

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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Coming...

1988 Awards of Excellence
Index of Everything Reviewed in 1988
Hot News From the C.E.S. Floor!

Reviews include

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The Year in Review - 1988

Here we go again...another year of great gaming. This was the year in which the big news was there weren't any new computers introduced to put your computer into obsolescence. Meanwhile, the software has flowed, albeit at dramatically allocated rates, at least for Nintendo and, to a smaller degree, Sega as the chip shortage and high demand for games outstripped supply.

The Computer Side

IBM and all its' compatibles (MS-DOS) saw the biggest deluge of games as the producers discovered many MS-DOS machines in the home (ostensibly to take work home) which were starving for games. It certainly can't be said that the manufacturers didn't rise to the occasion as we were blitzed with MS-DOS games. In fact, many games, for the first time, were introduced for MS-DOS with adaptations coming later for C64/128, Amiga, and the like. Quite a change from earlier times. Throughout the year, the manufacturers have told us that the incredible popularity of the dedicated gaming units has affected their market for C64/128 games as those users have moved into the dedicated area; therefore, a slight slowing of releases for the C64/128 format. The hardware which has most suffered from the switch to either dedicated units or the high-end 16-bit machines (Amiga, ST, GS), has been the Atari XE/XL and the Apple II series. All but one or two manufacturers stopped producing for the Atari XE/XL altogether as sales were virtually non-existent and the venerable Apple II has been supported to a much lesser degree due to the move to the GS by many Apple owners. Meanwhile, on the 16-bit front, we're seeing more and more software for the Amiga as the lower-priced unit has begun to make a difference in the number of installed Amigas in the U.S. The Apple IIGS is making inroads, but at a slower pace, and the Atari ST is trailing by a distant third as we're being told by the software manufacturers that they are seeing greatly slowed sales for that machine's software, even though, apparently, the ST continues to sell well in Europe.

The trend should remain constant, at least in the first six months of 1989, as the MS-DOS machines continue strong support, followed by C64/128, the Amiga, etc. We predict that new software for the Atari XE/XL will become virtually extinct in 1989, other than through public domain and, if they choose to support their own machine, Atari themselves.

The Dedicated Gaming Machines

Unless you've been comatose in 1988 (which counts out all our readers!), you know what's happened in this arena. Some great new games have been released and the chip shortages have driven everyone absolutely crazy! Gaming is in high gear at both Nintendo and Sega (and, to a much lesser degree, Atari, where the market share of new units sold seems to be slipping). Certainly, Nintendo has the lion's share of the market with over twenty companies producing games. The most awaited game of the year, *Adventure of Link*, FINALLY shipped in the last few weeks in quantities which should embarrass Nintendo. After all, they had delayed and delayed the release, indicating they were "stockpiling" for a strong debut. In checking stores around the country, the amount that went out in that first shipment was enough to last maybe 20 minutes. And, the next shipment isn't until the end of January!! Fortunately, there have been some outstanding titles which you have been able to get your hands on - from *Super Mario Bros II* to *Double Dragon*, *Ikari Warriors II*, *Gauntlet*, *Metal Gear*, *RC Pro Am*, and many more. You've definitely had enough new games to try out! And, you've got more and more accessories to add to your library, whether it's a wireless controller, or a fancy case to carry your unit around in!

Over at Sega, while owning a much smaller share of the market, have been producing some pretty terrific software too. Games like *Afterburner*, *Monopoly*, and some of the new games certainly bode well for the quality of gaming.

Price a Major Problem

Of course, the price of software, dramatically affected by the dollar/yen situation (see article in January, 1988 edition), makes software purchases pretty painful. Fortunately, most (but not all) software producers are doing their best to give you lots of gaming depth, graphics, and playability to help soften the blow. There are definitely some "me too" titles, which our readers are apparently staying away from. Careful buying is the key!

New Generation of Gaming Coming

Meanwhile, fasten your seatbelts for 1989 as the new, rumored 16-bit machines may hit our shores by this time next year. Hold on to your joystick...the gaming is going to be more sophisticated than ever!

As we close yet another year, we must take this opportunity to thank you for your continued support. Without you, we wouldn't exist! We've gotten to know some of you by phone and always appreciate your comments. We listen to everything you have to say! We also appreciate your patience through a year of growth and change for us as we continue to fine-tune our operation for

better service to you, our readers. We wish you the happiest of holiday seasons with health, peace, and a record score on that favorite game!

And now, month by month, the events of 1988 as seen through the eyes of Computer Entertainer...

January - We begin the year with our annual Awards of Excellence, with more awards than ever as the excellence of the programs available get better and better. We also featured our index of everything reviewed in 1987 (over 300 strong!). We featured many items seen at the Winter CES with loads of news from Nintendo and their third party companies, Sega 3D games, Infocomics from Infocom, Rocket Ranger and Three Stooges from Cinemaware, and more. We featured Sneak Previews of *Gun.Smoke* and *Ikari Warriors II* for Nintendo and had reviews of the initial games for the Atari XE Game system, *Great Basketball* for Sega; as well as *Mini-Golf* for C64; *Maxx Yoke* for MS-DOS.

February - We report that Adventure of Link is once again delayed; a rumored new gaming system from NEC is introduced in Japan; new games for Intellivision and Atari 2600 introduced; and we revisit "A Day in the Life of a VideoGame Cartridge," a fascinating look at all that can go wrong in the development of a new game. Reviews include *Karnov* and *Jaws* for Nintendo; *Penguin Land* for Sega; *Tetris* and *Gauntlet* for MS-DOS; and a Sneak Preview of *Fighting Golf* for Nintendo.

March - Cinemaware is working on projects for CDI (Compact Disc-Interactive); Shanghai licensed to Sega; more joysticks start appearing for Nintendo. Reviews include *T&C Surf Designs* and *Contra* for Nintendo; *Master Ninja* for MS-DOS; Pole Position for Intellivision; *Aztec Adventure* for Sega; *Power at Sea* and *Stealth Mission* for C64.

April - More and more games announced for Nintendo, this time from Capcom and Bandai. Meanwhile, Sega licenses three hot titles from Epyx. Our second annual Readers' Hall of Fame Awards is announced so readers can vote for their addition to the Hall of Fame. Chip shortages continue as release dates bounce around more than Mexican jumping beans! We announce a new reader service whereby rare game collectors can find one another for trading, selling, buying, etc. Reviews include *AfterBurner* and *Zaxxon 3D* for Sega, *Patton vs. Rommel* for C64; *Dragon Power* and *RC Pro Am* for Nintendo; *Beyond Dark Castle* for Macintosh; and *Universal Military Simulator* for various computers.

May - Many new titles announced by Konami and Ultra for Nintendo. We feature a questionnaire so we can learn more about our readers; changes and deletions in Nintendo's library of games; Sierra announced *Manhunter: New York*. Reviews include *PT-109* and *Air Traffic Control Simulator* for Macintosh; *Rescue Mission* for Sega; and a Sneak Preview of *Legendary Wings* for Nintendo.

June - A complete overview of the Summer CES with chip shortages continuing for the dedicated game units, but no shortages in the computer arena. The issue is packed with new titles announced by virtually everyone at the show (and many who show their wares behind closed doors at hotels). Hardly any room for reviews because of the dozens and dozens of titles announced for all the computers and gaming machines. Reviews include *Maze Hunter 3D* for Sega; *Games: Winter Edition* and *Roadrunner* for C64.

July - New title announcements continue as we feature games from Accolade, Cinemaware, and Epyx. The results of our reader questionnaire are compiled and printed - VERY interesting!! We cover the Top Gun Shootout in New York. The results of the Readers' Hall of Fame Award is announced with *Legend of Zelda* being the title which was added to the five games inducted last year when the awards were introduced (in celebration of our five year anniversary). Reviews include *Soko-Ban* for Apple II; *Tetris* for Macintosh; *LA Crackdown* and *Zorkquest* for multiple systems; *Double Dragon* for Nintendo; and *Space Hunter 3D* and *Zillion II* for Sega.

August - Major new title announcements from Infocom; new computer titles announced by Taito; more Nintendo delays; new tote bag accessory announced for Nintendo and Sega. Adventure of Link delayed again. Reviews include *Metal Gear* and *Gauntlet* for Nintendo; *Captain Blood* and *Typhoon Thompson* for Atari ST; *Zak*

McKracken for MS-DOS; *Solitaire Royale* for Amiga; *Cosmic Relief* for Multiple Systems; *Shufflepuck* for Macintosh.

September - Activision signs third-party agreement with Sega with the initial three titles announced; Infocom announces *Quarterstaff*; Continuing chip shortage pushes several titles into 1989; higher prices for Atari 7800 software announced. Sneak Preview of *Mickey Mousecapades* for Nintendo featured. Reviews include *Balance of Power 1990* and *The Colony* for Macintosh; *Life Force* and *Bases Loaded* for Nintendo; *Sporting News Baseball* for Commodore 64; *Wonder Boy in Monster Land* for Sega.

October - Several new titles are announced by Sega while they are also affected by the chip shortage. The rumored 16-bit Sega system is confirmed as it will make its' debut in Japan before Christmas (it is NOT compatible with the U.S. version). We feature "Son of a Day in the Life... Revisited," an amusing (but based in fact) account follow-up to our February story. This version was written by a well-known executive in Silicon Valley who has experienced many of the problems firsthand! New Nintendo titles announced by Jaleco, Acclaim, and Nintendo. Reviews include *Manhunter: New York* and *Take Down* for MS-DOS; *Fast Break* for Commodore 64; *Super Mario Bros II*, *Wheel of Fortune*, *Golga 13* for Nintendo; and *Monopoly*, *Fantasy Zone: the Maze*, and *Blade Eagle 3D* for Sega.

November - New fantasy role-playing game from Origin; new Karate game from Activision; Adventure of Link releases in mini-amounts. Reviewed include *Serve & Volley* and *Steel Thunder* for Commodore 64; *Battle Chess* for Amiga; *Rocket Ranger* for multiple systems; *Manhole* and *Mean 18* for Macintosh; *Adventure of Link*, *Adventure Island*, and *Seicross* for Nintendo; *Kenseiden*, *Shanghai*, *Thunder Blade* for Sega.

December - The holiday frenzy is in full gear as parents head to their local toy store with the list of games their child wants. Of course, Adventure of Link is #1 on the list and it won't be found. There will be plenty of games under the tree. In many cases, unless you get real lucky, the title(s) will be those lower on the wish list. Fear not, they'll need more software to feed their machines after the holidays!

Meanwhile, once again, the editors at Computer Entertainer are arguing over the 1988 Awards of Excellence as we are bombarded with new software to review. Of course, we're also gearing up for our coverage of the January C.E.S. where there will be more titles, companies, and the like to cover. So, as we go back through the 1988 software to determine the best of the best, we hope you and yours have a great holiday season!

Talk to you in 1989 as we soak our feet following the mega-mile march through C.E.S.!

Sierra Expands Customer Service Hours

Sierra's customer service line (209-683-6858) is now available 13 hours a day (8 a.m. to 9 p.m., Pacific Standard Time) to handle hints and technical problems. (The hotline handles HINTS ONLY from 5 to 9 p.m.) The customer service line has been further improved with a larger, better trained staff and additional phone lines. All of this should offer some relief to the overtaxed phone network in the region. Ed Lacy of Sierra Telephone Company commented that "During peak times we were turning away thousands of calls an hour at the local exchange. They [calls to Sierra] were causing [phone] traffic problems as far away as Modesto and Sacramento.

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)

MULTI-SYSTEM Software

CRAZY CARS (★★★1/2 IBM; ★★1/2★1/2 ST, Amiga) brings you the adventure of car racing with automobiles meant to handle tight curves and rough terrain, as *Titus Software* puts you behind the wheel of a Mercedes 560 SEC. As you progress with advanced skills through the courses that take you from Arizona to Florida (and on to Malibu and New York in the Amiga version), you are given the opportunity to drive a Porsche 911 Turbo, then a Lamborghini Countach, and finally a Ferrari GTO. Unfortunately, **CRAZY CARS** limits your fun by not allowing you to choose the vehicle you want. Also, the background graphics limit the imagination, making it difficult to believe that you are in Arizona or Florida or Malibu. The race itself is not really different from or better than other fairly standard car racing games, although the handling of your race car is reasonably accurate and precise. The feeling of control at high speeds is the program's best point. However, the very sudden and unpredictable appearance of hard-to-identify vehicles on the roadway can be disturbing. We would feel a little better about this program if it were "bargain" priced. It does not offer enough original play value to merit a \$40 price tag. Aside from graphics and play action, we would like to remind the designers of this program that women do play computer games—even ones with supposedly "macho" themes like racing cars—and most women are not thrilled to read a message that they have just become one of the "great men" of auto racing when they earn a high score. (One player; Joystick only on Amiga, Joystick or keyboard on others; 256K, CGA/Hercules monochrome on IBM; Pause.) MS-DOS, Atari ST, Amiga versions reviewed; coming soon for Commodore 64/128. Not recommended. (MSR \$39.95)

FIRE AND FORGET (★★★/★★★) from *Titus Software* brings you to the battlefield of the future. Thunder Master, classified as the ultimate weapon, is a V16 four-wheel drive {vehicle operating on Omega-Kerosene. The Thunder Master is in your hands courtesy of the government, and they are counting on you to destroy the enemy with propulsion missiles and state-of-the-art firepower. You can choose your war zone from the global map which gives you six options from Central America to Russia. Time is of the essence, and so is a watchful eye. The program stacks the odds in favor of your enemies, giving them the opportunity to catch you with everything from mines and bunkers on the roadsides to barbed wire fences. Your assets in the fight against your enemies are fire power and speed. The Thunder Master can refuel enroute by targeting the green cisterns—not to be confused with the blue cisterns which will blow the Thunder Master to bits. (This can be a real problem if you're playing the IBM version with Hercules monochrome graphics.) Attractive graphics add more fun to the fight, and there is always some kind of surprise waiting for you. **FIRE AND FORGET** offers challenge and the excitement of speed. And if that isn't enough, choose the Thunder Master and the MV module, classified as Thunder Cloud, and watch the action happen. (One or two players; Joystick &/or keyboard; CGA/Hercules monochrome on IBM; Pause.) MS-DOS, Atari ST, Amiga versions reviewed. MSR \$39.95

More Mean 18 Courses Available

Accolade has just released Famous Course Disks V&VI, a two disk program, each containing three courses, to be used in conjunction with Mean 18: Ultimate Golf. Available for MS-DOS at \$34.95, the disks include Butler National Golf Club in Oak Brook, Illinois; Bay Hill in Orlando, Florida; Concord Golf Club in Kiamesha Lake, New York; Medinah Country Club #3 in Medinah, Illinois; Riviera Country Club in Pacific Palisades, California; and Spyglass Hill Golf Course in Pebble Beach, California.

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APPLE II Software

THE LAST NINJA (★★★★/★★★★) from *Activision* comes to the Apple II family in a beautifully animated, double hi-res version of the martial arts adventure which is already available on other systems. **THE LAST NINJA** is not only beautiful to look at but also challenging and involving to play, as it goes several steps beyond the typical martial arts action game. As a ninja on a mission to avenge the death of his brother ninjas, the player encounters increasingly tough opponents and discovers many items to aid in the quest. The game's scenery is laid out in three-quarter perspective, with the ninja moving fluidly along its paths and among its obstacles. There are more than 130 screens, sacred scrolls to find, and an evil Shogun to find and kill. The designers have done an excellent job of bringing this one to the Apple II, preserving the look and feel of the original game. (Solo play; Joystick; Pause; 512K) Reviewed on Apple II. Also available for Commodore 64/128; for MS-DOS at \$42.95; for Apple IIGS at \$44.95. Recommended. (MSR \$34.95)

KARATEKA (★★★1/2/★★★) from *Broderbund* has become something of a classic in other formats for its pioneering use of cinematic techniques and storytelling combined with a martial arts fighting game. Now the Broderbund game is available in an Atari ST version, where it is especially lovely. The game is built around a series of martial arts fighting encounters as steps in a quest. The young Karateka means to rescue the princess Mariko from an evil warlord. Not wanting to give up his beautiful captive, the warlord Akuma keeps challenging the Karateka to bouts with his guards and their varied fighting styles. And there are a number of surprises as the Karateka makes his way deeper into the warlord's fortress. Fans of martial arts games will certainly enjoy this one for its gracefully accurate Karate moves, its lovely backgrounds, and the movie-like story that ties it all together. (Solo play; Joystick or keyboard; Pause.) Atari ST version reviewed. Also available for Apple II, Commodore 64/128, IBM/compatibles, Atari XE/XL; Atari 7800 version available from Atari. Recommended. (MSR \$34.95)

THE GAMES: SUMMER EDITION (★★★1/2/★★★1/2) is a welcome addition to the Apple II family of gaming, especially in light of the fact that many games are not being converted for this granddaddy of home computers (see story on Page 1). *Epyx* has made quite a name for itself with its "Games" series and this one is one more in an excellent line of Olympic gaming challenges. Set in Seoul, South Korea, you can choose from eight events, either going directly into competition play or practice. The events which are included are: uneven parallel bars, rings, hammer throw, sprint cycling in the velodrome, springboard diving, hurdles, pole vault, and archery. You'll use the joystick (or keyboard, if you wish) in a manner which has become familiar to anyone who's played any of the Epyx "Games" in the past as you quickly rock back and forth (or up and down), timing releases, jumps, etc., with careful timing. It'll take some practice before you can get through an event. The "Coaching Book" included will give you many tips on how to excel in the various competitions but it will take a good deal of practice before you can even consider garnering a medal!

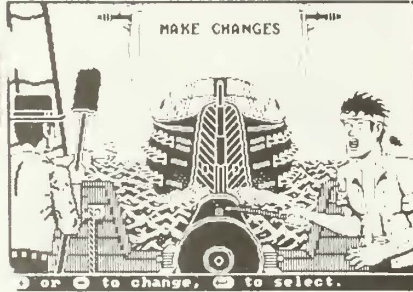
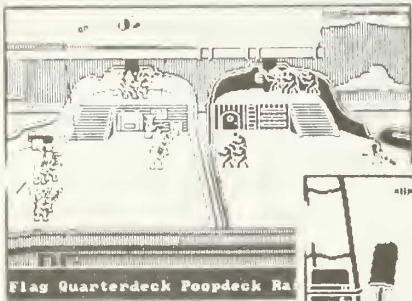
Typical Quality

There is a continued quality from one "Games" program to the next which assures the best in gameplay and graphics. As a result, anyone who enjoys the various competitions, will feel comfortable adding this to their library. We keep waiting for Epyx to run out of competition sports for this series, and they constantly come up with the next one! You'll enjoy playing against the computer or your friends as you choose to represent one of 24 countries. (one to eight players; joystick or keyboard; reviewed on Apple II; also available for C64 and MS-DOS)

Recommended (MSR \$49.95)

ANCIENT ART OF WAR AT SEA (★★★★/★★★★) is a terrific action/strategy game from *Broderbund* which allows you to choose from one of eleven classic campaign battles and challenge one of five of history's most illustrious commanders including Blackbeard to John Paul Jones. You can alter various elements including the rules, making the campaign easier or more challenging. Place your supply and repair ports, enemy ships. You can change the weather, wind, and

sea conditions as well as creating your own naval battles via the built-in game generator. You can choose to command an entire fleet or give orders to individual ships. Once you're ready to "Go To War," you'll have a birdseye view of the entire area, dark seas representing rough



waters which are dangerous for frigates to sail through. There are two ports at the bottom of the screen – a repair port and a supply port. Between the ports are two white crowns. If the enemy reaches a white crown and defeats any white squadron at that crown, you will have lost. As you scroll through the map, you'll see your squadrons represented in white, the enemy in black. Throughout your campaign, there are messages on the screen giving you enemy sightings and other valuable information. Once you're ready to attack an individual ship, there is an exploded view of the two ship decks as you engage in hand-to-hand combat!

A Great Tactical Game With Action

A great follow-up to *Ancient Art of War* (out in March, 1985), this one is one of the finest tactical and graphic wargames available for the Apple. The graphics are very detailed and the scrolls which open up the game are quite nice, as you "roll through" the scenario. The gameplay is varied, with no two games exactly alike. The documentation which is included has some very nice history of the age of the fighting sail, as well as terms, and detailed descriptions of several campaigns including maps. Anyone who enjoys sailing ships will enjoy the reading! All in all, a fine gaming experience. (one player; reviewed on Apple II; requires 128K; joystick, keyboard, or mouse; also available for MS-DOS and Macintosh)

Recommended (MSR \$44.95)

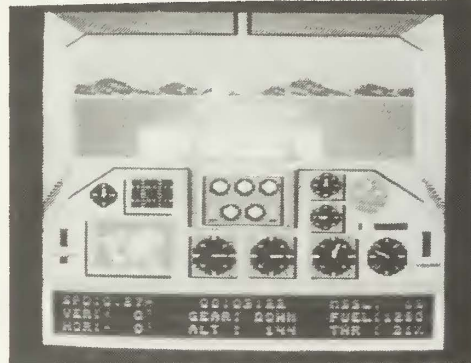
Coming from Microdeal for ST, Amiga

The Microdeal division of MichTron introduced several new entertainment titles for Atari ST and Amiga at Comdex. *FRIGHT NIGHT* (MSR \$39.95) is based on the movie of the same name and gives the player twelve hours each night to bite everyone in the house. *GOLDDRUNNER II* (\$39.95) is a high-speed, arcade-style action game. *INTERNATIONAL SOCCER* (\$39.95) gives the player many options, including day or night games, variable wind speeds and directions, and team characteristics. And four games have been combined on one *HITS DISK* (\$49.95): *GOLDRUNNER*, *SLAYGON*, *JUPITER PROBE* and *THE KARATE KID PART II*. *ZERO GRAVITY* (\$29.95) is a split-screen, volleyball-like game played in the weightless environment of a spaceship's cargo bay. (*ZERO GRAVITY* will also be available for Commodore 64/128.) For Amiga only, there's *RINGSIDE* (\$39.95), patterned after the World Championship of Boxing with a series of ten opponents. And a new MS-DOS version of Microdeal's best-known game, *TIME BANDIT* (\$49.95), is planned to take maximum advantage of CGA, EGA and VGA graphics modes. For Atari ST only, *JUG* (\$39.95) lets the player pilot a shape-changing spacecraft to destroy a space virus. *TALESPIN* (\$99.95), also for ST only, is a non-programmer's tool for creating graphic adventure games, complete with digitized sound.

COMMODORE 64/128 Software

F-18 HORNET (★★★1/2/★★1/2) is a jet fighter simulation program with multiple missions, including training and combat, by John Van Ryzin for *Absolute Entertainment*. The program's best feature is its

realistic look, achieved with simulated 3-D and solid shapes. The actual program with its series of nine combat missions (plus training) is fairly straightforward and similar to a number of other such flight simulation programs.



The combat missions are actually mazes with intermediate and final objectives, plus aircraft carrier takeoffs and landings. They're set in various locations around the globe, such as the Bering Sea or the Persian Gulf. We expect that this program will appeal mostly to those gamers who are hooked on flight and simply must have every simulator that comes along. For the average game player who is not a fanatic about flying planes from an easy chair with a joystick, the appeal of *F-18 HORNET* is mainly in the attractive graphics. We found *F-18 HORNET* to be visually attractive but not especially compelling in play. (Solo play; Joystick & keyboard.) Available for Commodore 64/128 only.

MSR \$34.95

MS-DOS

OPERATION: CLEAN STREETS (★★★★★★) gives you a mission to clean up the streets by getting rid of all the thugs and their drug trade. *Broderbund* brings real-life to a setting that really puts you in the middle of the street action. Your clean-up job is certainly not easy as you go from back alley to city street to the really raunchy wharf areas of town. The thugs show you no mercy, and they will try everything from chains to whips and rock-throwing—or whatever else they can think of to make sure you don't get their drugs. Knock them down with active punches and kicks, grab the drugs and dump them in the trash. That's when you are rewarded with new energy, and the battle continues in your mission to clean the streets. Five levels of fighting action keep you busily entertained. And the fantastic graphics enhance this game, giving a look of real-life action. (One player; Joystick optional; CGA/Hercules Monochrome; 512K.) MS-DOS version reviewed; coming soon for Atari ST, Amiga at \$(39.95).

Recommended. (MSR \$34.95)

Taito Offers Its First Arcade Game in MS-DOS

One of the great arcade classics has just made its entry into the MS-DOS world, thanks to Taito's recent release of *ARKANOID*. The brick-bashing game features 33 screens. CGA, EGA, VGA and Tandy graphics modes are supported, and the game is available in both 5.25-inch and 3.5-inch disk formats.

COMMODORE 64/128 Software

GRAND PRIX CIRCUIT (★★★★★★) is a really terrific first person racing simulation from *Accolade* which is very realistic in its' Commodore 64/128 version. The game includes five levels of play as



you race against nine computer-controlled race cars. You have your choice among three cars: Ferrari, Williams, or McLaren and it's advisable to try several practice laps before entering

an actual race. There are eight tracks to choose from, all from the legendary Grand Prix courses. As you sit low in your car, you must keep track of the dual rearview mirrors as well as the road ahead as you steer. Your job is simple - stay on the track, avoid crashes and beat the competition! You'll need to make pit stops along the way, especially if you've sustained damage.

Graphics Excellent

The graphics are crisp and very colorful. There's good graphics simulating action behind you in the dual mirrors (ala "Test Drive" also designed by Distinctive Software). The cockpit has got all the movement with the steering wheel moving, etc. As a straight-ahead racing game it is quite good, however, it's the little things that we found a problem. When you reach the pitstop, as we pointed out in the review of the MS-DOS version last month, all you can do is change tires. This is the "fix-it" for everything that ails you which we found lacking. Unfortunately, shifting is done automatically which will disappoint avid racing fans. The gearbox does show up in the lower right corner, if you wish, but all you do is accelerate by pushing the joystick forward and the shifting happens automatically. It's too bad as the graphics are quite excellent and the driving action is as good as any racing games we've seen. This is a judgement call you'll have to make, based on what your racing library already holds! (one player; reviewed on Commodore 64; also available for MS-DOS; joystick or keyboard) (MSR \$29.95)

STREET SPORTS FOOTBALL (★★★★★★) is the latest in *Epyx's* line of "street" games featuring the neighborhood kids playing their favorite games wherever they can find the space. In this game, the choice is the street or a construction site where you'll be dodging all the stuff you'd find in that type of location! You'll have several selections to make before the kick-off as you choose the rules to play by, choose your team, pick plays from a computerized playbook or use the Playmaker feature to design or modify plays, patterns or formations. The game is vaguely like football, but very close to any scrimmage you may have encountered in your neighborhood. You actually have quite a bit of latitude in the playing as you can move around your formation, pass, punt, etc.

It's Fun

Anyone who wants the structure and rules of the real thing probably won't be interested in the "non-structure" of this version. However, it's a lot of fun for anyone who just wants a fun game of scrimmage without all those rules! Of course, to be successful, you must learn quite a few plays so this requires a bit of work too! It's a fun approach to a venerable game. (One player; two player simultaneous; joystick required; reviewed on Commodore 64; coming for MS-DOS & Apple II) Recommended (MSR \$19.95)

TKO (★★1/2★) is *Accolade's* new approach to computer boxing which doesn't work! This is a split-screen game with your guy on the top and the opponent on the bottom. As you throw punches at each other, you see them in this split-screen approach. On the right side of the screen, there's a birdseye view of the ring showing the position of the two men in the ring. You begin with a screen in which you can fine tune your boxer by choosing the best type of punch, strength, power

hand, and more. You can choose to fight against one of four fighters-in-training (if you choose to go against the computer) and you'll advance to the next man if you win your bout. You can choose to fight three, five, or ten rounds. Then it's on to the split-screen. There are energy bars to the right of each fighter which indicates how much strength the fighters have. You can throw nine different punches (based on joystick position) and protect yourself with five different guard positions. Between each round there's a recap of the round of how many punches thrown, how many blocked, how many more you can take, and the points awarded in the round. Of course, you can also win (or lose) by knockout.

Boring!

Initially, we thought this was a refreshing approach to a sport which has been overdone on the various computer systems; however, we very quickly tired of the static viewpoint as the only action was gloved hands coming at you in the split-screen view. It gives you absolutely no sense of movement around the ring and there's virtually no other animation besides the moving gloved hand. Oh yes, the heads move slightly if hit and there's indication of swelling and bruising as the bout goes on but you quickly come to the point of yelling, "get moving!" If you look at the little figures in the birds-eye viewpoint, there is movement around the ring but you just do not get the sense of that. A valiant try at a different approach which fails miserably! (one player; two player simultaneous; joystick required; reviewed on Commodore 64; coming for MS-DOS)

Not Recommended (MSR \$29.95)

ROCKET RANGER (★★★★★★) has been converted for Commodore 64 owners and *Cinemaware* has done its' normal superb job in adaptation creating graphics which push the limits of the Commodore to be its' finest. In this "interactive movie," we are taken into the world of the Saturday afternoon serial as our fearless hero goes against unbelievable odds in a world set in 2040, one hundred years after the Nazis have won WWII. There are German bases scattered around the world and your mission is to set-off, rocket pack on your back, to destroy them. Armed only with your rocket suit, ray gun, and secret decoder wheel, you must go against this ruthless foe and rescue the beautiful daughter of a famous scientist held captive. You'll encounter aerial dogfights, as well as fistfights on the ground. There are surprises at every turn as you act out your own Saturday serial!

Dazzling

We were already hooked on the gameplay from earlier versions reviewed last month as each time you strap on your rocket pack, there's new twists in the play. The job that has been done on animation graphics and digitized sound on the Commodore 64 makes this really a special treat for anyone to enjoy. Reminiscent of the superb graphics of the C64 version of *Defender of the Crown* which went on to be a favorite of 64 owners, this will definitely follow in the same footsteps! (one player; joystick required; reviewed on Commodore 64; also available for Amiga and MS-DOS) Recommended (MSR \$49.95)

Team Construction Disks Ship

Accolade has just shipped *4th & Inches Team Construction Disk* to be used in conjunction with its' football simulation *4th & Inches*. Available for MS-DOS and Amiga, the program allows you to create your own football players and teams. You can assign all the stats, sizes, and playing characteristics of each of your players, name your team and choose the jersey color. You can trade any of your created team players to a friend and save your team to disk. The program also includes six pre-built teams. The program is also coming for Commodore 64/128, Apple IIGS, and Macintosh. Suggested retail is \$14.95.

Epyx Goes On-Line

Epyx has just gone on-line with a BBS service center in which customers can call, via modem, for product and service information. The service includes game tips, product release dates, new product information, technical supports, upcoming contests, and more. The service is free (you, of course, pay the long-distance phone charges) and can be accessed with 300/1200 baud-8 bits-no parity-1 stop bit. The phone number is 415-364-0281.

KING'S QUEST IV Contest from Sierra

Sierra is sponsoring a KING'S QUEST IV "Master Adventurer" contest with over 2000 prizes. Official entry forms are available in each KING'S QUEST IV package, and it takes a code number earned by achieving a perfect score in the game to enter. The Grand Prize is a trip for two to England, including a tour of historical sites and medieval castles. Sierra will also award three First Prizes (a Tandy 1000TX computer system), 500 Second Prizes (a Sierra software product), and 1500 Third Prizes (special edition "Master Adventurer" T-shirt). The sweepstakes is open to all residents of the U.S. and Canada, and entries must be postmarked no later than March 31, 1989.

More KING'S QUEST News from Sierra

Owners of the Apple IIGS can now enjoy KING'S QUEST III: TO HEIR IS HUMAN (\$49.95) with digitized music and sound effects specially composed for this system. KING'S QUEST III casts the player as Gwydion, a boy enslaved by the evil wizard Manannan, who must attempt to escape and discover his true destiny.

Sierra and Ad Lib Announce Joint Promotion

A joint promotion between Sierra On-Line and Ad Lib will allow Sierra customers to take advantage of a \$20 rebate on the purchase of the Ad Lib Music Synthesizer Card for IBM PC/compatibles. Beginning with KING'S QUEST IV, all of Sierra's new MS-DOS titles will support the Ad Lib Music Synthesizer Card (\$195), allowing the games to sound as good as they look. (We had a chance to see and hear KING'S QUEST IV on an Ad Lib enhanced system at the Summer Consumer Electronics Show in June—no IBM has ever sounded that good before!) Other upcoming Sierra MS-DOS games that can take advantage of the Ad Lib Music Synthesizer card include SPACE QUEST III, POLICE QUEST II, LEISURE SUIT LARRY II, and SILPHEED.

GALACTIC CONQUEROR Coming from Titus

Promising super-fast, arcade-style action combined with challenges to the player's ability to think strategically, Titus Software announced that they will release GALACTIC CONQUEROR (MSR \$44.95) early in 1989 for Amiga, Atari ST and MS-DOS computers. The space epic will put players at the helm of a Thunder Cloud fighter to face an alien invasion, and it will confront them with the challenge of deciding which of 416 planets in the galaxy are the most important to liberate. According to the company, the game will feature as many as 40 sprites on the screen at the same time, all moving in different directions. Some of the sprites are claimed to be the largest ever seen on a computer screen.

Data East Announces Partnership with Scott Orr

A new line of action-oriented sports software will be marketed exclusively by Data East, Inc. in late 1989 as a result of a recently announced product development partnership between Data East and Scott Orr, founder of Gamestar, Inc. which was later purchased by Activision. Under the terms of the agreement, Orr will develop sports products for IBM PC/Tandy, Commodore 64/128, Apple II, Macintosh, Amiga and Atari ST. Orr certainly has impressive credentials in the sports simulation area, since he designed and/or produced such Gamestar titles as Star League Baseball, Championship Baseball, GFL Championship Football, GBA Championship Basketball Two-on-Two, Star Rank Boxing I and II, On-Court Tennis and On-Field Football.

Broderbund to Release Star Wars

Coming in time for the holidays is Star Wars, an arcade game, from Broderbund in which the player assumes the role of Luke Skywalker, piloting an X-wing fighter in a furious attack on Darth Vader's Death Star. In addition, you must survive laser fire from a multitude of towers on the planet's surface and, finally, dive into a trench, searching for the Death Star's only vulnerable spot, the exhaust port. The game will be released for Commodore 64/128, Amiga, and Atari ST.

Origin Ships Amiga Ultima IV

Ultima IV: Quest of the Avatar has just been released for Amiga at a retail of \$59.95. Somewhat reworked for the 16-bit machine, the game features 16-color graphics, optional mouse interface, and a full-length musical soundtrack taking advantage of Amiga's sound capabilities.

Data East to Show New Titles at CES in January

Next month at the Consumer Electronics Show (C.E.S.) in Las Vegas, Data East will show several new computer game titles. ROBOCOP, based on the hit movie of the same name, is set for Commodore 64/128 (MSR \$29.95), Atari ST and Amiga (\$44.95 each). The computer version of ROBOCOP features the same storyline, action and adventure as the movie, allowing the player to become Robocop. The player directs Robocop to use his gun, kicks, punches and jabs while fighting to save hostages and arrest the bad guys. Data East will also show its first-ever game for Macintosh, SUPER HANG ON (\$39.95), which is licensed from Sega and based on that company's popular coin-op game. SUPER HANG ON is a fast-paced motorcycle race that spans the globe and allows players to reach speeds up to 160 miles per hour while challenging the terrains of multiple continents. The program also features a course builder that offers players the opportunity to custom design their own race courses. Also to be shown is GUERRILLA WAR for IBM PC/Tandy/compatibles (\$39.95) and C64/128 (\$29.95). This title is based on the SNK arcade game which has the player involved in a revolution that must overthrow the government, liberate the country's people, and rescue fellow guerrillas being held hostage. The game features a vertically scrolling screen where players forge ahead while fighting off tanks, air raids and enemy soldiers. A variety of weapons are available to help the player complete the mission successfully, including bazookas, flamethrowers and grenades.

Third & Final Volume of Civil War Series

Strategic Studies Group of Australia has released the third and final volume of its DECISIVE BATTLES OF THE AMERICAN CIVIL WAR series of strategic wargames for Apple II and Commodore 64/128n (MSR \$39.95 each). Covering the final years of the war and subtitled "Wilderness to Nashville," the program by Roger Keating, Malcom Power and Ian Trout is distributed in the U.S. by Electronic Arts under their affiliated labels program. Volume III presents six battles: Wilderness, Spotsylvania, Cold Harbor, Atlanta, Franklin and Nashville plus the series ongoing features of the Warpaint graphics editor and Warplan wargame construction kit.

MULTI-SYSTEM Software

DOUBLE DRAGON (★★★1/2/★★★1/2) brings the very popular coin-op fighting game to the home screen. The computer versions are joint publications of *Arcadia* and *Tradewest*, and they're distributed through the Electronic Arts affiliated label program. Fans of the original arcade game will be very pleased with the translations, because they're faithful to the original in both look and play action, even to the point of including the very popular two-player game that allows two people to cooperate against the street gang members. The action is tough and challenging from the outset, as twin brothers Billy and Jimmy Lee use their martial arts skills against the Black Warriors gang of the infamous Shadow Boss. All the moves of the coin-op game are here, from the kicks and punches to the stolen weapons and thrown barrels. The gang members present a variety of fighting styles and also use weapons such as baseball bats and whips. The graphics come as close as possible to the coin-op game, given the limitations of the systems. Commodore owners will note a gap at the waistline of the characters, a minor distraction in the look of the game that was necessary to allow for the coin-op's two-player cooperative mode of play. (The designers were apparently able to scrounge a little extra memory by rendering the figures as two smaller sprites rather than as one larger sprite. We commend the designers for explaining the compromise in the instruction booklet.) *Arcadia* and *Tradewest* have done a fine job bringing this arcade hit to home computers, and both companies deserve credit for showing screen shots from ALL versions on the package. We wish that more software manufacturers would show screen shot from all versions. (Solo or 2-player cooperative; Joystick; Keyboard option, CGA/EGA required on IBM.) Commodore 64/128 and MS-DOS versions reviewed. Also planned for Amiga, Atari ST.

Recommended. (MSR \$34.95 C64/128, \$39.95 IBM)

COMMODORE 64/128 Software

CHOP'N DROP (★★★★★★★★) from *Activision* really caught us by surprise. We were less than enthusiastic about reviewing yet another martial arts fighting game because there have been so many. Like many game players, we enjoy good karate games, but we couldn't imagine that it was possible to design one sufficiently different or special that it was really worthwhile. Well, it obviously is possible because Activision has done it, courtesy of a design from System 3 Software Ltd. that features all the action you could hope for—and then some! CHOP'N DROP takes the usual two karate fighters and adds the unexpected: a third fighter. Now it's you against TWO computer-controlled fighters, or you and a friend against each other AND a computer-controlled fighter. And when there are two computer-controlled fighters, they will attack each other as well as your fighter. Adding the third man seems like such a simple idea now that someone has done it, but it took many martial arts games before it occurred to anyone. And suddenly a basic tournament-style fight becomes a melee worthy of the best in a Bruce Lee movie! The last man of the three left standing after a round wins the round and moves on to a bonus stage to earn points by deflecting deadly balls with a shield. And at the end of each round, a white-haired judge who looks like an oriental sage enters the screen and comments on the round.

Flawless Animation

There are sixteen fighting moves in CHOP'N DROP, including an elegant double face kick that must be seen to be believed. (The double face kick is used by the man in the middle; when executed and timed perfectly, this move drops both other men simultaneously with kicks to their heads.) Along with the superb fighting action, the game features flawlessly realistic animation and a beautiful background against a sunset sky. And the realism is heightened by the use of excellent sound effects as blows land and fighters grunt with the impact. The last time we saw martial arts action this visceral was in "Kung Fu Way of the Exploding Fist," and we wouldn't be at all surprised if at least some of the same designers were involved with CHOP'N DROP. If you enjoy martial arts action, do not miss this one. (One or two players; Joystick; Pause.) Available for Commodore 64/128 only.

Recommended. (MSR \$29.95)

THE LEGEND OF BLACKSILVER (★★★★★★★★1/2) is the latest in the *Epyx* Masters Collection of software for advanced game players. It is a fantasy role-playing adventure of great scope and exceptional beauty—not the type of game most players might expect from Epyx today, yet it goes to the roots of the company when it was known as Automated Simulations and released a number of adventures. However, THE LEGEND OF BLACKSILVER is a far cry from those early role-playing games. The theme is a classic one: saving a peaceful planet from the ravages of an evil baron under the influence of a sinister substance known as Blacksilver. The baron has kidnapped the king, and the princess seeks a warrior to rescue her father and restore peace to the land. This classic theme is brought to the screen with every bit of advanced programming you can imagine, from the beautifully animated graphics to the liberal use of sound effects to enhance the feeling of reality in the game. This is definitely state-of-the-art adventuring. The adventurer is an animated figure even when he is just a tiny character exploring the countryside or the towns. In the dungeons and labyrinths, the view changes to first-person perspective within exquisitely drawn settings. And the monsters are scarier than usual: because of their animation, their attacks seem real. Part of the secret of success in any role-playing adventure is the reality of the story for the player.

The sense of reality in THE LEGEND OF BLACKSILVER is very strong because of the superb graphics and sound effects and because of the easy interaction with the story. Combine that with a good, involving story, and you have a winner! (Solo play; Joystick or keyboard; Blank disks required.) Commodore 64/128 version reviewed; coming soon for Apple II and IBM PC/compatibles at \$49.95. Recommended. (MSR \$39.95)

ARCADE GAME CONSTRUCTION KIT (★★★★★★★★) by Mike Livesay for *Broderbund Software* is an unbeatable value for anyone who has a yen to design computer games but doesn't have the programming knowledge to do so. The program includes complete games, playable for fun by themselves or ready to be adapted and made into your own special creations. Or you can start from scratch to create a gaming masterpiece with the editing tools provided (environment, level design, animation and sound). You can create games with up to 50 levels and up to seven animated objects on the screen at one time. And you can even create what Broderbund calls "GiftDisks"—games of up to 15 levels that you can give to friends. (The GiftDisks do NOT require that the recipient have a copy of the main program to play them.) The program is easy to control with joystick, windows and menus. The manual is well laid out, easy to understand, and full of excellent design tips to help you get the most from the program. The kit provides all the tools and help you need to use them. All you need to supply is the imagination! This is one of the best values in entertainment that we've seen for any gaming fan. It surpasses even the very impressive "GameMaker" program (now discontinued) from Activision because it's easier to use. (Solo use; Joystick and keyboard; Blank disks required.) Available for Commodore 64/128 only. Recommended. (MSR \$29.95)

MULTI-SYSTEM Software

RAMPAGE (★★★1/2/★★★1/2) is *Activision's* version of the popular Bally Midway arcade game, and it's now available for two more systems. Programming of the game on both Apple II and Commodore 64/128 maintains all the action and delightful silliness of the coin-op original. There are well over 100 city scenes to trash and a choice of three monsters for your rampaging pleasure. Either alone or with a friend controlling a second monster, you can climb skyscrapers, smash tanks, knock helicopters out of the sky, grab humans from the buildings for a monster snack, and just have a generally destructive good time. Fans of the arcade game will be pleased with both of these new versions. (One or two players; Joystick or keyboard; Pause; Continuation feature; Apple version requires 128K, includes both 5.25" & 3.5" disks.) Apple II and Commodore 64/128 versions reviewed. Also available for MS-DOS/Tandy at \$39.95 and for Sega Master System at approx. \$40-\$45; coming for Nintendo Entertainment System from Data East at \$49.95.

Recommended. (MSR \$34.95)

Watch our January issue for the
1988 Awards of Excellence!

Paragon Software Now Affiliated with MicroProse

The newest member of MicroProse's Medalist Software Group is Paragon Software, which had been part of the Electronic Arts group of affiliated labels until recently. The aim of the Medalist Software Group is to promote and target games to people who have not yet become involved with computer gaming, thus creating new customers.

Paragon Signs Exclusive Agreement with Marvel Comics

A series of computer games featuring heroes from the pages of Marvel Comics will be the result of a recently signed, exclusive agreement between Paragon Software and Marvel. The first release will be SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE, an interactive comic/arcade adventure. Planned for MS-DOS systems (March '89) and Commodore 64/128 (June), the game will include a comic book that reveals the background plot. The infamous Dr. Doom has a stolen U.S. nuclear missile aimed at New York City, which he intends to destroy in 24 hours. The U.S. government calls on the talents of the two super-heroes, the Amazing Spider-Man and Captain America to foil Doom's plans. Dr. Doom calls in the Super-Villains, and the battle lines are drawn. Players will face 21 arcade challenges before Spider-Man and Captain America finally confront Dr. Doom himself.

SSI Signs Major Contract with Pony Canyon, Inc. of Japan

Strategic Simulations, Inc. recently announced the signing of a multi-year, multi-million dollar agreement with Pony Canyon, Inc. of Japan. The agreement names Pony Canyon as exclusive producer and distributor in southeast Asia for SSI's ADVANCED DUNGEONS & DRAGONS (AD&D) computer game products, which are based on TSR's popular role-playing game of the same name. SSI's products will be converted to operate on the major Japanese personal computers, such as the NEC 9801, and certain Japanese video game systems. In addition, several of SSI's AD&D computer game products are targeted for release in the U.S. for video game systems such as Nintendo.

Letter Writing Program for Macintosh from Working Software, Inc.

This month Working Software introduced QUICKLETTER (MSR \$124.95), a word processing program for Macintosh designed specifically for the task of writing letters quickly and easily. Usable as an application or a desk accessory, QUICKLETTER is meant to provide a convenient, resident word processor ideal for business people who need to write letters, especially while they're working in other programs. The program includes letter composition and formatting features, such as font and style control and the use of pre-defined, read-only stationery with picture letterhead, margin and envelope information. It also includes a built-in address book and Spellswell, a spelling checker and proofreader.

Attention Microsoft Flight Simulator 3.0 Owners!

SubLogic has sent notification that owners of Microsoft Flight Simulator Version 3.0 are having problems loading Scenery Disks. If you are one of these owners, you should contact SubLogic and they will forward loading instructions (SubLogic, 501 Kenyon Rd., Champaign, IL 61820; 800-637-4983 outside Illinois; 217-359-8482 inside Illinois.)

Guide to New York Available

City Data Products, Inc., has released the first in a series of guidebook software packages designed as a resource of information on dining, shopping, and special services available in Manhattan. The software is an adaptation of Gerry Frank's guidebook, "Where To Find It, Buy It, Eat It In New York." The first package, Where To Eat It In New York features over 200 establishments in all price and type ranges. The menu-driven software is available for MS-DOS and Macintosh at \$29.95 each. If you can't find it locally, contact City Data Products directly at 135 William St., New York, NY 10038, 800-292-BYTE.

New Tools for Amiga from Vega Technologies

Newcomers to the Amiga have a choice of learning tools now available from Vega Technologies. INTRODUCTION TO THE CLI (MSR \$29.95) is a 40-minute VHS video tape said to provide the fastest method for learning to use the Amiga's CLI (Command Line Interface). The three-disk AMIKIT (\$39.95) also introduces the novice Amiga owner to the CLI, along with instruction on use of the Workbench and an introduction to modems. The kit also includes the latest, official version of the Workbench and two disks full of public domain programs such as a word processor, communications program, spreadsheet, database, disk utilities and more.

Fancy Footing for Mice

Also new from Vega Technologies is a 9"x10.5" LEATHER MOUSE PAD (\$15.95), usable for a mouse used with any system. (Not for optical mice.) The pad is available in three traction grades: high (precise operation, such as drawing), normal (general use), or low (fast movements, such as games).

New Releases from Baudville for IBM, Amiga

The latest titles from Baudville are two new releases each for IBM PC/compatibles and Commodore Amiga. VIDEO GAMMON (MSR \$39.95), a computerized version of backgammon, and DREAM ZONE (\$49.95), a graphic adventure that casts the player as a prisoner of his or her own dreams, are Baudville's latest entries in the MS-DOS market. DREAM ZONE is also available now for Amiga (\$49.95) and is scheduled for release this month for Atari ST. (The original version for Apple IIGS was released a year ago.) Baudville's second new release for Amiga is AWARD MAKER PLUS (\$49.95), a program designed for creation of professional-quality awards, certificates, coupons and the like, complete with intricately designed borders that can be printed in color or black and white. Additional versions of the program are available for Apple II, Commodore 64/128 and Atari ST (\$39.95 each) and for Macintosh (\$49.95).

A Note About Game Screens

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

THE VIDEO GAME UPDATE

Konami and Ultra Announce New Games for 1989

Several of the games by Konami and Ultra for the Nintendo Entertainment System will also find their way to computers in 1989. Titles slated for Commodore 64/128, Amiga and IBM/compatibles are Konami's JACKAL, BLADES OF STEEL and THE ADVENTURES OF BAYOU BILLY. From Ultra, owners of the same three systems can look forward to METAL GEAR and TEENAGE MUTANT NINJA TURTLES. JACKAL, based on a coin-op game, involves a rescue mission: several of your fellow soldiers are held hostage behind enemy lines, and it's up to you and your advanced, all-terrain attack jeep to get them out. BLADES OF STEEL, also from the arcades, is a fast-paced hockey simulation from the same design team as "Double Dribble," and it features close-up action when fist fights break out on the ice. THE ADVENTURES OF BAYOU BILLY is an action-adventure in which the hero goes through a variety of trials and settings as he attempts to rescue his girlfriend, Annabelle, from the Gangster King of Bourbon Street and his lawless mobster buddies. The game will involve hand-to-hand fighting, shooting, and wild driving through the swamps and onto the streets of New Orleans. Ultra's offerings include METAL GEAR, a game of strategy and skill in which you must enter the strongholds of a tyrannical dictator and ultimately destroy his threat to world peace, Metal Gear. TEENAGE MUTANT NINJA TURTLES features the familiar and amusing "heroes in a half shell" who now have their own animated TV series. In the game, you'll guide Leonardo, Michelangelo, Donatello in their sworn fight against the evil Shredder and his Foot Clan. Ultra promises plenty of martial arts action in this one.

NINTENDO Software

BUMP'N'JUMP (★★1/2/★★1/2) is one of the classic arcade games, brought to the NES by Vic Tokai (licensed from Data East). It combines some of the speed of car racing games combined with the destructiveness and unpredictable action of bumper cars. According to the story, your character's girlfriend has been kidnapped by a gang of road-racing bad guys, the Jackals. So you turn your zippy little auto into a one-man destruction derby, chasing after the Jackals' vehicles through four districts and 16 courses. The object is to eliminate the gang's vehicles any way you can: smash them into the roadsides, leap on top of them, or bump them into each other for bashing and crashing action. Of course, they have a few tricks of their own, including sand- and oil-dumping trucks, cement mixers, bulldozers, and a variety of other vehicles that try to push you off the road. In addition to the problems thrown your way by the Jackals, the roads are full of sudden gaps that have to be jumped, and you have to watch your speed when patrol cars are in the area. BUMP'N'JUMP is a simple but appealing game that gives you the fun of speed and the satisfaction of destroying vehicles. Graphics are fairly close to the coin-op original, and the accompanying music is varied and quite good. There's not a great amount of depth to BUMP'N'JUMP, but it does offer good, unpretentious fun. (Solo play; Pause.) Available for NES only. MSR \$34.95

BUBBLE BOBBLE (★★★1/2/★★★1/2) is a lighthearted bit of fun and nonsense from Taito. The game stars a cartoonish pair of brontosaurus (Bub and Bob) who make their way through two worlds of 13 levels each, blowing bubbles to trap their enemies. Once encased, the beasts can be bumped and turned into bonus items—and there are many other kinds of bonus items available, too. One player controls a single brontosaurus, or two can play with both characters, cooperating

to gang up on the bad guys. It all sounds quite silly, and indeed it is. However, we found the game delightful for all its silliness. BUBBLE BOBBLE is one of those games with an appeal that is difficult to explain and impossible to resist, a game that you want to play over and over again. For one player, it's marvelous fun, and for two players it's even better. Don't miss this one! (Solo or cooperative 2-player; Pause; Password feature.) NES version reviewed; also available for IBM/Tandy, Atari ST, Amiga; for Commodore 64/128, Apple II at \$34.95. Recommended. (MSR \$39.95)

DR. CHAOS (★★1/2/★★★) is a complex action-adventure from FCI and Pony Canyon. Your character's goal is to rescue his brother, Dr. Chaos, from the monsters and warp zones created by a scientific experiment gone wrong. Dr. Chaos has been swallowed up by his own warp zones, and the machines that can reverse their effects are in the control of the monsters who now run amok in the doctor's haunted house. It's up to you to explore the myriad rooms in the doctor's three-story mansion with basement, find weapons and other aids, avoid booby traps, fight monsters, and face the ultimate dangers of the 11 warp zones to save yourself and your brother from the monsters. The game combines the action of monster fighting sequences with the adventure aspects of exploring rooms for the secrets they contain. And the game shows no mercy on players who are less than lightning quick, because there are no multiple lives. Your character can take just a few hits from a monster before the game ends quite abruptly, which can be very frustrating until your skills improve. DR. CHAOS is definitely not for novices, but it certainly offers plenty of challenge to the experienced game player. Graphics in the game itself are average for the system—the best visuals appear only in the title sequence. Play action offers good variety and a very high level of difficulty. (Solo play; Pause; Password feature.) Available for NES only. Recommended. (MSR \$39.95)

In the Works at Activision

The folks at Activision are already working on new video games for 1989. Their fourth title for the Sega Master System, planned for Spring, is GALAXY FORCE. Licensed from Sega, the game is based on a Sega coin-op which has been very popular in Japan and is just beginning to appear in the U.S. GALAXY FORCE will be a four-megabit cartridge in which the player flies through space and explores the tunnels of an enemy nerve center. For the Nintendo system, Activision's first 1989 release should be PREDATOR, based on the Arnold Schwarzenegger movie of the same title. Later in the year, the company plans to release a comic adventure, THE THREE STOOGES, which is licensed from Cinemaware and based on the hit computer game. Activision is also working on a "next generation" flight simulator which has not yet been given a title. We were told that the simulator will feature two-player dog fights and advanced graphics. The remainder of Activision's NES titles are based on movies: GHOSTBUSTERS II, DIEHARD and THE ABYSS. The last is based on an action movie currently in production for summer release which was described by an Activision spokesman as a sort of "underwater Star Wars."

Two New Games From Capcom To Be Shown at CES

Two new games for Nintendo will be featured in the Capcom booth in the upcoming C.E.S. *Strider* is set in Russia where the mission is to infiltrate the Red Army and retrieve enemy secrets. *MegaMan II* is fighting for mankind throughout the universe. A sequel to MegaMan, the nemesis is once again the evil Dr. Wily.

These two games are the first of a planned 8-9 new games for 1989.

SEGA Software

WHERE IN THE WORLD IS CARMEN SANDIEGO? (★★★/★★★) is the first *Parker Brothers* title for the Sega system, and the game is licensed from Broderbund Software, the company that designed the popular computer game of the same name. The game combines mystery, adventure, humor and learning as players attempt to solve the latest crimes committed by Carmen Sandiego and her gang of nine, known as V.I.L.E. (Villains' International League of Evil). In each round, one of the thieves has made off with a national treasure. The player-detective sets off on a globe-hopping chase, gathering clues in a variety of world cities. The clues require a knowledge of world geography, national resources, languages, and other facts—or at least the ability to make sense of the clues by referring to the game's abbreviated almanac. As clues are gathered, they can be entered into the Crime Computer, which will issue an arrest warrant when enough clues are entered. {When the warrant is combined with finding the criminal's hideout city, the police nab the crook, and the purloined national treasure is returned to its rightful owners. The player can start the game at the level of Rookie, gradually earning promotions to higher ranks with more solved crimes, or an experienced player can start the game at a higher rank from the beginning. The solving of each crime is subject to a time limit, so the player can't afford to make too many mistakes nosing around in the wrong cities while the crook's trail gets cold. The player can tell when he or she is on the right track, because V.I.L.E. henchmen appear, throwing knives at the detective. These must be dodged, because getting hit means losing more precious hours while the detective recuperates. With the variety of crimes, criminals, clues and locales, there are so many game variations that one can play over and over without repeating the same game. The crimes become more difficult to solve as the player's rank increases, providing an increased challenge. And though this looks, feels and acts like a game, it turns out to provide quite a bit of education about the countries of the world. CARMEN SANDIEGO is designed for a single player, but it's quite adaptable to group play as everyone can help decipher the clues and their meaning. Parker Brothers has done a good job of translating the original Broderbund computer game to the Sega format, although we feel that they lost a bit of the witty charm of Broderbund's original design. Nevertheless, Parker Brothers has provided a mystery game of a type that Sega owners haven't been able to enjoy before, and it's an ideal game for players from children to adults. (Solo or group play; Pause.) Sega version reviewed. Also available from Broderbund for Apple II and IBM PC/Tandy/compatibles at \$39.95; for Commodore 64/128 at \$34.95.

Recommended. (MSR approx. \$40).

PHANTASY STAR (★★★★/★★★★) is the second fantasy role-playing game from *Sega*, and it is definitely a winner. This Four-Mega Plus cartridge (the "Plus" refers to the lithium battery in the cartridge)

has more depth of play than we've ever seen in a Sega game before, and it combines all the elements more typically found in a disk-based computer game than in a cartridge-based video game. The story is set in the future—the 33rd century in the Algol Star System when a formerly good king has turned evil, and brave individuals have begun to rally in secret

against him. One of these, a young spaceport worker named Nero, was killed by the king's robot guards. But before he died, Nero passed his sword and his quest to his sister, Alis. The player controls the young girl as she attempts to avenge her brother's death and put an end to the rule of the evil monarch. She begins the quest alone, exploring the towns and countryside and dungeons, building her strength and experience. As the adventure continues, she enlists the aid of three companions to fulfill her quest: the catlike creature Myau, the warrior Odin,

and the wizard Noah. And the quest continues across the stars, as the four adventurers eventually explore the entire Algol Solar System.

Role-Playing Fantasy in the Classic Mold

PHANTASY STAR is a very large game, a role-playing fantasy in the classic mold that will be tremendously appealing to all players who love a good adventure. There's plenty of interaction with the characters you meet in the game, lots of combat with a great variety of fanciful monsters, plenty of magic, realistic dungeons to explore, and a huge playing area to explore and discover. There are weapons and armor to acquire, experience to be gained, and magical spells to be acquired. The game-saving feature is a necessity in a game of such scope, because it would be impossible to complete the game in a single session. Sega has done a beautiful job on this one, from excellent graphics to superb depth of play. There is just one negative about this game: its very high price tag. PHANTASY STAR has the highest price we've seen for a cartridge game for any game system—in fact, a higher price than we've seen even on a multi-disk computer game. Is PHANTASY STAR worth the premium price? Only Sega owners can answer that one, but we find it hard to justify such a stratospheric price point, even for an admittedly excellent game with a lot of play value. (Solo play; Pause; Save feature for up to five games.)

Recommended. (MSR approx. \$70).

ATARI 2600 Software

RIVER RAID II (★★★/★★★) by Dan Kitchen for *Activision* is based on one of the all-time favorites for the Atari 2600, Carol Shaw's original RIVER RAID, which was first introduced to gamers about six years ago. (The original RIVER RAID was reviewed in our January, 1983 issue.) The general theme of the new game is similar to the original: fly your F-14 assault jet up a river through enemy territory, shooting at enemy planes, helicopters, carriers, destroyers, tanks, bridges and more. The new game starts you off from the deck of a carrier, where you take off over open ocean and make your way to the river delta and on to take out the enemy bridge. The mission is completed by returning to the carrier and landing, which brings you to the next, more challenging mission. Each time you fly into enemy territory, you have to watch your altitude and your fuel level, periodically refueling in mid-air, while you shoot at and bomb the enemy objectives. The game is enjoyable to play, but we somehow expected something a little more different from the original than what Activision has provided. Aircraft carrier takeoffs and landings have been added, and some of the more treacherous, narrow river passages have been left out as compared to the original game. But the overall feel of RIVER RAID II doesn't have quite the flair of the original. Perhaps we're a bit jaded from playing too many video games, but RIVER RAID II just didn't capture our interest the way the original RIVER RAID did. Try this one before buying, if possible. (1 or 2 players.) For Atari 2600 only (or Atari 7800 in 2600 mode).

MSR \$22.95

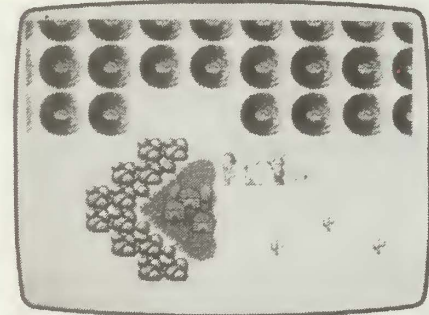
First the Superbowl, then

JOHN ELWAY'S QUARTERBACK

One of the eagerly awaited sports games for the Nintendo system, JOHN ELWAY'S QUARTERBACK by Tradewest, is now expected to be available soon after the Superbowl. While introducing a sports game outside the season of the sport it simulates might seem like a negative, Tradewest has turned the delayed release into a positive by calling it "just in time for fans who don't want the football season to end." Tradewest also announced that they expect to be able to meet consumer demand for the game because they "translated the game onto a format using a chip which is not expected to be scarce in the months ahead." JOHN ELWAY'S QUARTERBACK (MSR \$44.95) will be for one or two players and will feature simple controls and easy-to-understand play options, according to the company. As a result of Tradewest's joint venture with Melbourne House, the game will also be available in computer versions for MS-DOS, Commodore 64/128, Apple II and Apple IIGS.

Moved???

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CYBORG HUNTER (★★★/★1/2) is a game of bounty hunting in the 23rd century. One of *Activision's* first three games for the Sega system, **CYBORG HUNTER** takes you to a time when monstrous Cyborgs threaten to take control of the universe under the direction of their evil leader, Vipron. The game action takes place within the Cyborg fortress, where your ultimate goal is to enter Vipron's chamber and destroy him. Before you can do that, however, you must battle your way through six five-level areas within the fortress. Defeating the boss Cyborg of each area earns you the ID card you'll need for access to the next area. Within each area, your character can move between levels via elevators, not only fighting Cyborgs but also discovering a variety of weapons that may be critical to your success. The game screen is divided into three sections. The lower half shows the game action, with your character exploring a segment of a fortress level. The upper portion of the screen is divided into a 3-D Tunnel-Scope, which gives you advance warning of approaching Cyborgs, and a Radar Map, which displays the layout of the five floors comprising the area of the Cyborg fortress your character is currently exploring.

Action and Strategy

Even though this game is from Activision instead of Sega, it definitely has the feel of a game designed by Sega itself rather than by an independent developer. In fact, we found it somewhat reminiscent of Sega's "Zillion," with its blend of action and strategy. Although we enjoyed **CYBORG HUNTER**—especially the use of tunnel and radar screens to give a better sense of where we were in the game—we found nothing especially outstanding or original about the game. You may want to give this one a try before deciding to buy it to add to your collection, especially since we found more play value in the other initial Activision offerings for the Sega system, which are also reviewed in this issue. (Solo play; Pause; Continuation feature.) MSR approx. \$35-\$40.

BOMBER RAID (★★★1/2/★★★★) is an action-filled game from *Activision* in the great tradition of the company's videogame classic, "River Raid." (In fact, the game was called "Super River Raid" while it was in development.) **BOMBER RAID** consists of five separate flying missions into enemy territory, each with its own objective, such as destroying an enemy aircraft carrier. The bomber plane you control is fast and maneuverable, and it is supplied with an unlimited amount of gunfire and just three, powerful cluster bombs which should be saved for critical need. (Fortunately, however, you earn three more cluster bombs for each mission accomplished successfully.)

Right into the Action

BOMBER RAID wastes no time throwing you into the action, as the enemy air- and ground-based forces are plentiful and aggressive from the outset. The action scrolls vertically, with your bomber flying up the screen as airborne enemies fly in from the top of the screen and batteries on the ground do their best to eliminate your aircraft. Adding to the activity on the screen are flying power pods, which can be shot to achieve a variety of help. Some are good for extra points (valuable since you receive extra backup bombers for achieving certain point levels) and increased firepower. Others increase the speed of your bomber, and still others let you gather "squadron planes." These are especially helpful since they allow you to form multiple-bomber squadrons that give you more strength against the enemy and make your forces more difficult for the enemy to destroy. The action is non-stop in **BOMBER RAID**, an updated version of a classic action game that belongs in every Sega owner's library. We enjoyed it every bit as much as we've always liked the original "River Raid" in all its versions on a variety of game and computer systems. (Solo play; Pause; Continuation feature.)

Recommended. (MSR approx. \$40-\$45).

RAMPAGE (★★★★/★1/2) from *Activision* is a really good translation of the amusing coin-op monster game by Bally-Midway. Like the arcade original, this Sega version of the light-hearted destruction pic features three monsters with different talents and an appetite for buildings, helicopters, tanks, frightened spectators, and just about anything else that gets in their way. Ralph the Wolf, George the Ape and Lizzie the Lizard are off to eat their way across America, lurching in a series of five different landscapes in each of ten cities. In the solo game, you can control any one of the three, while the two-player

version lets a friend join in the fun while controlling a second monster. (Your monster can cooperate with your friend's monster for double the destruction, or you can have even more fun by letting your character beat up on your friend's character occasionally.) These monsters are pretty overwhelming to mere city buildings and their human occupants, but the folks in the cities will try to fight back with elements of the militia such as helicopters and tanks. The monsters are not invulnerable, though, and they will turn into weak little humans if inflicted with enough damage. (The monsters become very unhappy and sickly in appearance as their strength runs to a low ebb.) There is a certain mindless silliness about monsters rampaging through cities, mashing or eating everything in sight, but the game is irresistible for all its silliness. The humor of the game is emphasized by the high-quality animation and the individual personalities of the monsters. Activision has done a great job bringing **RAMPAGE** to the Sega system, and fans of the arcade game won't want to miss this one. (One or two players; Pause.) Sega version reviewed. Also available from Activision for Apple II, Commodore 64/128 (\$34.95); for MS-DOS systems (\$39.95). Coming soon from Data East for Nintendo (\$49.95). Recommended. (MSR approx. \$40-\$45)

Atari Games Sues Nintendo

Arcade game manufacturer Atari Games Corp. of Milpitas, Calif. filed a \$100 million lawsuit against Nintendo of America in U.S. District Court in San Francisco on December 12, 1988. The suit claims that Nintendo has unfairly monopolized the lucrative video game market. Atari Games, which is not related to computer and home video game manufacturer Atari Corp. of Sunnyvale, Calif., is seeking compensation for triple the amount of revenue it claims that its subsidiary, Tengen Inc. has lost because of Nintendo's tight control of the NES cartridge market. Nintendo manufactures not only its own game cartridges, but also those of its 30+ licensees. Nintendo maintains that its requirement that licensees' game cartridges be manufactured by Nintendo accomplishes two goals: uniform quality standards and game cartridge quantities which do not exceed demand. Atari Games' position is that this requirement stifles competition.

Atari Games Plans Non-Licensed Games for NES

At the same time as the filing of its suit against Nintendo, Atari Games announced that it had found a way around the Nintendo technology that previously had made it impossible for non-licensed software companies to produce game cartridges for the NES. Because of the Atari Games discovery, the company announced that it will be able to produce games for the NES on its own. The first such games (to be made in the U.S.) will be those of its subsidiary, Tengen: **GAUNTLET**, **PAC-MAN** and **RBI BASEBALL**. Atari Games expects to have good quantities of these titles in the hands of its retailers in early 1989. Since Tengen has been a Nintendo licensee and these three are (or were) Nintendo-licensed titles, it seems likely that the whole licensing procedure will be subject to legal review in the courts. It is also possible that we may see one or more counter-suits as a result of the planned actions of Atari Games and Tengen. Atari Games also plans independent distribution of additional games for the Nintendo system which are currently in development. At presstime, there had been no comment from Nintendo officials about either the lawsuit or Atari Games' plans for independent distribution of games for the NES.

Too Soon to Know

It is much too soon to know what all of this will mean to Nintendo, its licensees and licensing procedures, to software companies that might like to produce NES-compatible games without being licensed by Nintendo, and finally to Nintendo dealers and owners of the NES. We feel that it would be irresponsible of us to speculate on the possible outcome of the Atari Games lawsuit and the company's independent game distribution plans at this time. However, we will keep our readers informed of further developments as they occur.

NINTENDO Software

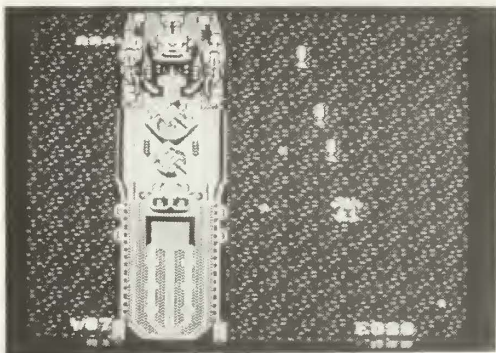
1943 THE BATTLE OF MIDWAY (★★★1/2/★★★1/2) is Capcom's sequel to its' successful 1942 in which you must do battle



against enemy bombers, dive bombers, and zeros as you engage in the famous battle for Midway Island. Before taking off from your aircraft carrier you must distribute points to power-up your P-38. You're allowed

three points to distribute over five categories: offensive power, defensive power, energy level, special weapons, and special weapons time limit. As you play the game a few times, you'll get a feel how best to distribute the points to help you. It's action at its' absolute fastest as bombers fill the air trying to gun you down before you do them in!

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More Challenging

You're immediately in the thick of things with this sequel and the action seems more frantic than its' predecessor. You have more arsenal at your disposal as you have advanced weaponry to sink ships as well as down enemy bombers and zeros. You'll be shooting as fast as you can (at least there are now rapid fire options with the newer joysticks to help you!). The graphics are very similar to 1942, with crisp, clear depictions of the ships below and the enemy planes coming at you. This sequel also includes a password which allows you to stop in the middle of the action, "mark your place," and return to the same point later on (after all, you've got to do your homework sometime!). All in all, another "numb-thumb" extravaganza for the pure action lovers out there. If you liked 1942, you'll definitely enjoy this one. (one player; continue feature)

Recommended (MSR \$34.95)

R.B.I. BASEBALL (★★★/★★★1/2) is the most recent baseball game to enter the Nintendo fray, this one from Tengen. Comparisons to the recently released *Bases Loaded* from Jaleco are inevitable and we will do our best to bring out the differences as we go along.

The Teams

The differences here are that *R.B.I.* is officially licensed from the Major League Baseball Players' Association, allowing the use of actual stats of the big leaguers in play. You can choose from ten major league teams which include the actual players and their stats. You'll choose which of the starting pitchers to go with. In *Bases Loaded*, you

have twelve teams to choose from, with the ability to choose the starting pitcher, but none of the teams are "actual" major league teams. *Bases Loaded* features a 132 game series against the computer (kept track of via a password system). *R.B.I.* is a nine-game season against the computer or a best-of-seven series against a friend.

Play Ball

R.B.I. allows the batter to move in on the plate or away, as well as closer to the catcher or pitcher. You can either choose to swing away or bunt. *Bases Loaded* gives you more choice as you can swing high, low, into the pitch, bunt, or step away from the pitch. The pitcher in *R.B.I.* can do more as he can serve up knuckleballs, curveballs, fastballs, and screwballs – providing a bit more choice than *Bases Loaded*. *R.B.I.* does allow more control over your runners as you can choose to force a runner to run or hold the base by manipulating the control pad. Both games allow for both pinch hitters and relief pitchers. Once the ball is hit, the major difference between the two games becomes apparent. First, in *R.B.I.* you must work to get under the ball – there's no computer help at all, so get going! Also, you can choose, once you've retrieved the ball, to run with it to any base or throw to any base, a major advantage over *Bases Loaded*. You have an excellent sense of where to throw the ball because, while the screen is in the outfield, there is a small diamond which appears showing where the advancing runners are.

Each Has Advantages, Disadvantages

As, unfortunately, is so often the case, there's no "perfect" game but great features and not so great features of various games. While we really liked the field action in *R.B.I.* better, the graphics, overall, are far better in *Bases Loaded*, mainly because of the oversized players as you peer down over the pitcher's shoulder. *R.B.I.* has a more traditional view as you look from above homeplate down on the action. There is nice split-screen action as the pitcher and batter are in the center split, and the first and third bases in each of the side splits. If playing "real" players is important than *R.B.I.* is the ticket, but you'll sacrifice the ability to play a series that can last an entire season. Each has some nice reaction to a home run: *Bases Loaded* has the Diamondvision screen and *R.B.I.* features some fireworks going off above the lights.

Which Has the Edge?

The toughest question is "which should I buy?" That's a call we don't want to make as they are, overall, so even in quality – just in different areas. You'll have to determine which things are most important to you (they even both feature the same retail price). Obviously, they both follow the rules of the game, with different graphics and action. It's up to you! (one player; two player simultaneous)
(MSR \$44.95)

The **VIDEO SHOOTER** by Placo Toys was designed as a direct substitute for Nintendo's Zapper Light Gun, which has been a very difficult NES accessory item to find for a number of months. In use, the VIDEO SHOOTER controls on-screen action in exactly the same manner as the Zapper in any game that requires the light gun, with one major exception: it's wireless. The VIDEO SHOOTER comes with a small box, its infrared receiver, that plugs into the second controller port of the Nintendo Control Deck. With four "AA" batteries (not included) installed in the handle of the SHOOTER, you're ready for shooting action without the usual leash. We tried the VIDEO SHOOTER on *DUCK HUNT* and *HOGAN'S ALLEY* and found it every bit as good as the Zapper. The packaging claims sensitivity up to 15 feet, although we were able get fine performance at about 20 feet (at which point we ran into a wall and were really too far from the screen to see well). In addition to the cordless feature of the VIDEO SHOOTER, we liked its gunsight arrangement: a clear plastic insert with target circle on the rear sight. The gun itself is similar in general shape to the Zapper—a somewhat futuristic space-gun look rendered in dark blue plastic with red accents. (There is absolutely no danger of the VIDEO SHOOTER's being mistaken for a real gun.) We were very pleased with the performance of Placo's cordless VIDEO SHOOTER, and we think it's very reasonably priced at just \$5.00 more than the Zapper.

Recommended. (MSR \$34.95)

NINTENDO Software

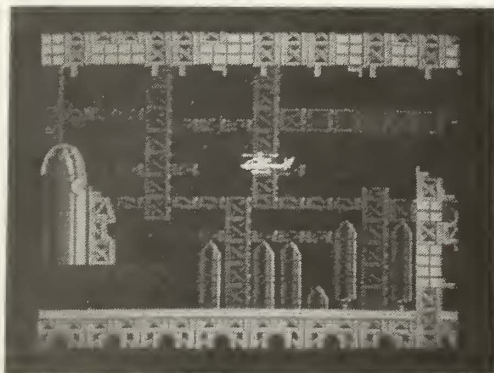
BLADES OF STEEL (★★★1/2★★★) takes you to the ice rink for a furious game of ice hockey. The latest is a series of sports games from **Konami**, you can choose either Exhibition or Tournament play, consisting of three periods. Beginning with the traditional face-off, the game quickly moves into a fast-paced competition. You can maneuver your player in any of eight different directions (on offense, it's the player with the puck; on defense, it's the flashing defender). When on offense, you aim your player with the puck towards a teammate for the pass. Then the teammate takes on the puck for the race down the ice. Of course, the defense is moving in quickly to attempt a steal. As in the real game, you'll experience slashing, checking, and icing. If it gets too rough out there, a fight may flare up as the screen goes to a "battle mode" in which two players slug it out. The loser goes to the penalty box. If there's a penalty called, a penalty shot is awarded and you move to the penalty screen in which you face-off against the goalie, attempting a slap shot into the net.

Fast-Paced Action

From the moment you hit the ice, the action is fast-paced. The gameplay is quite good, with lots of control possible with the various directions you can move your man. A voice announces "face-off" and you're off and running. There is various speech throughout the game; however, the phrase which is repeated over and over is quite hard to understand (at least for us). We think he's saying "make the pass" but we're not altogether sure! The graphics are quite good, with the men on the team a nice size. They become particularly "exploded" in size in the fight scene and penalty scene. Inevitably, comparisons will be made between this and Nintendo's own *Ice Hockey*. As in the *R.B.I. Baseball/Bases Loaded* comparison (also in this issue), there are advantages and disadvantages to each of these hockey games. While the Nintendo version is not regulation, it allows for more varied play as you can change your team's attributes. You'll find that you can play over and over, vastly different versions because of this ability to customize your team. The graphics are a bit better in the Konami version, simply because of the larger figures (although there is a slight "blinking" problem which may or may not bother you). The fight scene in the Konami version is cute, but adds nothing to the overall gameplay satisfaction. Overall, if pressed, we would give a slight nod to Nintendo's *Ice Hockey* over *Blades of Steel*. If possible, check both out at your local store before you decide! (one player; two player simultaneous) (MSR \$39.95)

COBRA COMMAND (★★★★★) takes you on a daring rescue mission into no-man's land where you must fly the advanced Cobra attack helicopter repelling enemy choppers, soldiers, tanks, and more as you attempt to rescue hostages. As you begin this

action game from **Data East**, you must outfit your chopper with guns, missiles, armor, rescue items, and engine power before taking off into the jungles of Sumatra. If you manage to rescue all 24 hostages in the first stage, you move on to Java where there are thirty more hostages. Of course, in each stage you must also find and destroy the enemy fortress. After Java, there's Borneo where you will be



fighting at night. In the South China Sea you'll be up against a powerful fleet of destroyers, gun boats, and submarines. All in all, there are five stages to get through in order to reach the final stage, the Enemy Headquarters where you must defeat and capture the enemy's home base.

Straight-Ahead Action

This is for all the action fans out there who enjoy shoot-'em-ups. All the action is horizontal scrolling, with the enemy coming from above and below you. The premise is simple - shoot down the enemy and rescue your men. And, as you move on, the action gets more and more difficult. The graphics are relatively simple but crisp and colorful. (one player; continuous feature) (MSR \$44.95)

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

NINTENDO
NOVEMBER
x-Adventure of Link (NIN)
x-Bubble Bobble (TAL)
x-Bump & Jump (VIC)
x-Cobra Command (DE)
x-Dr. Chaos (FC)
x-1943 (CAP)
x-Rocket Attack (JAL)
x-Spy Vs. Spy (KS)
x-Super Team Games (NIN)
x-Superman (KS)
DECEMBER
x-Anticipation (NIN)
x-Blades of Steel (KON)
Blaster Master (SUN)
Dance Aerobics (NIN)
Dr. Jekyll & Mr. Hyde (BAN)
Indiana Jones-Temple/Doom (MIN)
Ohello (ACM)
Paperboy (MIN)
Platoon (SUN)
x-Simon's Quest (KON)
x-Super Team Games (NIN)
WWF WrestleMania (ACM)
Xenophobe (SUN)
JANUARY
Bionic Commando (CAP)
Bomberman (HS)
Rampage (DE)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Skate Or Die (ULT)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
Ultima (FC)
FEBRUARY
John Elway's Quarterback (TW)
O'Brien (ULT)
Robo Warrior (JAL)
Spy Vs. Spy II (KS)
Track & Field II (KON)
MARCH
Guardian Legend (BRO)
Gyryss (ULT)
Hydride (FC)
Ninja Garden (TEC)
Predator (ACT)
FIRST QUARTER '89
Chester Field (VT)
Ken (TAX)
Happy Land (TAX)
Marble Madness (MB)
Terra Cresta (VT)
Titan Warrior (CAP)
Willow (CAP)
World Games (MB)
APRIL
Icoopa (JAL)
Icoo-Cop (DE)
VAY
Double Dare (GT)
Friday the 13th (LJN)
Hollywood Squares (GT)
Isoparty Jr (GT)
Jarvel's X-Men (LJN)
NFL Football (LJN)
Nightmare on Elm St (LJN)
Side-On Bus Trip (FP)
Wheel of Fortune Jr (GT)
Who Framed Roger Rabbit (LJN)
UNE
LNE
Loving (FP)
Fire House (FP)
Little Piano Teacher (FP)
Three Stooges (ACT)
SECOND QUARTER
Defender of Crown (ULT)
Teenage Mutant Ninja Turtles (ULT)

SEGA
NOVEMBER
x-Double Dragon (SEG)
x-Phantasy Star (S,SEG)
DECEMBER
Bomber Read (ACT)
Cyborg Hunter (ACT)
Rampage (ACT)
R-Type (SEG)
x-Where's Carmen Sandiego (PB)
JANUARY '89
GoVellius (SEG)
Lord of the Sword (SEG)
Rambo III (SEG)
Y's (SEG)
FEBRUARY
Reggie Jackson Baseball (SEG)
FIRST QUARTER '89
A.L.P. (SEG)
King's Quest (PB)
Out Run 3-D (SEG)
Fossilized Wars 3-D (SEG)
Fossil Strike (SEG)
Summer Games (SEG)
APRIL
Galaxy Force (ACT)
SECOND QUARTER
Altered Beast (SEG)
Arcade Commando Stick (SEG)
California Games (SEG)
Carnival (SEG)
Walter Payton Football (SEG)

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

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Acquisition/Mediagenic
AH...Avallon Hill
ARC...Arcadia
AS...American Sammy
BAN...Bandai
BAU...Baudville
BE...Bullseye S/W
BRD...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Comi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FR...First Row S/W
GAM...Gamestar
GDW...Game Designer's Workshop
GT...GameTek
HAL...Hal America
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Interleaf
JAL...Jalisco
KON...Konami
KS...Kemco-Seika
LF...Lucasfilm Games
MAX...Maxis
MB...Milton Bradley
MD...MicroDeal/MichTron
ML...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
ORI...Origin
PAR...Paragon
PB...Parker Bros.
RAI...Rainbird
SEG...Sega
SIE...Sierra
SIR...SirTech
SPE...Spectrum HoloByte
SSG...Strategic Studies Grp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Titus S/W
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Gold
VIR...Virgin Games
VT...Vic Tokai

Two for the Atari 2600 from Absolute Entertainment

Absolute Entertainment recently released two new games for the Atari 2600 and 7800 (in 2600 mode): **ETE ROSE BASEBALL** and **TOMCAT: THE F-4 FIGHTER SIMULATOR**. The baseball game can be played by one or two and features a variety of pitches and six "camera angles" of TV-like coverage of the field. TOMCAT gives the player the chance to pilot a carrier-based fighter aircraft in search-and-destroy missions and fierce dogfights.

AVAILABILITY UPDATE

ATARI XE/1

FOURTH QUARTER
Lancelot (DS)
Time & Magik (DS)

ATARI ST

NOVEMBER
Baal (PSY)
x-BattleShip (EPY)
Deja Vu II (IS)
x-Elize (RAI)
x-Heroes of the Lance (SSI)
x-Karakia (BRO)
x-Road Raider (MIN)
Rocket Ranger (CIN)
x-Space Station Oblivion (EPY)
x-Tower Toppler (USG)
Zero Gravity (MD)
DECEMBER
x-Falcon (SPE)
Harpoon (TS)
x-Operation Clean Streets (BRO)
Thud Ridge (TS)

FOURTH QUARTER

Alcon (TAI)
Alien Syndrome (MIN)
Ali Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Arkanoed (TAI)
Bard's Tale (EA)
BattleDroids (DS)
Battlehawks 1942 (LF)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Downhill Challenge (BRO)
Firezone (DS)
Frank 'n' Ernest Adv (POL)
Fright Night (MD)
Gladiator (TAI)
Gridiron (BS)
Ice Thrashers (EPY)
Jug (MD)
King of Chicago (CIN)
Lancelot (DS)
Lock On (DE)
Master Ninja (PAR)
Mini Putt (ACO)
Music Construction Set (EA)
Napoleon in Russia (DS)
Omega Run (MD)
Orbiter (SPE)
Out Run (MIN)
Qux (TAI)
Platoon (DE)
Rastawn (TAI)
Renegade (TAI)
Rings of Triton (MD)
Shackled (DE)
Shadow World (MD)
Shiloh: Grant's Trial (SSI)
Sorcerer Lord (DS)
Space Racer (BRO)
Space Racer (USG)
ST Art Film Director (BRO)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Talespin (MD)
Technopop (USG)
Tetra (SPE)
Time & Magik (DS)
Trials of Honor (EPY)
Wizard Wars (PAR)
JANUARY '89
Galactic Conqueror (TI)
FIRST QUARTER
Guardians of Infinity (PAR)
Journey (INF)
Manhunter: New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Shogun (INF)
Zork Zero

COMMODORE 64/128

NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Arcade Game Construc Kit (BRO)
x-Caveman Ugh-Lympics (EA)
x-Dan Bunten's Modern Wars (EA)
x-Deathlord (EA)
x-Dive Bomber (USG)
x-Double Dragon (ARC)
x-F-18 Hornet (ABS)
x-4th & Inches Team Construc Disk (ACO)
x-Grand Prix Circuit (ACO)
x-Legend of Blackilver (EPY)
x-Mars Saga (EA)
x-Neuromancer (IP)
x-Pete Rose Pennant Fever (GAM)
x-Rack 'Em (ACO)
x-Rocket Ranger (CIN)
x-Serve & Volley (ACO)
x-Space Station Oblivion (EPY)
x-Street Sports Football (EPY)
x-T.K.O. (ACO)
Twilight Zone (FR)
Warlock (TS)
DECEMBER
x-Chop & Drop (Act)
Flintstones (MI)
Johnny Quest (MI)
x-Rampage (ACT)
FOURTH QUARTER
Alien Fires (PAR)
Alien Syndrome (MIN)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battles of Napoleon (SSI)
Black Tiger (CAP)
Carrier Command (RAI)
Crossbow (ABS)
Demon's Winter (SSI)
Destroyer Escort (MIC)

Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Fire Power (MI)
Firezone (DS)
Galactic Invasion (MI)
Gladiator (TAI)
Ice Thrashers (EPY)
Jack Nicklaus Greatest 18 (ACO)
Jackal (KON)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Lock On (DE)
Main Event (GAM)
Trials of Honor (EPY)
Minds Roll (EPY)
Moses #1 (FR)
Old Scores (DS)
Predator (ACT)
Prime Time (SPE)
PT-109 (SPE)
Qux (TAI)
Risk (VIR)
S.D.I. (CIN)
Sarge (Cap)
720 (MIN)
Sky Shark (TAI)
Sorcerer Lord (DS)
Space (ABS)
Space-Crater (RAI)
Sports-A-Roni (USG)
Star Wars (BRO)
Stockler (CAP)
Super Basketball (KON)
Super Hang On (DE)
Swords & Sorcery (DS)
Technopop (USG)
Time & Magik (KON)
Trials of Honor (EPY)
Trojan (CAP)
Ultima V (ORI)
Univ Military Simulator (RAI)
Vigilante (DE)
Virus (RAI)
Wizard Wars (PAR)
Zero Gravity (MD)
JANUARY '89
x-Rampage (ACT)
x-Times of Lore (XORI)
DECEMBER
x-Neuromancer (IP)
x-Street Sports Basketball (EPY)
FOURTH QUARTER
Arlanod (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Winter Edition (EPY)
Global Commander (DS)
Gunship (MIC)
Home Video Producer (EPY)
Hunt for Red October (DS)
John Madden Football (EA)
Journey (INF)
Lancelot (DS)
Legend of Blackilver (EPY)
Minds Roll (EPY)
Monopoly (VIR)
Old Scores (DS)
Platoon (DE)
Pool of Radiance (SSI)
Qux (TAI)
Renegade (TAI)
Risk (VIR)
x-Rubicon Alliance (DS)
Shogun (INF)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
Technopop (USG)
Time & Magik (DS)
Tracers (MI)
Train, The (ACO)
Turbo (MI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
Zero Gravity (MD)
JANUARY '89
Galactic Conqueror (TI)
FIRST QUARTER
Guardians of Infinity (PAR)
Jackal (KON)
Journey (INF)
Manhunter: New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Shogun (INF)
T.K.O. (ACO)
Thud Ridge (TS)
Zork Zero (INF)
SECOND QUARTER
Metal Gear (KON)
Teenage Mutant Ninja Turtles (ULT)

APPLE II/IIe

NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Anc Art War/Sa (BRO)
x-Games: Summer Edition (EPY)
x-Last Ninja, The (ACT)
x-Rampage (ACT)
x-Times of Lore (XORI)
DECEMBER
x-Neuromancer (IP)
x-Street Sports Basketball (EPY)
FOURTH QUARTER
Arlanod (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Winter Edition (EPY)
Global Commander (DS)
Gunship (MIC)
Home Video Producer (EPY)
Hunt for Red October (DS)
John Madden Football (EA)
Journey (INF)
Lancelot (DS)
Legend of Blackilver (EPY)
Minds Roll (EPY)
Monopoly (VIR)
Old Scores (DS)
Platoon (DE)
Pool of Radiance (SSI)
Qux (TAI)
Renegade (TAI)
Risk (VIR)
x-Rubicon Alliance (DS)
Shogun (INF)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
Technopop (USG)
Time & Magik (DS)
Train, The (ACO)
TV Sports Football (MIN)
Wizard Wars (PAR)
Zork Zero (INF)
FIRST QUARTER '89
BattleTech (INF)
Manhunter: New York (SIE)

AMIGA

NOVEMBER
Alien Syndrome (MIN)
Baal (PSY)
Balance of Power: 1990 (MIN)
Elise (RAI)
Deja Vu II (IS)
x-4X Off-Road Racing (EPY)
x-4th & Inches Team Construc Disk (ACO)
x-Master Ninja (PAR)
x-Road Raider (MIN)
x-Space Station Oblivion (EPY)
x-Street Cat (USG)
x-Tower Toppler (USG)
DECEMBER
Falcon (SPE)
Harpoon (TS)
Heroes of the Lance (SSI)
Jettsons (MI)
x-Tennis (SPE)
TV Sports Football (CIN)
FOURTH QUARTER
All Reality 2: Dungeon (DS)
Apollo 18 (ACO)
BattleDroids (DS)
Battlehawks 1942 (LF)
BattleShip (EPY)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Cosmic Relief (DS)
Captain Blood (MIN)
Crape Academy
Dive Bomber (USG)
First Expedition (INS)
Fright Night (MD)
Games: Summer Edition (EPY)
GATO (SPE)
Gauntlet (MIN)
Gladiator (TAI)
Goldrunner II (MD)
Gunship (MIC)
Honeymooners (FR)
Ice Thrashers (EPY)
Jack Nicklaus Greatest 18 (ACO)
Lancelot (DS)
Land of Legends (MI)
Lords of Rising Sun (CIN)
Metropolis (ARC)
Neuromancer (IP)
Operation Clean Streets (BRO)
Orbiter (SPE)
Out Run (MIN)
Pinnball Wizard (ACO)
Planetary (MI)
Police Quest (SIE)
Power at Sea (ACO)
Prime Time (FR)
Qux (TAI)
Rastawn (TAI)

Renegade (TAI)

Shiloh: Grant's Trial (SSI)
Silent Service (MIC)
Sky Shark (TAI)
Space Racer (BRO)
Space Harrier (MIN)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Street Sports Football (EPY)
Technopop (USG)
Time & Magik (DS)
Tracers (MI)
Train, The (ACO)
Turbo (MI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
Zero Gravity (MD)
JANUARY '89
Galactic Conqueror (TI)
FIRST QUARTER
Guardians of Infinity (PAR)
Jackal (KON)
Journey (INF)
Manhunter: New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Shogun (INF)
T.K.O. (ACO)
Thud Ridge (TS)
Zork Zero (INF)
SECOND QUARTER
Metal Gear (KON)
Teenage Mutant Ninja Turtles (ULT)

APPLE II/IIe

NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Anc Art War/Sa (BRO)
x-Games: Summer Edition (EPY)
x-Last Ninja, The (ACT)
x-Rampage (ACT)
x-Times of Lore (XORI)
DECEMBER
x-Neuromancer (IP)
x-Street Sports Basketball (EPY)
FOURTH QUARTER
Arlanod (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Winter Edition (EPY)
Global Commander (DS)
Gunship (MIC)
Home Video Producer (EPY)
Hunt for Red October (DS)
John Madden Football (EA)
Journey (INF)
Lancelot (DS)
Legend of Blackilver (EPY)
Minds Roll (EPY)
Monopoly (VIR)
Old Scores (DS)
Platoon (DE)
Pool of Radiance (SSI)
Qux (TAI)
Renegade (TAI)
Risk (VIR)
x-Rubicon Alliance (DS)
Shogun (INF)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Superstar Ice Hockey (MIN)
Swords & Sorcery (DS)
Technopop (USG)
Time & Magik (DS)
Train, The (ACO)
TV Sports Football (MIN)
Wizard Wars (PAR)
Zork Zero (INF)
FIRST QUARTER '89
BattleTech (INF)
Manhunter: New York (SIE)

APPLE IGS

NOVEMBER
Battle Chess (IP)
x-Bubble Ghost (ACO)
Dark Castle (TS)
Deja Vu II (IS)
x-Manhunter: New York (SIE)
Serve & Volley (ACO)
Shogun (INF)
x-Warlock (TS)
Zork Zero (INF)
DECEMBER
4th & Inches Construc Disk (ACO)
FOURTH QUARTER
Art & Film Director (EPY)
Card Sharks (ACO)
Deja Vu (MIN)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
Jack Nicklaus Greatest 18 (ACO)
Sentinel Worlds I: Future Magik (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
Journey (INF)
King of Chicago (CIN)
Land of Legends (MI)

Pinnball Wizard (ACO)

PT. 109 (SPE)
Scooby-Doo (MI)
S.D.I. (CIN)
Silent Service (MIC)
Silpheed (SIE)
Smbad & Throne/Falcon (CIN)
Sky Travel (MI)
Street Sports Football (EPY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
FIRST QUARTER '89
Red Storm Over London
Rocket Ranger (CIN)
Thud Ridge (TS)

MACINTOSH

NOVEMBER
x-AutoDuel (ORI)
Deja Vu II (IS)
x-Life & Death (ST)
x-Mean 18 (ACO)
Xerion (TI)
DECEMBER
Jettsons/Mac II (MI)
TypeStyler (INF)
Warlock (TS)
FOURTH QUARTER
Carrier Command (RAI)
Faery Tale Adventure (MI)
Fire Power (MI)
4th & Inches (ACO)
Games: Summer Edition (EPY)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Journey (INF)
Lancelot (DS)
Quantistaff (INF)
Romantic Encounters (MI)
S.D.I. (CIN)
Shogun (INF)
Smbad & Throne/Falcon (CIN)
Sky Travel (MI)
Tetra/Mac II (SPE)
Time & Magik (DS)
Train, The (ACO)
Ultima IV (ORI)
Zork Zero (INF)
FIRST QUARTER '89
4th & Inches Team Construc Disk (ACO)
Guardians of Infinity (PAR)
Manhunter: New York (SIE)
Red Storm Over London (IS)
Super Hang On (DE)

MS-DOS

NOVEMBER
x-Aurborne oRanger (MIC)
x-Atlanod (TAI)
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
x-Double Dragon (ARC)
x-Dream Zone (BAU)
Dungeon Master's Asst (SSI)
x-4th & Inches Team Construc Disk (ACO)
x-Games: Winter Edition (EPY)
x-Grand Prix Circuit (ACO)
x-Guardians of Infinity (PAR)
x-Heroes of the Lance (SSI)
Qux (TAI)
Journey (INF)
x-Life & Death (ST)
x-Mini-Putt (ACO)
x-Napoleon in Russia (DS)
x-Off-Shore Warrior (TI)
x-Platoon (DE)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
Shogun (INF)
Smbad & Throne/Falcon (CIN)
Slate Or Die (EA)
x-Thud Ridge (TS)
x-Time Bridge (MD)
x-Train, The (ACO)
TV Sports Football (MIN)
x-Visions of Aftermath (CIN)
Zany Golf (EA)
Zork Zero (INF)
DECEMBER
Fantasticon (MI)
Harpoon (TS)
Johnny Quest (MI)
x-Lesure Suit Larry II (SIE)
Neuromancer (IP)
Scooby-Do (MI)
x-Sidewinder (ARC)
T.K.O. (ACO)
x-Video Gammon (BAU)
FOURTH QUARTER
Alcon (TAI)
All Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
BattleShip (EPY)
Bubble Bobble (TAI)
Captain Blood (MIN)
Card Sharks (ACO)
Carrier Command (RAI)
Chrono-Quest (PSY)
Comando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Modern Wars (EA)
Dive Bomber (USG)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Firezone (DS)
Galactic Invasion (MI)
Gladiator (TAI)

Global Commander (DS)

Gold Rush (SIE)
Graphics Studio (ACO)
Hai Truck (CAP)
Honeymooners (FR)
Ice Thrashers (EPY)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Lords of Conquest (EA)
Main Event (GAM)
Metropolis (ARC)
Minds Roll (EPY)
Monopoly (VIR)
Parades (MIC)
Police Quest II (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Qux (TAI)
Renegade (TAI)
Rubicon Alliance (DS)
Sarge (CAP)
Scavengers (INS)
Scruples (VIR)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sky Shark (TAI)
Sorcerer Lord (DS)
Space Quest III (SIE)
Space Racer (BRO)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Empire (FR)
Starglider II (RAI)
Stockler (CAP)
Street Cat (USG)
Street Fighter (CAP)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Super Hang-On (DE)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Technopop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Twilight Zone (FR)
U.S.S. Ocean Ranger (ACT)
Uninvited (MI)
JANUARY '89
Galactic Conqueror (TI)
MARCH
Spider-Man & Capt America (PAR)
FIRST QUARTER
Alien Syndrome (MIN)
Battle Chess (EP)
Guerilla War (DE)
Jackal (KON)
Legend of Blackilver (EPY)
Out Run (MIN)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
Space Harrier (MIN)
Take Down (GAM)
Times of Lore (ORI)
SECOND QUARTER
Metal Gear (KON)
Teenage Mutant Ninja Turtles (ULT)

INTELLVISION

DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
FOURTH QUARTER
Chess (INT)
ClockLife! (INT)
Fright Simulator (INT)
Karateka (INT)
Sate Battle II (INT)
Super Pro Pool/Billiards (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)

ATARI 2600

NOVEMBER
Nebulus (AT)
x-River Raid II (ACT)
DECEMBER
Crack'ed (AT)
Dark Chambers (AT)
x-Pete Rose Baseball (ABS)
Spinmaster (AT)
Super Baseball (AT)
Super Football (AT)
x-Tomcat F-14 Simulator (ABS)

ATARI 7800

NOVEMBER
Crossbow (AT)
x-Donkey Kong (AT)
x-Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
x-Hai Truck (AT)
Skyfox (AT)
Touchdown Football (AT)
FOURTH QUARTER
Comando (AT)
Crack'ed (AT)
Dark Chambers (AT)
F-18 Hornet (ABS)
Impossible Mission (AT)
Super Baseball (AT)
Super Huey (AT)
Super Skateboard! (ABS)

...cont'd. on Page 13

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Program	Cost	Sys/Format	Quantity	Total
Ancient Art of War At Sea (Ap;Mac;I)	32.90			
Arcade Game Construction Kit (Co)	22.30			
Blades of Steel (NES)	30.60			
Bomber Raid (Sega)	37.90			
Bubble Bobble (NES)	31.70			
Bump 'N Jump (NES)	25.90			
Chop 'N Drop (Co)	22.30			
Cobra Command (NES)	34.90			
Cyborg Hunter (Sega)	32.30			
Decisive Battles/American Civil War III (Ap;Co)	28.80			
Double Dragon (Co)	26.10			
Double Dragon (I)	28.80			
Double Dragon (NES)	37.80			
Dr Chaos (NES)	30.90			
F-18 Hornet (Co)	26.10			
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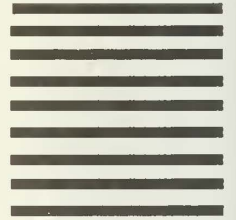


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CE Returns to First Class

After months of fighting with the U.S. Postal System which continued to tell us that second class is handled exactly the same as first class, we are returning to First Class postage in the January issue. We know from the phone calls and letters we've received from subscribers that second class is **NOT** handled like first class and we cannot tolerate the delays that have occurred. We appreciate your understanding.

1989 Scheduled Announced

Make a note on your calendars as the following dates are when Computer Entertainer will be mailed out to you.

January 21	July 17
February 20	August 18
March 20	September 18
April 17	October 20
May 19	November 20
June 19	December 18

**Commodore Practices What
It Preaches About Amiga**

The Commodore Amiga has been touted as a beneficial partner in creative efforts that can save users both time and money. Commodore recently proved the truth of that claim as the company's advertising agency turned to the Amiga for production of seven 15-second spots that were combined to form four 30-second tv commercials. Commodore and its agency were short on time and tight on budget as they needed the commercials for holiday promotions of the Amiga to run on MTV and VH-1. (Commodore is running a holiday promotion of a free video cassette recorder with the purchase of an Amiga 500 personal computer system: computer, stereo color monitor and Software Starter Kit.) Using the Amiga to develop and create the spots, all seven segments were produced for \$75,000, a figure far below the American Association of Advertising Agencies' estimated average cost of one 30-second segment at \$130,000. According to Julie Bauer, director of marketing services at Commodore, "We used the same Amiga technology available to consumers to produce our ads; it was simple, fast and efficient. The beauty of the Amiga is that it enables professionals to produce their own commercials for a fraction of the cost of what a production company would charge."

Broderbund Adds Two Affiliated Labels

Maxis Software and Velocity Development are the newest Broderbund affiliated labels, joining Kyodai Software Marketing, MacroMind and Origin Systems. The two new affiliated labels both offer aerial combat games. SKYCHASE from Maxis (MSR \$39.95 for Amiga and Atari ST) is modeled on U.S. Air Force and Navy flight-training competitions with a player's choice of seven jet fighters for solo or competitive play. JET FIGHTER: THE ADVENTURE (\$49.95 for IBM PC/Tandy) contains thirty fighter missions tied together by a continuing storyline.

Special Index Coming

Watch for our special offer coming shortly. We are working on an index of **EVERYTHING** we've **EVER** reviewed and will make it available for a nominal fee to our subscribers. Watch for an announcement within the next two issues.