly around – also a new feature), and the Black Knight's chambers all have scrolling. A couple of other new aspects to this game are practice rooms that are available to you (go to the castle map to choose which of the rooms you wish to try out) and a save feature. The way you save a game is rather unique as you must return to the computer room (if you can make it!) and pull the switch!
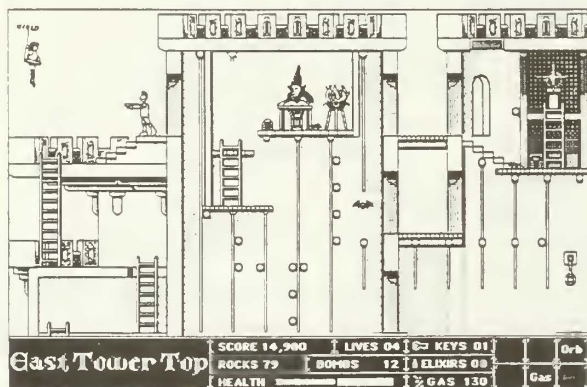
Prince Duncan returns to to find the Five Magic Orbs and return each of them to the Ante Room. Retrieving all the orbs is necessary before you can enter the Black Knight's chambers for a final battle to the death. Anyone familiar with Dark Castle will find the movements and many enemies similar to the earlier game. There are bats, snakes, henchmen, mosquitoes, birds of prey and flying monkeys to name a few. In addition to the Prince's weapons such as rocks and other weapons he picks up during his adventure, he also has bombs and the chopper-pack allowing him to fly from the roof of the castle.

Results Are Amazing

We distinctly remember when we first popped in our Dark Castle disk back in January, 1987. The first thing that hit us was the RealSound™ effects, giving us sounds we had never heard on a Macintosh before – so real it sounded as though a tape recorder was hidden behind our Mac. The graphic detail was also incredibly rich and detailed. Rounding the game out was the fascinating gameplay. It was because of this that we awarded the game the Computer Entertainer Award of Excellence for Macintosh Entertainment Program of the Year for 1987. Three-Sixty Software then licensed the game and has brought us the game in other computer formats. Well, as opposed to simply bringing us a sequel, designer Mark Pierce, programmer Jonathan Gay, and Eric Zocher who programmed the sound, have taken the game to another level with the animation, scrolling, and over 100 different sounds (all digitized). The detail is simply amazing and we noted that there were several more sounds which greatly enhance the proceedings. You should take a look at the demo before beginning just to familiarize yourself (as well as enjoying the sounds and action while not having to concentrate on the play). From the opening screen with the castle guard walking his post along the castle wall to the final dueling battles, this game is packed with excitement, great graphics and awesome sound! (one player;

package includes two 800k disks requiring Mac 512E, Plus, SE or Macintosh II; hard disk compatible)
Recommended (MSR $49.95)

POSTERMAKER PLUS has changed distribution hands from the developer Strider Software to Broderbund, allowing more Macintosh owners to enjoy the features of this desktop publishing aid. It's a text-styling tool which can be used to create logos, mastheads, as well as achieving special effects. You can bend text around corners, squeeze, stretch, twist, rotate, add shadows, patterns, or add perspective. The

program also works with paint, draw, and page layout programs, giving it more versatility. In addition to working with the Imagewriter™ II, there are five SmoothFonts built-in which allow smooth text using Postscript™ printers such as the LaserWriter™. If you like to design flyers or anything that you want a touch of originality with, this program will give you the flexibility with projects you haven't had before.
MSR $59.95

THE RATING SYSTEM:

|	
4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

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

APPLE II Software

STRIKE FLEET (★★★/★★★1/2) has now been converted for the Apple II as a naval task force simulator from *Lucasfilm Games*, distributed by *Electronic Arts*. You'll command a fleet as you enter the heat of battle in one of the world's hot spots such as the Persian
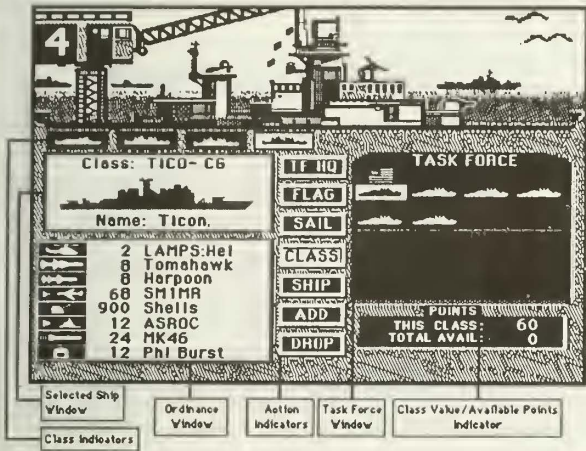
Gulf, relive the Falkland Islands situations, etc. Before you enter battle you must choose the size and outfitting of the fleet you will command, based on the types of enemy cruisers and subs you anticipate encountering. You can control a fleet of up to 16 vessels and four helicopters, changing your command post to the bridge of any ship in your fleet as circumstances and your overall strategy dictate. You can also call the shots from the cockpit of one of the helicopters. There are fifty-two ships from ten ship classes and a wide variety of modern weapons including Phalanx auto-cannons, OTO Melara 76mm guns, etc. to choose from. There are ten possible scenarios with the play being ranked at the end of each one. Each scenario has its own set of objectives which must be reached to rise through the ranks to the ultimate position of "Fleet Admiral." You can even be court-martialed in case of utter failure. With a "3-D" effect, you can watch missiles
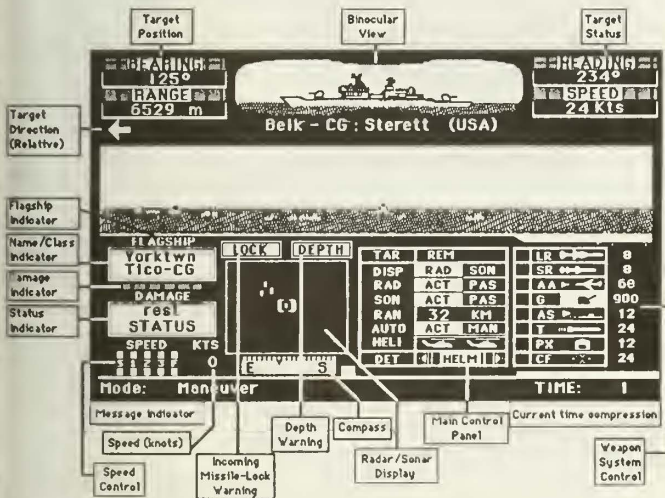
being launched, ships smoking with damage, water spouts as the shells hit the water, etc. in both day and night situations. You can choose from different strategies such as guarding a convoy, hunting subs, and seeking out enemy fleets.

Good Action and Strategy

The game has a good mix of action and strategy as you have a wealth of options and scenarios to take charge of. We enjoyed the fact that we were able to command the fleet from the bridge of any ship we wished, adding to the variety of how to play the game. As a result of the varied options, the play can keep you satisfied for many sessions of warfare (one player; joystick and keyboard; also available for Commodore 64/128)

Recommended (MSR $34.95)

The *COMPUTER ENTERTAINER READERS' HALL OF FAME AWARDS* As part of Computer Entertainer's special celebration of five years of continuous publication, in 1987 we invited our readers to vote for their all-time favorite entertainment programs. After all the votes were tabulated, five programs (one for each year of publication by Computer Entertainer) received the honor of being selected as the "Best of the Best" by the true gaming experts, our readers. The five Hall of Fame inductees, along with ten runner-up programs awarded Honorable Mention, were announced in Computer Entertainer's Special Fifth Birthday Edition. With that announcement, we also stated our intention to add a new program to the permanent Hall of Fame each year. Since we have many new subscribers who would not have seen last year's Special Edition, we are reprinting the results of last year's voting in this issue. (Programs are listed in order of points earned for votes cast by readers.)

HALL OF FAME

1. SUPER MARIO BROS. (Nintendo for NES)
2. GUNSHIP (MicroProse for Commodore 64/128)
3. FLIGHT SIMULATOR II (SubLogic for all systems)
4. ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari XE/XL, Commodore 64/128)
5. ZORK TRILOGY (Infocom for all systems)

HONORABLE MENTION

6. M.U.L.E. (Electronic Arts for Apple, Atari XE/XL, Commodore)
7. GRADIUS (Konami for NES)
8. ULTIMA IV (Origin Systems for Apple, Atari XE/XL, Commodore)
9. HARDBALL (Accolade for Atari XE/XL and Commodore)
10. ULTIMA III (Origin Systems for Apple, Atari XE/XL, Commodore)
11. LODERUNNER (Broderbund for Apple, Atari XE/XL, Commodore, IBM, Macintosh)
12. DR. J & LARRY BIRD GO ONE-ON-ONE (Electronic Arts for Amiga, Apple, Atari XE/XL, Commodore, Macintosh)
13. WIZARDRY (Sir-Tech for Apple, IBM, Macintosh)
14. STAR RAIDERS (Atari for Atari XE/XL and Atari ST)
15. ADVANCED DUNGEONS & DRAGONS; TREASURE OF TARMIN (Mattel for Intellivision)

Vote for Your Favorites

Since Computer Entertainer has just completed its sixth year of publication, it's time for our readers to elect another inductee to the Hall of Fame. The rules are very simple. Send us your ballot on a postcard (or facsimile) with the following information: 1) List your THREE all-time favorite programs, including the system you play them on and the manufacturer (if known). Be sure to number them in order of preference, since this creates a weighting system for tabulating your votes. Entertainment programs for ANY home computer or videogame system (active or discontinued) are eligible. Programs already elected to the Hall of Fame are not eligible in your voting. (Last year's Honorable Mention winners ARE eligible, however.) 2) Print your name and address on the postcard. Ballots without name and address will NOT be counted. 3) Send the information to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411. Your ballot must be postmarked no later than May 31, 1988 and received at Computer Entertainer no later than June 10, 1988. Votes will be tabulated and the new member of the COMPUTER ENTERTAINER READERS' HALL OF FAME will be announced in our July, 1988 issue. Honorable Mention awards will also be announced at that time. 4) Only one ballot per person is allowed. Multiple ballots from the same person will be discarded. If more than one person at your address reads Computer Entertainer, each person may send one ballot.

Prizes for Readers, Too!

We want ALL of our readers to participate in selecting this year's new member of the Hall of Fame, so we're providing an incentive in the form of prizes. A random drawing from the Hall of Fame will be held on June 20, 1988, with the following four prizes to be awarded: 1) One gift certificate redeemable for $50 worth of merchandise from Video Take-Out. 2) One gift certificate redeemable for $25 worth of merchandise from Video Take-Out. 3) Two one-year renewals of the winners' subscriptions to Computer Entertainer.
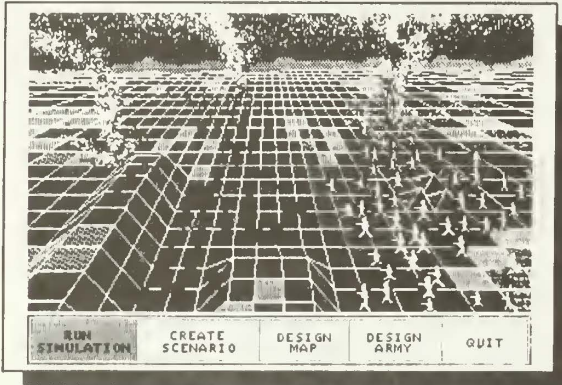
Get Your Vote in Now!

What are you waiting for? Get that postcard into the mail right now, while you're thinking about it! Your vote counts, and you have the chance to win a Gift Certificate!

UNIVERSAL MILITARY SIMULATOR (★★★★/★★★★) was designed by Ezra Sidran and *Intergalactic Development for Rainbird*, an affiliated publisher distributed by Activision in the U.S.. Although
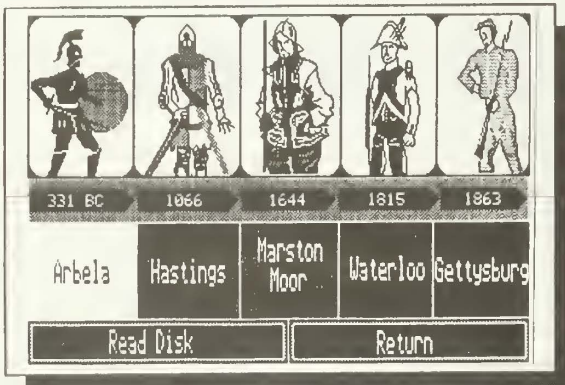

it is technically a strategic wargame, a familiar enough category of software, UNIVERSAL MILITARY SIMULATOR (UMS) breaks new ground and thus manages to be completely different from any other computer wargame we've seen. The first thing you notice upon booting the program is that it doesn't look a bit like any other wargame
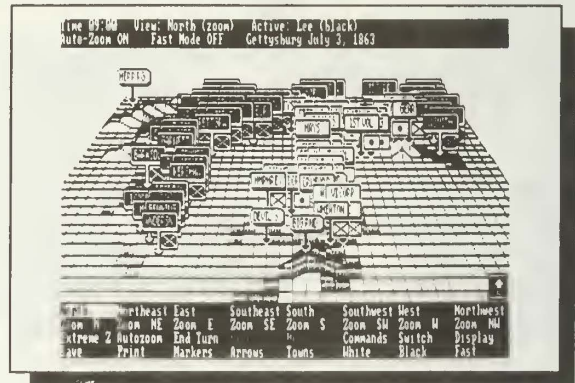
you might have played. Rather than the familiar hex-grid maps used by most wargames, UMS draws three-dimensional, topographical maps for its battlefields. (And it draws them very quickly.) Depending on the battle scenario chosen, the opposing forces are rapidly added to the map, with units represented by labeled flags. After exploring the options, you find that you can change your perspective at will, viewing the battlefield from any of eight different compass points. And it is possible to zoom in on specific portions of the map for a close-up view. No other wargame that we've seen offers anything approaching this degree of flexibility.

Five Historical Scenarios

UMS comes with five historical battlefield scenarios, which are ready to play as is, or you may alter them to your liking. The scenarios are Arbella 331 B.C. (Alexander the Great vs. Darius of Persia); Hastings 1066 (King Harold of England vs. William the Conqueror of Normandy); Marston Moor 1644 (Royalist Army vs. Parliamentarian Army); Waterloo 1814 (Emperor Napoleon vs. the Duke of Wellington); Gettysburg 1863 (Lee and the Army of Northern Virginia vs. Meade and the Army of the Potomac); and the Battle of the Bulge 1944 (U.S. Fifth Corps vs. First SS Panzer Corps). "What-if" propositions

can be played out by changing elements within the scenarios, including the addition of user-defined "wildcard" units to either or both armies.
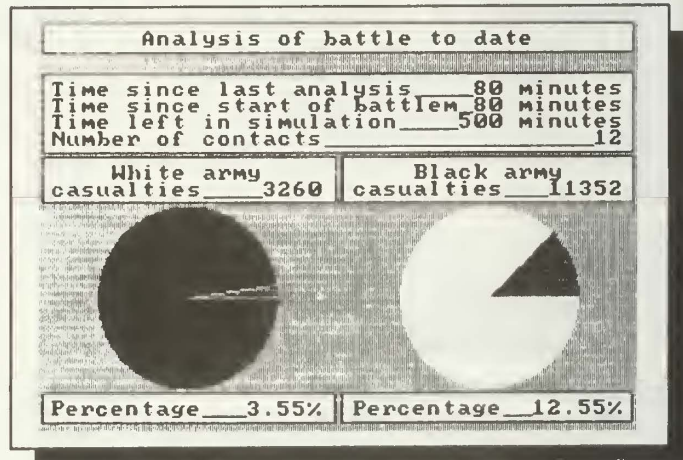

And the ultimate in experimentation is possible with UMS because it allows you to create new maps, scenarios, etc. for any kind of real or imagined battle. (The topographical maps generated by UMS can also be printed out.) It is even possible to map your favorite adventure games with UMS and create fantastic war scenarios containing any-

thing from tanks to wizards! Future add-on battle disks are also planned for UMS, making the program everything an avid wargamer could hope for. (Solo play; Mouse & keyboard on ST; Keyboard only on IBM; Installable on hard disk; Dot matrix printer optional but recommended.) Atari ST and IBM PC/XT/AT versions reviewed; IBM version requires 512K and CGA card.
Recommended. (MSR $49.95)

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol1, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.50 each). Send $2.00 for each back issue you want. Buy six or more, and they're just $1.50 each. Make certain you have a complete set! You can also purchase the *SPECIAL EDITION,* published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is $2.00.

ATARI XE/XL Software

VIDEO TITLE SHOP is now available for Atari XE/XL computer owners from _Datasoft_, and distributed by _Electronic Arts_. (Datasoft is about the only company which is still producing for that Atari 8-bit computer.) With the program, a VCR and a video camera, you can enhance any home video movie for a more entertaining and informative piece. You can design your own title screens, as well as borders and backgrounds. The program includes a variety of font styles and sizes for superimposing text over your graphics. Just like in Hollywood, you can create "wipes," "fades," and "fizzles."

Paint Program Included

In order to create artwork for your masterpiece, the program includes MicroPainter Plus, a graphics utility program that lets you create artwork which can be used with the Video Titler. The opening to that summer vacation video can be as creative as you can make it! If you enjoy adding your own creative touch to those home videos, you'll really have a ball with this program. As you become more practiced, the results are almost limitless. If you ever design sales programs, job training, seminars, and the like, this little program packs a lot of wallop for the dollar, allowing you to design your own presentations! (also available for Commodore 64/18 and Apple II)

Recommended (MSR $29.95)

SONS OF LIBERTY (NA/★★★) is _Strategic Simulation Inc's_ first entry into the Revolutionary War, probably about the only war they had not entered yet! There are three epic battles represented, allowing for an introductory, intermediate, and advanced scenarios within each battlefront. The Battle of Bunker Hill, itself the first battle of the actual Revolutionary War acts as the first battle here as well. The Battle of Monmouth found George Washington's winter-hardened veterans up against the British in a rather indecisive battle and the Battle of Saratoga, which is regarded as the turning point of the Revolution, is the latest scenario of the three. There's a tutorial included which gives you a good feel for how the basic game works. Tactical and strategic displays allow "zooming in" for more detail and "zooming out" for an overall picture of the action.

Good Game of Strategy

Lovers of strategy should enjoy this game which takes you to the Revolutionary War and some its more important battles. It's a major plus to have all three levels of difficulty available within the three battle scenarios, allowing for many sessions. (reviewed on Atari 800XL; also available for Apple; Commodore 64; IBM)

(MSR $39.95)

Gremlins in the Computer

Try as we might, sometimes our Pagemaker program likes to switch fonts when we're laying our printed words into the newsletter. For some reason, the program likes to play havoc with our "stars." We normally catch it but, when the March issue returned from the printer, that sinking feeling hit as we glanced at Page 7. The ratings for _Twilight's Ransom_ is _NOT_ ⌞★★E⊥★E), but actually (★★★/★★)!

MOVED??

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

COMMODORE 64/128 Software

PAPERCLIP PUBLISHER, designed by _Batteries Included_ and distributed by _Electronic Arts_, is a desktop publishing tool for your Commodore 64/128. You can create multi-page and multi-column newsletters, reports, manuals, term papers, flyers...anything you can think of with this easy-to-use program. The program will support various sized documents of up to fifty pages. Important to appropriate layout, the program has WYSIWYG (What-You-See-Is-What-You-Get). In addition to pull-down menus, the program features word wrap, magnification, reformatting, built-in graphics and text editors, and more. You can easily import text from several word processors, import fonts from programs such as Outrageous Pages™ and Geos FontPack 1™, and import graphics from Outrageous Pages™, Print Shop™, Newsroom™, PrintMaster™, and Doodle™. In addition, there are some graphics included on the disk, as well as fonts and page layouts.

Desktop Publishing Can Be For Everyone!

It seems that everyone is getting the "desktop publishing fever," and perhaps you're wondering why you would have a use for such a program if you're not publishing a newsletter, brochure or the like. As these programs are more and more flexible and the price is so attractive, the uses are almost whatever you can think of, whether it's custom greeting cards, impressive papers for schoolwork, or a way to catch the bosses' eye with a great presentation with a few graphics to make your point! (joystick or mouse required; supports 1541 or 1571 disk drive; supports the following printers: Commodore 1525, 1526; CBM MPS 801, 802; CBM MPS 1000; Epson FX, LX, MX; Okimate 20; Panasonic KX-P1091; Seikosha SP-1000; Star Micronics NP-10, NX-10)

Recommended (MSR $49.95)

PATTON VS ROMMEL (★★★/★★★) is now available for Commodore 64/128 owners from _Electronic Arts_ so you now can play this strategy wargame. The year is 1944 and your assignment is to assume the role of either General George Patton or Field Marshall Erwin Rommel as they battle in Europe. Taking some liberties with history, this scenario allows you to face-off during the invasion of Normandy – something the real leaders did not do. Your armies are displayed in five different ways: type of division, movement mode and directional facing, available strength, true strength, and battle readiness. There are three levels of play, each one giving you more control and variables. In the intermediate and expert levels, there are several "modes of execution" in which you can specify not only where the division is going, but also how it is to get there. In preparing for battle you must choose between mobility and firepower, finding a balance that will get the results you want as division leader. The Statistics Board contains the information you need for issuing orders such as how many of your men are ready to fight, tank availability, combat strength of the division, etc. You can use sequences of up to thirty-two orders for each division with simple or complex orders. Once those orders are issued, your armies will do the rest. Between the battles, the generals will come up on the screen and tell you how you did and what they think of your tactics (this is in the one-player mode only and can be disengaged).

Editing Possible

In the expert mode, you can edit the characteristics of the game. In addition, you can change armies in the middle of the game as well as changing such things as movement speed, defense power, casualty vulnerability, attack power, etc.

Good Wargaming

We especially enjoyed this Chris Crawford game in the Macintosh mode as that computer is especially appropriate for this game; however, the Commodore version is quite good with the issuing of orders still easy to do. Strategy is the key, especially in the one-player game against the computer which will happily clobber you. The battles are animated with sound effects and the map is historically and geographically correct. Using such things as weather, battle conditions, and army movements, you'll have a chance to alter the course of history – at least at your computer! (one player; two-player simultaneous; joystick required; also available for Macintosh and IBM at $39.95.
Recommended (MSR $29.95)

IBM PC & COMPATIBLES

B-24 (★★★/★★★1/2) is a combination combat and flight simulator from *Strategic Simulations Inc.* (SSI) which finds you behind the controls of a B-24 bomber in March, 1944. Before you can go on any bombing runs, you'll have to learn how to get this big baby off the ground (and then land without crashing). There are two "simpler" scenarios in which you can practice taking off and flying in formation

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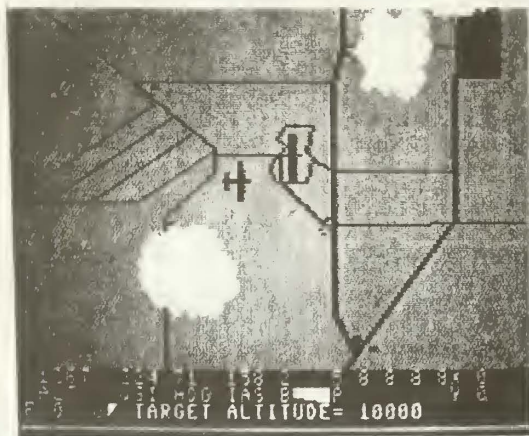
against enemy fighters and flak, as well as landing. Once you're ready for your missions, as group leader, you command forty B-24s on bomb runs to fourteen targets. You'll have to make the decisions based on everything from the weather and planes available, to the target oil production levels. You can fly single missions or fly in a nineteen-mission campaign in which you must attempt to destroy oil refineries in Ploesti, Rumania, the major supplier of oil for Hitler's army. Of course, since it is so strategically important, it's heavily defended. There's a map included which gives you information regarding terrain, as well as the exact locations of the refineries. You can fly in real time or up to sixty times faster! A single mission will take approximately 1/2 hour while an entire campaign can take about ten hours. Campaign games can be saved and recalled.

Interesting Game

While it requires some strategy, it is not as heavy on strategy as most SSI games. You'll have to learn how to fly as well as find your targets and destroy them. The IBM version features an enhancement over the Commodore 64 program which allows you to control the power level of all four of your engines, controlling them separately. The game is quite a challenge and, as SSI so aptly points out, in the real campaign only four of the sixty aircraft that made up the 460th Bomb Group survived after the first fifty missions. How can you do? (one player; joystick optional; 384K; color graphics adaptor required; also available on Commodore 64)
Recommended (MSR $34.95)

STAR COMMAND (NA/★★★1/2) is a new space role-playing adventure game from *Strategic Simulations Inc* (SSI) in which the player finds himself in a time far into the future when the Earth is but a distant memory, having been destroyed by hostile beings. This introductory level game (authored by Doug Wood, known for the best-selling Phantasie™ trilogy) finds you in command of a special force of eight star troopers who have been assigned by the Star Command organization to save the remaining inhabitant of the galaxy from pirates and aliens. You begin by selecting the troopers with different levels of attributes in physical and mental abilities including strength, speed, willpower, courage, accuracy, and intelligence. In addition, there are twelve basic skills which your troopers can possess such as ability as pilot, code breaking, hand weaponry, scouting, and more. As you travel through the galaxy in your starships, your first mission is to locate and destroy the infamous Blackbeard, pirate of the galaxy. As you search planets, you'll come across clues to help you locate him and his band of pirates. Of course, you'll also encounter some of his men who you will have to battle in hand-to-hand and ship-to-ship conflict. With each successful battle under your belt, your troopers become more powerful as they gain experience. You'll move on to more difficult battles if you destroy Blackbeard.

Fascinating Adventure

With thousands of planets to explore, there's no end to the various ways to play the game. In fact, playing time is indicated to be 40 to 60 hours. You can, in addition to seeking out Blackbeard and his lair, engage in espionage missions or scientific explorations. There are several different screens indicating where you are in your adventure...from an overview of the vast galaxy to a detailed "map" of the interior of one of the many indoor areas you will seek out as you search for clues. It's an interesting combination of adventure and strategy that should keep you occupied for many, many hours. (one player; 256K; requires CGA or EGA graphics card; packaged with both 5-1/4" and 3-1/2" disks)
Recommended (MSR $49.95)

DELUXEPAINT II has shipped for the IBM family, with fully graphic support of the new PS/2 computer from *Electronic Arts*. Bringing features to PC users which have not been available in the past, the program allows users to see and modify 256 colors on the screen at once! The program automatically creates subtle shades of any color, automatic gradient blends of color for light effects, and has a color-cycling feature for animation effects. Another feature which helps in the creative process is the ability to turn 2D images into 3D with a simple click of the mouse. You can rotate and manipulate any of your ten built-in brushes to create three dimensional objects. Some of the tools available to you, in addition to the four round, four square, and two individual pixel brushes, are both a continuous and dotted free-hand tool for free drawing; a straight line tool; curve tool; airbrush and fill tools; rectangle, circle, ellipse, and polygon tool. Special effects include magnifying and zooming for close precision work and various symmetry tools for all sorts of kaleidoscope effects. Another feature which is extremely helpful is the "fix the background" in which you can "freeze" your drawing in the background and paint over it – almost like using clear overlays!

Artists Have Edge

As in any powerful drawing program, DeluxePaint II can be most appreciated by a user who has an artistic flair. After all, for those of us who can draw, about all you can do is create various spheres and kaleidoscopic designs. But, for anyone who can create pictures, this program will open up an awesome array of possibilities on the IBM. The PS/2, with its fine graphics capabilities, can especially enjoy the possibilities! (640K; compatible with PS/2 and IBM computer with graphics adaptor card; works with CGA, Hercules, Tandy, EGA, EEGA, MCGA, and VGA cards; mouse or any pointing device compatible with Microsoft mouse driver required; 5-1/4" and 3-1/2" disks included;also available for IIGS at $99.95 and Amiga for $129.95)
(MSR $99.95)

ATTENTION COLLECTORS....

New Reader Service

From time to time, we have received letters from our avid gamers looking to fill out a collection, replace a broken game, or look for a rare title. While we are not able to, nor should, act as a trading and/or sales center, we would like to help collectors find one another.

We currently have letters in our offices from three gamers looking for help. John Vacopoulos of Hornsay, Australia is a 2600 owner looking for some rare titles; John Bonavita of Halesite, New York is looking for a Vectrex system; and Douglas Warner of Americus, Kansas is looking for a Fairchild Channel F and Adventure Vision video system!

Here's what we'd like to to for these readers as well as any other interested gamers. Please write us a letter (as short as possible, please, and no phone calls!) telling us what you're looking for, with permission to print your name and address. Space permitting, we will run these letters at no cost and ask that all of you collectors out there get in touch with one another. We simply don't have the staff to dedicate to answering letter and putting people together...that's why we ask that you allow us to print your name and address so any interested readers can contact you directly.

There is no charge for this service (subscribers only, please!) as we hope we can put some collectors together. By the way, we will only accept letters for rare and discontinued games. We cannot become a forum for buying and selling of current, used games.

So, if you are looking to trade, buy, or sell that rare or discontinued system or game, write to us so your fellow readers can help you out!

Datasoft to Market Series of Wargames

Although Datasoft has released games such as "Theatre Europe" which combine traditional strategic wargaming elements with plenty of action, the company is now planning to introduce five traditional wargames this summer. The games, covering familiar, historic battle-fields and futuristic fantasy ones, will be available for Commodore 64/128, IBM PC/compatibles, and Atari ST. The new Datasoft wargame titles are FIRE ZONE, NAPOLEON IN RUSSIA, ANNALS OF ROME, SORCEROR LORD, and ANDROID DECISION.

MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
FOURTH QUARTER '87
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Super Stunt Cycle (AT)
[] = working title only
MARCH
Commando (ACT)

ATARI 7800
FOURTH QUARTER '87
Atari Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO
FEBRUARY
x-Contra (KON)
x-NES Max Joypad (NIN)
MARCH
x-Dragon Power (BAN)
x-Gunsmoke (CAP)
x-Ice Hockey (NIN)
x-R.C. Pro-Am Racing (NIN)
x-T&C Surf Designs (LJN)
APRIL
Bad Street Brawler (MIN)
Indiana Jones-Temple/Doom (MIN)
Maj League Baseball (LJN)
Rambo (ACM)
MAY
Bases Loaded (JAL)
City Connection (JAL)
Gauntlet (TEN)
Ikari II/Victory Road (SNK)
Iron Tank (SNK)
R.B.I. Baseball (TEN)
JUNE
Cycle Shooting (TAI)
Dragon Ninja (TEC)
Fighting Golf (SNK)
Freedom Force (SUN)
Jackal (KON)
Jeopardy (GT)
Metal Gear (ULT)
Predator (ACT)
Ultima (FCI)
Wheel of Fortune (GT)
Zombie Hunter (ACT)
JULY
Adventure of Link (NIN)
Bionic Commando (CAP)
California Games (MC)
Double Dragon (TW)
Dragon Ninja (TEC)
Legendary Wings (CAP)
Marble Madness (MB)
1943 (CAP)
Super Mario Bros 2 (NIN)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
World Games (MB)
Xenophobe (SUN)
AUGUST
Dr. Chaos (FCI)
Skate Or Die (ULT)
Titan Warrior (CAP)
SEPTEMBER
Bubble Bobble (TAI)
John Elway's Quarterback (TW)
OCTOBER
Chester Field (VT)
Golgo 13 (VT)
Super Star Force (TEC)
Terra Cresta (VT)
NOVEMBER
Pro-Wrestling (TEC)
SECOND HALF '88
A-5 (VT)

Baby Gangster (VT)
Black Tiger (CAP)
Blades of Steel (KON)
Galaga (BAN)
Hollywood Squares (GT)
Password (GT)
Platoon (SUN)
Price Is Right (GT)
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
Street Fighter (CAP)
Terminator (SUN)
U.S. Golf (NIN)
Video Aerobics Studio (BAN)
Willow (CAP)

SEGA
MARCH
x-After Burner (SEG)
x-Alien Syndrome (SEG)
x-Aztec Adventure (SEG)
x-Global Defense (SEG)
x-Zaxxon 3D (SEG)
APRIL
Maze Hunter 3-D (SEG)
Monopoly (SEG)
Rescue Mission (SEG)
MAY
Fantasy Zone: The Maze (SEG)
Parlour Games (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
SECOND HALF '88
Blade Eagle 3-D (SEG)
California Games (SEG)
Cube Zone (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Space Harrier 3-D (SEG)
Summer Games (SEG)
Wonder Boy: Monster Land (SEG)
World Games (SEG)
Zillion II: Triformation (SEG)

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

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
ARC...Arcadia
AT...Atari
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CIN...Cinemaware
COS...Cosmi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FIR...Firebird
GAM...Gamestar
GT...GameTek
HJC...HJC S/W
INF...Infocom
INS...Interstel
INT...INTV Corp.
IRM...Irem
JAL...Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin Systems
PAR...Paragon
POL...Polarware
PSY...Psygnosis
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SPE...Spectrum HoloByte
SPN...Spinnaker
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Gold
UXB...UXB S/W
VT... Vic Tokai

RAMPAGE (★★★1/12/★★★1/2) is _Activision's_ version of the popular Bally/Midway arcade game of the same name. Ever since the early days of computer gaming and a little gem known as "Crush, Crumble and Chomp" (designed by Automated Simulations, now known as Epyx), gamers have been fascinated with the idea of monsters indulging in sheer destruction for its own sake. Once again, absolute mayhem is the object in RAMPAGE, and you can share the fun with one or two friends. There are three different monsters in the game: Ralph the Wolf, George the Big Ape, and Lizzie the Lizard. Each has certain strengths and weaknesses, but they're all capable of turning the 132 cities in RAMPAGE to useless rubble. Not only can your monster destroy buildings with awesome efficiency, but he or she can also swat helicopters out of the air, grab people from open windows and eat them, and even beat up on fellow monsters. Of course, none of the monsters is invulnerable. All are subject to damage and energy loss from falling off buildings, eating the wrong items, or being shot or hit by thrown dynamite. And when your monster's energy runs out, it becomes a very vulnerable human.

Silly But Fun

Every once in a while there is a game that hits a chord with gamers, even though it has an absolutely absurd premise. RAMPAGE is just such a game. Admit it—the idea of controlling a monster that obliterates office buildings, lunches on hapless humans and lays waste to entire cities is pretty silly. But it's also a whole lot of fun. This adaptation of the coin-op RAMPAGE was done by Monarch Software for Activision, and they did a very good job of being true to the original game. The monsters' mannerisms are especially good, and they do add to the enjoyment of the game. What we really liked about this home version of RAMPAGE is the fact that three people can play at the same time. Although the game is fun for one person against the computer, it turns into an absolute riot with two or three playing. (1 to 3 players; Joystick and/or keyboard; CGA or EGA; Pause; 5.25-inch & 3.5-inch disks included.) IBM PC/Tandy 1000 version reviewed; Coming soon for Apple II, Commodore 64/128 at $34.95.
Recommended. (MSR $37.95)

THE HUNT FOR RED OCTOBER (★★★/★★★) from _Datasoft_ is now available for Commodore 64/128. (The IBM version was reviewed last month.) Players will enjoy the thrill of commanding a Russian submarine as its captain and officers attempt to escape with the boat and defect to the U.S., following the plot of the best-selling book by Tom Clancy. The usual submarine systems are under the player's control, from sonar to weapons, but the excitement of the game is the chase, along with the considerable task of keeping the submarine commander's real goal of defection from the unsuspecting crew members. Expect to lose your boat quite a few times (accompanied by the newspaper headline "Russians Sink Own Submarine") before you become expert at controlling its systems and avoiding the many dangers in the game. (Solo play; Joystick; Blank disk required for game-saving.) C64/128 version reviewed; also available for Amiga, Atari ST, IBM. Planned for Apple II, Atari XE/XL, Macintosh.
Recommended. (MSR $49.95)

More Dungeons for GAUNTLET Fans

Fans of GAUNTLET, the maze adventure by Mindscape (licensed from Atari/Namco), will be happy to learn that GAUNTLET: THE DEEPER DUNGEONS (MSR $24.95) is now available for Commodore 64/128. (We had planned to review the add-on program, but we were thwarted by a disk that refused to load.) There are 500 brand-new dungeon levels in the program, all reputedly more challenging than the worst that the original program had to offer. Note that this is not a stand-alone program, because it requires the original GAUNTLET game disk to run.

GAUNTLET (★★★/★★★) from _Mindscape_ is now available in two separate Apple versions, one specifically for the GS and the other for the Apple II family with 128K. It is a home adaptation of the popular Atari/Namco arcade game and features the same multi-level exploration of enemy-infested dungeons. Like the other computer versions of GAUNTLET, these newest ones permit solo play against the computer or cooperative play with two gamers. The challenge is immediate and tough, bringing the fast-action feel of the coin-op to the home screen. (Solo or cooperative play; Joystick or keyboard.) 128K Apple IIe/IIc version reviewed. Also available for Atari XE/XL and Commodore 64/128 (MSR $34.95), for Apple IIGS ($44.95), and for Amiga and Atari ST ($49.95).
Recommended. (MSR $28.80)

WASTELAND (★★★/★★★1/2) shows us a glimpse of the future after a worst-possible-case scenario: mutual nuclear attack by the U.S. and Russia. The role-playing adventure by _Interplay Productions for Electronic Art_s is centered in and around Las Vegas, where a group of

survivors has developed the Ranger Center in a former federal prison. From this center come the Desert Rangers, a group bent on helping other survivors rebuild and live in peace. One of their chief duties is to protect the survivors from the mutant villains that live in the desert. The player's party of Desert Rangers can contain up to seven characters, with only four of them created by the player. The other characters can be induced to join up along the way, but they're not always predictable since they are not totally under the player's control. This is an example of the true-to-life realism that is a hallmark of this game at many levels. Another example is the permanence of actions taken. Objects which are destroyed are never seen again. And there is no magic to help the player out of the tight spots. Realistic weapons and skills learned by the characters are all that count—along with the player's own ability to solve the puzzles encountered in the story. Combat, too, is realistic, with range-to-combat adding a strategic element to the battles. And it is possible to disband your party, perhaps sending one member off as a decoy. A number of elements, along with the frankly graphic descriptions of violent encounters, add a gritty

touch that is quite appropriate to the theme of WASTELAND. This is definitely not a children's game, but it certainly is one that will be appreciated by adventurers looking for something a little different. (Solo play; Keyboard; Four blank disks required.) Available for Apple ll and coming soon for Commodore 64/128.
Recommended. (MSR $49.95)

BARD'S TALE III: THIEF OF FATE (★★★★/★★★★) is the newest and best in the well-loved Bard's Tale series of role-playing adventures by *Interplay Productions for Electronic Arts.* Yes, the

Bard is back, along with his drinking habits and adventuring friends. But the adventurers have returned to a Skara Brae in ruins. No sooner was the celebration of the defeat of Mangar completed than a new and more powerful nemesis arrived. The Mad God Tarjan leveled Skara Brae to avenge Mangar, and now it's up to you to find and defeat Tarjan. This third Bard's Tale features more than 80 dungeons with a newly added self-mapping feature, over 500 kinds of monsters (some can even join your adventuring party), new kinds of spellcasters, and much more. You can form your own party or transfer characters from the earlier Bard's Tales, or you can transfer characters from Ultima III or IV or from any of the first three Wizardry scenarios. Animation is better in the newest game, and it runs quite a bit faster than its two predecessors. And even without the improvements, how can you resist a sequel to a favorite pair of games? (Solo play; Keyboard; Blank disks required; Not copy-protected.) Apple II version reviewed. Planned for other systems.
Recommended. (MSR $49.95)

DINOSAURS ARE FOREVER (★★★/★★1/2) is the newest member of the Electric Crayon family of programs from *Polarware*. It is a computer coloring book for ages three and up which features the pictures and names of 26 different dinosaurs. The program permits print-outs in black-and-white or color (with certain printers). The pictures can also be incorporated in banners, posters, and calendars generated by the program. Coloring of the images can be controlled by mouse, joystick, Koalapad, or keyboard. A crayon-shaped cursor picks up color from a palette and can then be clicked on an area to fill it with color. Once a child has made a poster or calendar and colored all the pictures a few times—or perhaps even sooner—interest is likely to wane. The packaging suggests that children will have "hours of fun

coloring and learning about" dinosaurs. We question the amount of learning that is likely, since the child is merely associating a name with

a picture. (128K Apple II version reviewed; also available for IBM. Apple version supports Imagewriters, Scribe and Okimate 20.)
Not recommended. (MSR $29.95)

Software Publishers Association Awards Night

The Software Publishers Association (SPA) is an industry group of 320 member companies which produce software of all kinds, including business, entertainment, and education programs. The SPA's annual Excellence in Software Awards program, the software industry's version of Oscar or Emmy night, took place in Berkeley, Calif. on March 29, 1988 with about 900 in attendance. Award winners are chosen by voting members of the SPA, so they represent the industry's own evaluation of the best software released during the past year. Only 25 awards were given, several of them to entertainment programs familiar to our readers.

Entertainment Awards

Sierra's whimsical adult-oriented game, LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS, was chosen in the category "Best Adventure or Fantasy/Role-Playing Program." Two entertainment programs took multiple awards. Nominated for a record seven awards, Spectrum HoloByte's F-16 jet fighter simulation, FALCON, was chosen in "Best Simulation Program," "Best Technical Achievement," and "Best Action/Strategy" categories. And Broderbund managed a clean sweep with its JAM SESSION musical recording studio program for Macintosh. The program was nominated and took all three awards: "Best New Use of a Computer," "Best Sound," and "Best Entertainment Program." Activision, a company that has built a reputation on entertainment programs and video games, wasn't nominated in any of the entertainment categories. Instead, they took three awards for two of their acclaimed products for the Macintosh HyperCard. BUSINESS CLASS got the nod for "Best User Interface, while FOCAL POINT was awarded "Best Utility" and "Best Add-On."

THE VIDEO GAME UPDATE

Release Dates Still Changing on New Titles for NES

The supply of Nintendo software and hardware in retail stores seems to be improving a little, but release dates on new titles seem to be about as firm as ice cream on a summer day! Comparing this month's Availability Update Nintendo section against last month's, and you'll see what we mean! And what you DON'T see are some of the intermediate changes that occur between issues. Our master Availability Update is maintained on disk, with changes made as products are released or dates changed in the time period between issues. For example, three new titles (CHESTER FIELD, TERRA CRESTA, GOLGO 13) from Vic Tokai, a new Nintendo licensee, were added to our disk file as July releases when we got their announcement just after going to press on our March issue. Within a week of going to press on this April issue, we received an update from the company which pushed the July release dates to September/October! All of this is said to be due to the continuing severe shortage in computer chips. (We wonder what happened to that "source of additional chip supply" which Nintendo's parent company in Japan is supposed to have secured?)

Allocated Shipments

And along with the delays, we're seeing most new titles in "allocated" shipments. What that means is that dealers and distributors only receive a portion of the quantity that they have ordered. As a result, the quantities that are shipped tend to sell out very quickly, especially in the case of eagerly anticipated games.

Price Changes, Too

We are beginning to see announcements of price increases on new games prior to release, along with the date changes. Tengen recently announced price increases on its upcoming releases, GAUNTLET and R.B.I. BASEBALL. Originally announced at a retail price of $39.95, these games will instead be set at $44.95 retail. (Release dates have also changed, of course.) Capcom's BIONIC COMMANDO has also been increased in price, from $34.95 to $39.95. We expect to see more price increases, and we will continue to keep you informed as we learn of them.

News from Nintendo

If you've seen your new April/May issue of the Nintendo FUN CLUB NEWS, don't let the cover feature on ZELDA II: THE ADVENTURE OF LINK fool you into thinking the game is available, because it won't ship until June or July. Another new title previewed in the issue is TradeWest's DOUBLE DRAGON—also not available until this summer. And U.S. GOLF from Nintendo is just in the planning stages at this time. There is no definite release date, so don't expect to find this one until the latter part of 1988.

Vic Tokai Debuts with Three Titles for NES

New Nintendo licensee Vic Tokai Inc. has announced its first three games for the Nintendo Entertainment System. All three are one-megabit games slated for release this fall. CHESTERFIELD (MSR $34.95) is a fantasy role-playing game in which young Kane takes on General Gemon, an enemy who has imprisoned Princess Karen. (There sure are a lot of princesses in a lot of prisons in Japanese games!) Kane fights through hidden dungeons to reach the final battle at the fortress of General Gemon. TERRA CRESTA ($34.95) will be an adaptation of Nichibutsu's classic coin-op game which features plenty of fast-action flying and fighting. GOLGO 13 ($39.95) will combine elements of shooting, action and adventure in a game that stars a James Bond-style character who is extremely popular in Japan. Golgo 13, a professional sniper, has been commissioned by the International Secret Syndicate, "Fixer," to take out the leader of the Neo-Nazi Empire intends to conquer the world. It is expected that this game will be released under a different title because of Americans' lack of familiarity with the Golgo 13 character.

The Language Issue Again

We have no advance recommendations on the Vic Tokai games because we have not had a chance to try them. However, we are concerned about the possibility that the instructions may be difficult to understand if they are written by the same people who wrote the promotional sheets that we received. We don't run into too many problems, but it bears repeating. When selling games in the U.S. market, Japanese-based companies should be very careful to engage the services of writers who are very experienced at writing in English. Promotional material and game instructions must be written in a style that is natural, normal, and easy for the average American to read and understand. Too many pieces of written material accompanying games for the Nintendo Entertainment System contain odd phrasing and even unintelligible passages. They seem to be written by a non-native speaker of English who does not have a complete grasp of English grammar and idiomatic usage. And bad documentation can spoil a good game!

NINTENDO Software

DRAGON POWER (★★1/2/★★) from *Bandai* is an action-adventure in which you control Goku, a young warrior on a ragon's seven crystal balls. There are six stages in the first story and four stages in the second story. If Goku finds all seven crystal balls in each story, the great Dragon Emperor grants him a wish.

Off to Find the Crustals

In the first story, Goku starts off in a field-and-forest setting, punching his enemies into oblivion and picking up bonus objects. As time passes, his power level decreases. His power also lessens with each hit taken from an enemy character. Goku's power can be replenished by food items or by finding certain power-increasing objects in his travels. He can also find special weapons, such as the Magic Pole and the Wind Wave, which can help him conserve power by defeating enemies more easily than with his bare hands. Early in the first story, Goku meets his friend Nora, who is soon abducted by the enemy, and then he meets his other friend, Pudgy. As he fights on, comic book interludes of "conversation" among Goku, Nora and Pudgy appear from time to time. Some of the interludes contain hints. For the most part, however, the interludes simply interrupt the flow of the game itself. As he moves deeper into the game's settings, more dangerous enemies appear. When Goku completes the first quest for seven crystal balls, he can move to the second quest. Here he encounters a mysterious army that tries to thwart his progress.

Not As Good As "Ninja Kid"

We had hoped that DRAGON POWER might be as enjoyable a game to play as Bandai's best previous game, "Ninja Kid." While there is a certain cute quality to the cartoon-like characters in DRAGON POWER, the game lacks the charm and the play variety of "Ninja Kid." The game also lacks a sense of having a cogent story behind the action. We know that Goku is out to find seven crystals, but we're not too sure WHY he wants to find them. We had a difficult time maintaining our interest level in this game because there is nothing special to distinguish it in any way. (Solo play; Pause; Continue feature.) Available for NES only.
Not recommended. (MSR $34.95)

ICE HOCKEY (★★★/★★★1/2) is one of two new games released by the folks at *Nintendo* for the Nintendo Entertainment System. Before taking the ice, you'll have to decide what country you'd like to skate for from a selection of six (USA, Sweden, Poland, Canada, USSR, or Czechoslovakia). You'll then choose the speed of the game – from one to five, with five the fastest. You can also control the length of each
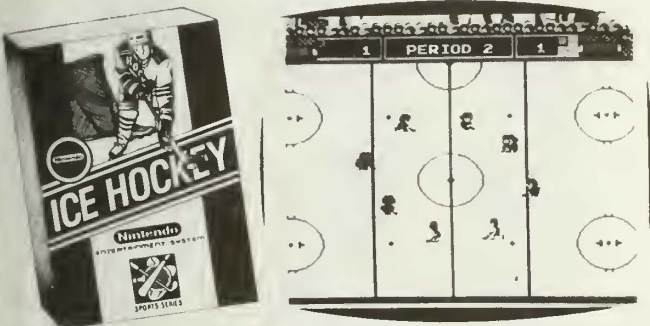
period of play (there are three) by choosing seven, ten, or fifteen minutes. Next you must pick the physical features of the four players on your team. You'll have to balance your team with shooting strength, face-off ability, sticking, and sticking. There are thin players, stocky players, and ordinary players which you will also have to put into formation ... two players specializing in offense and two specializing in defense. As you play the game more and more, you'll find the perfect combinations for you! Once the referee crops the puck for the face-off, it's off to a furious game of ice hockey. Battle for the puck for too long and the surrounding players will crowd in and start fighting! If this happens, a player from one of the teams will be given a penalty and sent to the penalty box for a set period of time. The opposing team is then in place for the power play! You'd better hope it's your team! There are other things you'll have to watch out for such as icing the puck.

Good Action

While this is not "regulation ice hockey," (Nintendo having taken some liberties with the actual rules of the game), it is loads of fun nonetheless. We especially like the ability to change your team's attributes allowing for very varied play. The feel of the game is quite good, and you'll have fine control over your goalkeeper as you guard the net, able to move in and out to keep the puck out. The view is from high overhead as the action is fast and furious on the ice below. We found this to be a highly satisfying hockey game, having played a few for the various home computer systems. It's a good addition to the Nintendo sports line. (one player; two-player simultaneous)
Recommended (MSR $42.95)

R.C. PRO-AM (★★★★/★★★★) is hot-dog style racing on thirty-two different tracks from *Nintendo*. It's you against four drone R.C. cars in this maddening race where you'll encounter hair-pin turns, ridiculous curves, oil slicks, puddles, pop-up barriers, and even rain squalls! In your radio-controlled (that's what the R.C. stands for!) car you've got to maneuver around curves that will take all the practice you can muster as you spin around, over and over, before you can get the hang of how to steer! As you make your way through the various tracks, you can pick-up performance boosters like Turbo Acceleration, Sticky

Tires (perhaps the most useful item you can get ahold of!), and a Hotter Engine for top speed. There are other items along the way which can help you also such as zippers (accelerating you as you pass over them), roll cage (protection against a roll), missiles, bombs, and ammo in case the going really gets rough! Watch also for bonus letters along the way – if you collect N-I-N-T-E-N-D-O you'll get an even more powerful car. At the bottom of the screen you can keep track of the letters you collect as well as checking lap status, your speed, amount of ammo, and score. For every race you complete you receive a trophy in the trophy screen. There are individual trophies as well as the high score trophy and super trophy. How many can you collect?

Steering is a !@?*

We challenge any race car fan to try and make it through the first few laps without spinning out, spinning in circles, going backwards, or some such silliness. These cars are really tough to steer! Of course, that adds to the challenge of the game and will take the best of drivers some serious practice sessions before you have a chance to make it through and win a round. The turns are incredibly tight – thank goodness the asphalt has arrows giving you some indication of the way you're going to have to go in the next seconds. There are no long stretches where you can just "put the peddle to the metal." It's going to take constant

concentration. The graphics are colorful and add to the enjoyment of this game that is more than just another race car extravaganza. This will be a terrific challenge to anyone who enjoys a driving game...no immediate victories here! (one player)
Recommended (MSR $42.95)

The Mystery of Fighting Golf

We've had several readers who have questioned the name of the SNK game, *Fighting Golf*, which we sneak-previewed in our February issue (and currently scheduled for a June release). After all, what does "fighting" have to do with a pleasant round of golf? Reader Bill Sommerwerck, recently transplanted from Pennsylvania to Nintendo's backyard in Redmond, WA (we know he's been one of our gaming "nuts" since the beginning, but isn't moving to Redmond a bit much?...only kidding, Bill!), came up with an interesting answer. As we have seen several times in the Japanese translations of game instructions and the like, they take things very literally. Bill suggests that perhaps they meant "Competition Golf" and fighting seemed synonymous to them. So, SNK...is Bill on the right track?

AFTERBURNER (★★★★/★★★★) is the long-awaited _Sega_ title fashioned after the smash arcade game of the same name. The first four-mega cartridge™, the game puts you in the pilot's seat of an F-14 Thunder Cat. The jet is able to reach speeds of Mach 2+ with unlimited firepower and a state-of-the-art battle computer which targets your enemy. You've got air-to-air guided missiles as well as the 20 mm rapid fire Vulcan cannon. Both weapons are fired with the help of small aiming sights you have on screen. There's a small radar screen in the upper right corner which indicates enemy aircraft as red blips on the screen. If there are red blips outside the white frame of the radar, there are enemy aircraft approaching you from the side. The enemy aircraft

are, of course, firing air-to-air missiles at you which can be dodged by flying upside down, flying out of their path, or by rolling. You'll want to learn how to roll your aircraft as a escape procedure! There are eighteen stages of aerial combat which you must make it through, as well as meeting the trucks at each landing field to obtain the plans (a strategy which will help the enemy conquer the world is so secret that the plans have been divided into two parts and hidden in different parts of their country), and return safely to the aircraft carrier, _Sega Enterprise_. In the bonus stages, you reach a designated refueling sight in which a Naval fuel tanker will come in above you. Refueling takes eight seconds with failure to dock resulting in lost bonus points. There's also the Flying Fortress to shoot down in the bonus round. There's no time limit, but destroying the fortress won't be easy. If you succeed, you'll be landed at an enemy air base where a truck will meet you on the landing strip.

Fast Action and Flying

There are a lot of Afterburner fans out there and this is a good rendition for the home gamer. The action is very lively with enemy aircraft coming from all directions. You'll get the feel of flying as you roll and dodge with the landscape whirling beneath you. We fought over land, over water, at night, and came to some explosive demises! Your viewpoint is from behind your F-14 Thunder Cat with fire spitting out of the two rear jets. The graphics are bold and bright. We found this game just a little easier than the traditional Sega game, enabling us to reach into more screens before losing our three jets. Before you think it too easy, however, it will take some serious staying power as well as fast reactions to make it through to the end! This is a game which should satisfy the shoot-'em-up fans out there, with the biggest drawback being the steep price tag (thanks largely to the declining value of the U.S. dollar against the Japanese Yen as the games are made in Japan and Sega just experienced a major price increase across the board). (one player)
Recommended (MSR Approx. $55.00)

ZAXXON 3-D (★★★1/2/★★★) is another highly-anticipated title as legions of _Sega_ owners have purchased the SegaScope™ 3-D glasses and have only had Missile Defense 3-D to play with for the past several months. You now have a second game for your 3-D glasses and the 3-D effect continues to dazzle. A familiar title in the one-dimensional

mode, the game pits you against the Vargan Military Empire who has declared war on Earth. They've built a series of space battle fortresses, each stocked with fuel tanks, cannon batteries, and homing missiles. Each battle fortress has only one way in and one way out, all protected by the Vargan Death Fighters. Each fortress hides an armed and very dangerous Mothership. You must go to battle in your one-man fighting ship, _Zaxxon_, which is designed for fighting in close quarters. The game opens in deep space as you must battle past the Vargan Death Fighters. Then you must enter the fortress where you should watch for fuel tanks to destroy (destroying a fuel tank will help replenish your fuel tank), and attempt to destroy the Mothership. You must be careful to avoid hitting either wall in the fortress, as well as making certain you work around the magnetic barriers which will send your ship to its' doom! You'll want to collect Power Up Capsules also in order to make it through the game as they will help you in various ways such as increasing the size of your fuel tank, providing an extra Zaxxon, increasing the speed of your Zaxxon, or access additional weapon shots.

3-D Effect Dazzling

While in deep space, you will not get the sense of movement if there are no enemies on-screen; however, whenever there are Vargen Death Fighters (as there are most of the time), you will have the sense of depth and movement with the 3-D effect. That effect really gives you a different feel for your Zaxxon ship. Upon entering the space fortresses, the tunnel effect is very 3-dimensional in feel, especially as fuel tanks, cannon batteries, etc. move in as you fly over them and they take on a 3-dimensional look. This is a fairly straight-ahead space shoot-'em-up which adapts well to the SegaScope™ 3-D glasses. That 3-D effect is what will take you awhile to adjust to as far as how you aim your missile shooting as it is different than in the one-dimensional plane of the original Zaxxon. Certainly Zaxxon is one of the classic space games. Now it takes on a whole new life as it "jumps out at you" (one player; requires SegaScope™ 3-D glasses)
Recommended (MSR approx. $50.00)

SEGA Software

ALIEN SYNDROME (★★1/2/★★★) is the latest *Sega* arcade game to hit the home game system. A mysterious alien space fleet has invaded human occupied space in the year 2089. Deadly creatures, they are called the Alien Syndrome™ and they are all over the place. The premise finds a group of Earth Command Troopers have attacked the alien fleet but have been captured and taken hostage. As Ricky or Mary, you must go in alone, armed only with your short-range combat rifle, to fend off the aliens and rescue your friends. As you move through the alien fleet, you'll discover two types of enemies. There are the stationary ones which, if you get close enough, will shoot and kill you. Of course, if you touch one you lose a life. The other type of alien appears out of nowhere as he flickers into life. As he flickers, he can't harm you; but once he's a solid color, he can shoot you or touch you, killing you instantly. The Alien Bosses are the most deadly enemy and they guard the exit from each of the ships. You must kill the Boss before moving to the next ship. As you rescue the troopers, also watch the walls for the captured troopers' weapons. Touch them and you can use them until you get a new weapon or you're killed. The weapons include a laser, flame thrower, smart bomb, etc. Meanwhile, time is against you...if you don't get the hostages out in time, you'll be blown into smithereens! There is also a message screen where you can check at any time for remaining hostage count, number of lives left, score, and a countdown timer.

Straight-Ahead Arcade Action

This is fast-paced shoot-'em-up action as you scurry around the enemy fleet trying to save the hostages. The screen scrolls both horizontally and vertically as you make your way through the labyrinths of corridors. There is a blinking effect, even beyond that when the aliens "come to life". The figures are pretty good-sized which, in all likelihood, explains the blinking that does occur. It's a pretty good shooting arcade game; however, at the price, you may want to take a look at it in your local store before plunking down what it will cost. (one player; two player)
(MSR approx. $45.00)

Changes in Intellivision Line-Up

INTV Corporation recently announced a few changes in its 1988 game releases for Intellivision. MS. PAC MAN, originally announced as a November release, has been replaced by CHOP-LIFTER!, the classic helicopter rescue game. Licensed from Broderbund, CHOPLIFTER! is already available for a wide variety of computers and for two game systems, the Sega Master System and Atari 7800 ProSystem. INTV has also just added two new titles to its 1988 release schedule, CHESS and SEA BATTLE II.

Attention Collectors

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

Errors In Global Defense Review

Computer Entertainer reader Renwick Thompson Jr. of San Diego, California (himself an avid gamer) has correctly noted some errors in our review last month of Sega's Global Defense. He notes that:
1) we and the instruction book incorrectly indicate that there are five offensive stages with the asteroid belt following the moon. He tells us that at least two planets (he hasn't gotten farther yet) follow the moon before reaching the asteroid belt.
2) enemy weapons appear from the left side of the screen as well as the right side.
3) the game has a limited two-player feature where one moves the satellite and the other moves the cursor (and, as Mr. Thompson notes, a very unique feature worth mentioning). Also, if you have two sports pads, one player can move both the satellite and the cursor at the same time for maximum playability!

We certainly appreciate the corrections. Unfortunately, when reviewing any game, due to the mountains of material we must go through, we rarely get deep enough into a game to discover all the various levels. The number of hours per game could be completely prohibitive in order to review all the product we must look at! We do rely on the manufacturer's material for some facts which, unfortunately, at times is not 100% accurate. We apologize for the inaccuracies and appreciate Mr. Thompson taking the time to bring them to our attention!

New Hockey Game Expected from Konami

We hear that Konami will do a Nintendo version of their arcade hit, BLADES OF STEEL. This hockey game was designed by the same person who was responsible for DOUBLE DRIBBLE. No definite release date for BLADES OF STEEL at this time.

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MAY
Where/Europe Is Carmen Sandiego (BRO)
JUNE
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Sorceror Land (DS)
SEPTEMBER
Beyond Dark Castle (TS)
SECOND QUARTER
Bard's Tale III (EA)
Battle of Chickamauga (GDW)
BattleDroidz (DS)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Crossbow (ABS)
Deathlord (EA)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid I (FIR)
Ebonstar (MI)
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Fire Power (MI)
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Galactic Invasion (MI)
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Golden Path (FIR)
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Sky Travel (MI)
Sons of Liberty (SSI)
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Star Rank Boxing II (GAM)
Street Fighter (CAP)
Street Sports Soccer (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
X-15 Alpha Mission (ABS)
THIRD QUARTER
Pool of Radiance (SSI)
Sarge (Cap)
Stocker (DS)
Ultima V (ORI)

AMIGA

MARCH
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x-Ebonstar (MI)
x-Ferrari Formula One (EA)
x-Graphics Studio (ACO)
x-Hunt for Red October (DS)
x-Jet (SUB)
Music Studio 2.0 (ACT)
Rocket Ranger (CIN)
x-Sherlock: Riddle/Crown Jewels (INF)
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MAY
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JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)
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Aargh (ARC)
Award Maker Plus (BAU)
BattleDroidz (DS)
Black Cauldron (SIE)
Bubble Ghost (ACO)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
4X4 Off-Road Racing (EPY)

APPLE IIGS

MARCH
Defender of Crown (CIN)
DeluxePrint II (EA)
x-Fantavision (BRO)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
Music Studio 2.0 (ACT)
x-Paintworks Gold (ACT)

4th & Inches (ACO)
GATO (SPE)
GFL Champshp Football (GAM)
Global Commander (DS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jinxter (FIR)
Kampfgruppe (SSI)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Road Warriors (ARC)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
Time Bandits (MD)
THIRD QUARTER
Apollo 18 (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE IIe/IIc

MARCH
x-Bard's Tale III (EA)
x-Dinosaurs Are Forever (POL)
Dive Bomber (USG)
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Test Drive (ACO)
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THIRD QUARTER
Card Sharks (ACO)
Pool of Radiance (SSI)
FOURTH QUARTER
Gunship (MIC)

APPLE IIGS

MARCH
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Teleworks Plus (ACT)
APRIL
Dark Castle (TS)
MAY
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ShowOff (BRO)
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Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
Tomahawk (DS)
World Tour Golf (EA)
SECOND QUARTER
Dream Zone (BAU)
Ebonstar (MI)
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Futuremagic (EA)
Pirates (MIC)

MACINTOSH

MARCH
Ancient Art of War at Sea (BRO)
x-Beyond Dark Castle (SIL)
Fire Power (MI)
x-Sherlock: Riddle/Crown Jewels (INF)
Where in World/Carmen Sandiego (BRO)
APRIL
Air Traffic Control Simulator (HJC)
JUNE
Harpoon (TS)
SECOND QUARTER
Android Arena (SIL)
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4th & Inches (ACO)
Hunt for Red October (DS)
Jet (SUB)
Jinxter (FIR)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Might and Magic (NWC)
North Atlantic '86 (SSI)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Ultima IV (ORI)
THIRD QUARTER
AutoDuel (ORI)
Train, The (ACO)

IBM PC/Tandy 1000

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Alien Fires-2199 A.D. (PAR)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)

Last Ninja, The (ACT)
Skyfox II (EA)
Street Cat (USG)
x-Twilight's Ransom (PAR)
x-Univ Military Sim (FIR)
x-Where/Europe Is Carmen Sandiego (BRO)
Zorkquest: Egreth Castle (INF)
APRIL
x-B-24 (SSI)
x-Blockbuster (MIN)
Crossbow (ABS)
x-DeluxePaint II (EA)
Harpoon (TS)
x-Rampage (ACT)
Rocket Ranger (CIN)
x-Star Command (SSI)
MAY
Futuremagic (EA)
Three Stooges (CIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Sorceror Land (DS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
SECOND QUARTER
Award Maker Plus (BAU)
Bionic Commando (CAP)
Bop'N Wrestle (MIN)
Bubble Ghost (ACO)
Card Sharks (ACO)
Championship Baseball (GAM)
Commando (DE)
Corporate Raider (COS)
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Death Sword (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Galactic Invasion (MI)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Impossible Mission II (EPY)
Jet (SUB)
King of Chicago (CIN)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
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Metropolis (ARC)
Operation Market Gdn (SSI)
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PHM Pegasus (LF)
Pirates (MIC)
President Is Missing (COS)
Print Magic (EPY)
Rad Warrior (EPY)
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Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
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Shipping Chart: UPS - $2.00 for 1st
item; 50¢ each additl item (48 states)
POSTAL: $3.75 for 1st item; 75¢ each additl
item (US/APO/FPO)
CANADA: $4.75 1st item; 75¢ ea additl item
FOREIGN: Please consult us

Save time and PHONE your order in at 1-800-228-4336 (outside Calif.) on our new Voice-Mail System!

From: _____

||||

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 715 NORTH HOLLYWOOD, CA 91607

POSTAGE WILL BE PAID BY ADDRESSEE

Computer Entertainer
5916 Lemona Avenue
Van Nuys, CA 91411

Self Mailing folder. Fold Here

- -

We're Growing To Handle Your Needs!

We've finally gone to print on our 1988 catalog (we normally print a full catalog once a year around April 1st) with an updated listing of hundreds of computer software titles, as well as an up-to-the-minute listing on videogames (which, of course, will change dozens of times over the next few months!). If you order from us, you'll automatically get the new catalog in your order (it's aqua and pink). We'll also be sending the catalog (called "The Menu") out to all of you within the next few weeks.

We think you'll like our new order blank which is now separate from the catalog. It features a handy (and post-paid!) envelope attached along with all the information you need to know about ordering, returning, etc.

As some of you have noticed, Video Take-Out (the mail-order division of our company) has been going under major changes since the beginning of the year, with more changes to come. These have been put in place to make things easier for our customers. Everything from improved invoices and order blanks, to a new 800 service on "Voice Mail" which should be up and running any minute for testing. By the way, if any of you wish to order by FAX, please contact us for our FAX number (this is not an 800 number) which will also go into effect within the next few weeks.

As we grow, we are doing everything we can to keep the customer service at its' peak...please bear with us as we put these new procedures into place!

Keep the following chart for future reference! This chart can be used to reference the new catalog about to reach you.

RETAIL	OUR PRICE	SUB.	RETAIL	OUR PRICE	SUB.
9.95	7.80	7.50	37.95	29.30	27.30
14.95	12.60	11.20	39.95	31.10	28.80
15.95	13.50	12.70	44.95	36.10	32.90
16.95	14.30	13.10	47.50	37.80	35.70
17.50	14.70	13.65	49.95	38.90	36.40
18.95	15.40	14.40	54.95	42.80	38.40
19.95	15.50	14.80	59.95	46.70	43.60
20.95	16.30	15.10	69.95	54.50	47.70
21.95	17.10	15.90	74.95	58.50	54.10
22.95	17.55	16.30	79.95	62.30	57.80
23.95	18.60	17.60	85.95	66.70	61.40
24.95	19.40	18.70	89.95	70.10	65.20
29.95	23.30	22.30	99.95	77.90	74.50
32.95	25.70	24.90	129.95	101.30	93.40
34.95	27.20	26.10			

(if the program you're looking for falls in a different retail price category, simply call us!)

COMPUTER SOFTWARE -
Everyday Special Pricing for our Subscribers!

Many of our newer subscribers have asked about the special Subscriber Pricing and whether it is good after the current month's issue. Regardless of when you purchase software from us, you pay the lower Subscriber Price! We have provided this listing which you can use as an easy guide to find your special pricing. That way, if you find an ad in a magazine, you'll be able to translate the price into your price. Remember, we carry thousands of titles!

VideoGamers...
Subscribers to Enjoy New Reductions!

Effective April 15th all SEGA and NINTENDO software will be reduced for Current Subscribers ONLY! Right now, your price is $1.00 off the normal pricing Video Take-Out charges its' customers (already below retail). With this price reduction, your new price will be $2.00 off that Video Take-Out pricing! Just another reason to place your orders with VTO! Please note that game accessories and hardware are reduced differently. Please call our office for your prices.

By the way, if you currently have any games on back-order or pre-order for shipment after April 15th, Fear Not! We will automatically adjust that pricing down the additional $1.00.