Computer Entertainer

INCLUDES

The Video Game Update

More From C.E.S.

Mindscape Offers Many Conversions, New Games

There was a lot to see in Mindscape's CES booth. Major new conversions shown included GAUNTLET for Macintosh and color Mac II (MSR $49.95), BALANCE OF POWER: 19O90 EDITION for IBM/compatibles and Amiga ($49.95), and THE COLONY for IBM/compatibles ($49.95). Additional conversions of BALANCE OF POWER: 1990 EDITION are in the works for Apple IIGS and Atari ST; THE COLONY is also slated for Amiga and Atari ST. New games shown included 720 for C64/128 ($29.95), an aerial skateboarding arcade game licensed from Atari/ Namco, and SGT. SLAUGHTER'S MAT WARS for IBM ($34.95) and C64/128 ($29.95), a wrestling game that lets you manage as well as play. COMBAT COURSE offers five levels of military training with obstacle courses, attack dogs, land mines and more. It will be available for IBM ($34.95), Amiga and Atari ST with voice synthesis for the drill sergeant ($39.95), and C64/ 128 ($29.95). INTERNATIONAL TEAM SPORTS for C64/128 ($29.95) includes water polo, volleyball, soccer, swimming relay and track relay events. And for the sillier side of sports, Mindscape offers AUSSIE GAMES ($29.95 C64/128, $39.95 IBM). The program has six wacky but authentic events: beer-bottle shoot, dry-river boat race, belly-whack competition, boomerang toss, beach football and marlin fishing.

Outstanding New Releases from Mindscape

The most outstanding new releases we saw at Mindscape were DEJA VU II: LOST IN LAS VEGAS by ICOM Simulations and HOSTAGE by Infogrames. DEJA VU II ($49.95) has just been released for Macintosh and Atari ST and will be available soon for Amiga, IBM and Apple IIGS. The player takes the same role as in the first DEJA VU, but now the mob is after you for the $100,000 you owe them. Highly interactive in the same manner as ICOM's earlier games, this one promises to be { another winner. We were also very impressed by HOSTAGE, a realistic terrorist drama that is as fresh as today's news. You control an elite, six-person special-forces team assigned to rescue hostages from a terrorist-held embassy. The game is violent and suspenseful. We saw the Amiga version, but HOSTAGE will also be done for Atari ST and Macintosh ($44.95 each), as well as for C64/128 ($29.95) and for IBM and Apple IIGS ($39.95 each).

Mediagenic Display Showcases Activision and Affiliates

Proclaiming the "industry's first CD-ROM entertainment title," Activision showed the CD-ROM version of THE MANHOLE (MSR $59.95) for Macintosh. (Apparently Activision and Cine-maware were unaware of each other's exhibits, because Cinemaware was also referring to its CD-ROM of DEFENDER OF THE CROWN on IBM as the first CD-ROM entertainment title.) Activision's MANHOLE on CD-ROM is greatly enhanced from the original disk-based program for HyperCard on the Mac, including additional 3D graphics, many digitized voices to bring the

FLASH!!!
Computer Entertainer Returns from Japan
With Advanced Gaming Systems!!

Computer Entertainer has just returned from the World Capital of Gaming with two treasured advanced gaming systems! We have received so many inquiries from our readers about the PC Engine and the Sega 16-Bit Advanced System (called the Sega MegaDrive in Japan), that we felt it important to provide first-hand information on the units.

With no U.S. release dates announced, you'll get an exclusive "hand-on" look through the eyes of our editors over the next several issues as we play with these advanced systems and give you our thoughts.

characters to life, and an original musical soundtrack by Russell Lieblich. THE MANHOLE on CD-ROM uses more than 55 megabytes of memory (the equivalent of about 68 floppy disks). Other entertainment titles shown by Activision on conventional floppy disk were F-14 TOMCAT for C64/128 ($39.95), a Naval Weapons Fighter School simulation; PROPHECY I: THE FALL OF TRINADON for MS-DOS ($39.95), a graphic role-playing adventure; and LAST NINJA 2 for C64/128 ($34.95), a sequel that moves the Last Ninja to New York and a series of confrontations with the Corrupt police force protecting the evil Samurai Master. Mediagenic/Activision affiliated publishers were also part of the CES booth and are covered alphabetically below.

Absolute Entertainment

A new version of the Exidy arcade classic, CROSSBOW, was announced for MS-DOS systems ($42.95). Absolute's C64/128 and Apple II versions of this medieval shooting game are already available.

Gamestar

The sports programming experts at Gamestar announced a new MS-DOS version of their wrestling game, TAKE DOWN ($34.95), for spring release. Gamestar also showed a brand-new sports action game for MS-DOS, SUZUKI RM 250 MOTOCROSS ($39.95). We liked MOTOCROSS, which appears to be easy to learn and lots of fun to play. Graphics are excellent.

Infocom

Lots of gamers thought it would never happen, but it did. Infocom's newest games have pictures—lots of pretty pictures, and in color yet. And the Earth kept right on spinning on its axis, and human life kept on at its usual pace without so much as a hiccup. So much for the revolution! Of course only IBM (BATTLETECH) and Macintosh (ZORK ZERO, QUARTERSTAFF) owners have tasted the heady new brew of Infocom storytelling enhanced with beautiful graphics, but other versions are coming. BATTLETECH is slated for Apple II, C64/128 and Amiga. ZORK ZERO will appear on Apple II, Amiga and IBM, and QUARTERSTAFF is on the way for IBM and Apple IIGS. Additional graphics-enhanced Infocom games for 1989 are JAMES CLAVELL'S SHOGUN, co-authored by Clavell and Infocom's Dave Lebling, and JOURNEY, Marc Blank's first "role-play chronicle" which requires no typing.

Interplay Productions

Interplay's BATTLE CHESS ($49.95) was shown in new versions for MS-DOS (just released) and Apple IIGS (due next month). It's a game that everyone is talking about, and it has already picked up a few awards. Interplay's futuristic hacking adventure, NEUROMANCER, was also shown in a new version for Amiga ($44.95). The great original soundtrack by DEVO really comes to life in the Amiga version.

Lucasfilm Games

Featured at Lucasfilm Games were the new Amiga and Atari ST versions of the loony cartoon adventure, ZAK McKRACKEN AND THE ALIEN MINDBENDERS ($44.95 each). Both versions are improved over the original releases for MS-DOS and C64/128, with digitized sound effects in full stereo on the Amiga and a horizontal scrolling technique on Atari ST that delivers a true, cinematic look. Amiga and ST owners can also look forward to BATTLEHAWKS 1942 within the next few months. Lucasfilm was also showing the trailer from INDIANA JONES AND THE LAST CRUSADE, the third in the series of Indiana Jones films which is scheduled to open Memorial Day weekend. It turns out that the Lucasfilm Games Group is doing the computer game based on this film, and the game is planned for near-simultaneous release with the movie. They were not showing the game, and they're keeping it all a big secret until its release, so you know as much as we do about the game at this point.

MicroIllusions

In the MicroIllusions section of the Mediagenic booth, we learned that the company has purchased the rights to DONDRA-A NEW BEGINNING from Spectrum HoloByte and intends to complete the Questmaster series which DONDRA was to begin. And apparently we haven't been the only ones wondering what ever happened to the Hanna Barbera license that MicroIllusions acquired some time back. In a printed update, the company explained that work is progressing well and that we can expect to see SCOOBY DOO for Apple IIGS and MS-DOS during the first quarter of this year. JETSONS (Amiga, Macintosh II), JONNY QUEST (C64/128, MS-DOS) and FLINTSTONES (Apple IIGS, C64/128, MS-DOS) will not appear until later in the year.

New World Computing

The big news at New World Computing was that MIGHT AND MAGIC II: GATES TO ANOTHER WORLD is now available with double hi-res graphics for 128K Apple II ($49.95), with MS-DOS and C64/128 versions to follow in the next few months. Experience with the first Might and Magic game is helpful but not required to play the sequel, and characters can be transferred. The new program includes auto mapping and has added two new character classes, fearless Barbarian and crafty Ninja. The company also announced that they have acquired the computer rights to the popular NUCLEAR WAR card game and TUNNELS AND TROLLS fantasy role-playing game from Flying Buffalo, Inc.

Rainbird

Upcoming new versions of CARRIER COMMAND for MS-DOS ($39.95), ELITE for Amiga ($34.95) and THE UNIVERSAL MILITARY SIMULATOR for Macintosh and Amiga ($49.95 each) were announced by Rainbird at CES. The company also announced the immediate availability of THE AMERICAN CIVIL WAR: SCENARIO DISK ONE and VIETNAM: SCENARIO DISK TWO ($19.95 each). The scenario disks run exclusively with THE UNIVERSAL MILITARY SIMULATOR and are available for MS-DOS, Atari ST, Macintosh and Amiga. Rainbird also showed an intriguing, multi-level game called SAVAGE which features very large on-screen characters and high-speed, arcade-style action. SAVAGE will be available for MS-DOS ($34.95), C64/128 ($29.95) and Amiga and Atari ST ($39.95 each).

Three-Sixty

We got a look at the much delayed HARPOON on IBM, which is not yet finished but said to be close to readiness. What we saw certainly looked good with its extremely detailed, high-resolution EGA graphics. Three-Sixty also has a very impressive-looking auto racing simulation in development, INTERNATIONAL RACE OF CHAMPIONS (IROC) for MS-DOS systems. The racing view is from the driver's seat, and animation as you hit the banked curves of the track is very smooth and realistic. The program will also allow the driver to look back and see the cars running behind. It will also be possible to view the race from "camera positions" on the track. Watch for this one—it looks good. The company is also working on COBRA: AMERICAN ACES IN 'NAM, a realistic combat helicopter simulation that provides a choice of views from inside the chopper. The program will include strategic and tactical elements, including the necessity of dealing with a Viet cong counterpart who tries to sabotage your Cobra.

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)

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

Koei Shows Simulations for MS-DOS Systems & Nintendo

Koei's acclaimed wargame simulations for MS-DOS systems, NOBUNAGA'S AMBITION (MSR $59.95) and ROMANCE OF THE THREE KINGDOMS ($69.95), were shown at CES along with the newly released GENGHIS KHAN ($59.95). The latest title in the Japanese company's line accommodates one to four players in a wargame that lets players assume the roles of Genghis Khan, Richard the Lion-Hearted, Emperor Alexious III or Shogun Minamoto of Japan. The object is to build an empire and keep it by maintaining the happiness of the people, a full treasury, the loyalty of subordinates and an upper hand over enemies. Koei Corporation was also announced at CES as one of the newest Nintendo licensees, with its first release to be an NES version of NOBUNAGA'S AMBITION, a historical simulation set in 16th century Japan. The company announced that it will also convert additional computer titles for play on the Nintendo system.

Tengen Introduces New Line of Computer Games at CES

For its first showing of computer games, Tengen displayed versions of BLASTEROIDS (a sort of "super Asteroids"), ROLLING THUNDER (the player as Agent "Albatross" in a mission to penetrate the headquarters of a secret society and crush the organization), RBI BASEBALL, ROAD BLASTERS (everyone for himself or herself on a dangerous roadway of the future), and PAC-MANIA (featuring 3-D scrolling screens). Tengen's games are planned for most formats, including MS-DOS, Commodore 64/128, Amiga and Atari ST.

Coming from Psygnosis

Psygnosis is preparing to release what they promise to be a highly addictive mixture of frantic action and deep strategy for Atari ST and Amiga: CAPTAIN FIZZ MEETS THE BLASTER-TRONS. Strictly a two-player game, CAPTAIN FIZZ requires cooperation and planned strategy to win.

Master Index and Award Index Available

We've just gone to press on a special issue which encompasses a complete index of *everything* we have reviewed since our inception in 1982 through 1988! This listing of over 2500 titles includes the month and year reviewed, system reviewed for, and the company who made the program! In addition to this valuable listing, we have included a listing of important articles (such as comparison charts, interviews, etc.) with the month and year. Also, there is a complete listing of Computer Entertainer's Awards of Excellence 1982-1988 and a complete listing of the Reader's Hall of Fame! This extremely valuable Master Index is available to our subscribers for $4.50. You can order it on Page 15. This will be a valuable addition to any subscriber's library!

Moved???

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

APPLE II Software

MIGHT AND MAGIC II: GATES TO ANOTHER WORLD (★★★★/★★★★) is the sequel to a favorite program among Apple adventurers. **New World Computing** has enlarged upon the original game and enhanced the graphics (16-color double hi-res with lots of animation). Although experienced adventurers can transfer their characters from MIGHT AND MAGIC BOOK I, it is not necessary to have played the first game to enjoy the second. Book II of MIGHT AND MAGIC takes place in the chaotic land of Cron and across the elemental planes, as you and your adventuring party attempt to discover the source of Cron's woes and its preoccupation with impending doom. There is no one set path or solution, so the game will be different for different players. And you are given very little information about the nature of your quest at the beginning of the game, so it's a matter of gradual discovery as you play, explore, and encounter some of the over 250 monsters in the game.

Helpful Auto-Mapping

MIGHT AND MAGIC II incorporates several new features that are likely to make a hit with adventure gamers, especially the auto-mapping which is very helpful. (Auto-mapping comes with cartography, a secondary skill that can be learned by any member of your party.) The main action of the game appears in a large, three-dimensional graphics window which gives a first-person view of the action in the game. With Eagle Eye and Wizard Eye spells, it's also possible to get a smaller auxiliary window on the screen which affords an overhead view of your progress. There are two new character classes available: Barbarian and Ninja. They can add new kinds of strength to your party, and it's really nice to have some types other than the usual elves, orcs, etc. from which to choose. (Non-player hirelings can also be added to your party.) Combat is frequent, since it's the chief means of gaining experience and gold. Combat is handled quite smoothly in this game, with simple menu choices speeding the process so that you can back to exploring. MIGHT AND MAGIC II is definitely an excellent successor to Book I. (Solo play; Keyboard; 128K Blank disks required.) Reviewed on Apple II and coming soon for MS-DOS and Commodore 64/128.

Recommended. (MSR $49.95)

Correction on Review of Grand Prix Circuit

Following our December review of Grand Prix Circuit for Commodore 64, we received a letter from Accolade pointing out an error in the review. Our reviewer indicated that "unfortunately, shifting is done automatically." It was pointed out (and we went back and checked our game to confirm it) that the automatic shifting is only true for the first two levels of the game. In the higher levels, the player is required to do his/her own shifting.

We appreciate the letter from Accolade and wanted to pass on this important information.

Missing Bees in 720°

We have been informed that Mindscape's 720° went out with a bug, or in this case actually a lack of bugs. It seems that the killer bees that were well known in the arcade version of 720° somehow escaped from the Commodore 64/128 disk. There will be a revised version with the program bug eliminated, meaning that the bees that fled will be captured and restored to the game. (Let's hope the company can find an escape-proof disk!) If you have a bugless version, be sure to contact Mindscape Customer Service.
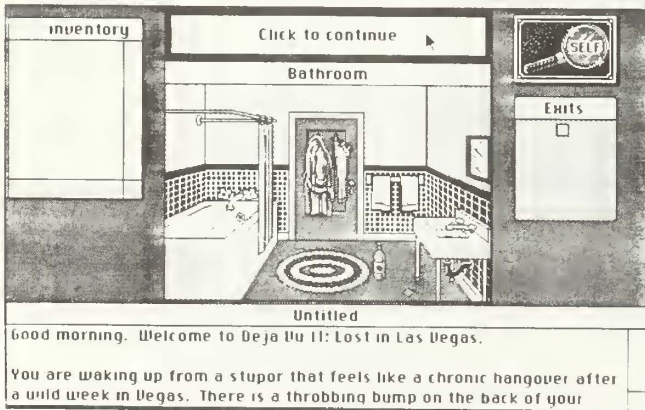
MACINTOSH Software

PIRATES (★★★★/★★★★) has been converted for Macintosh owners by _Microprose_, a conversion which works especially well. The game combines role-playing adventure, simulation, and action as you simulate searing adventures on the Spanish Main during the 16th and 17th centuries. There are six different time periods to coose from, nine types of ships, and over 50 different islands and nations to visit, trade with, or capture. Set in the Caribbean, you can take the role of several different swashbuckling roles as you try to gather a fortune and retire to a life of wealth. You have your choice of different nationalities as well as skill level. Also, you must choose special skills such as fencing, navigation, gunnery, wit and charm, or medicine. As a role-playing adventure, you are trying to develop your character through experiences in the game. As a simulation, you must learn to do computer-simulated versions of one or more real-life tasks. As an action game, you must lead your men into battle, fence with the enemy, etc. There are battles at ssea, political intrigue as you deal with conoial governors (and, maybe even a romance with a governor's daughter). You'll have to learn how to handle different types of ships, dealing with weather and the ship's characteristics. As you navigate through the tricky Caribbean waters, you can trade, plunder, negotiate, attack–all the things the real buccaneers did.

Particularly Rich on Mac

This is a game which we enjoyed immensely when it shipped for Commodore 64/128 during the summer of 1987. This version takes the game to a new dimension due to the capabilities of the Mac and the detailed graphic and sound capabilities. And, as opposed to simply converting the game, the designers have gone to the trouble of adding some features such as the ability to divide your party, leaving some of the men behind. Also, the governor can ask special favors of you which, if your succeed, can affect your rank and possible land grants. You'll find the mouse easy to master in the battles, sailing, as well as the nuances in a swordfight. There is a good deal of depth to this game which should keep you involved for hours. And, as an added bonus, the insstructions include some great historical information which will enhance your gaming. (reviewed on Macintosh; requires at least 512K RAM; 800K disk drive; also available for C64)
Recommended (MSR $54.95)

DEJA VU II: LOST IN LAS VEGAS (★★★★/★★★★) sounds like it's been named by someone who's spent too much time in the Glitter

Good morning. Welcome to Deja Vu II: Lost in Las Vegas.

You are waking up from a stupor that feels like a chronic hangover after a wild week in Vegas. There is a throbbing bump on the back of your

City for a Consumer Electronics Show. But, seriously, this is a sequel from _Icom Simulations_ for _Mindscape_ to the original _Deja Vu: A Nightmare Comes True_. As in the original where you wake up in a seedy men's room, your wake-up call is not much better as you wake up in the bathroom of a seedy hotel after being knocked senseless. The mob is after you so you better come up with 100 G's fast – you've only got 7 days to do it. You could try your luck at the blackjack tables or

maybe there's a better way. There's plenty of clues along the way as you move through one detailed screen after another.
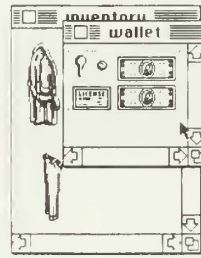
Tongue-in-Cheek

This is a tongue-in-cheek approach as you move your way through the 24-hour-a-day city. Like its' predessessor, the game uses no cumbersome commands as you point and click on objects to examine, open, cloe, go, etc. You can manipulate drawers, books, bottles, everything you need to explore to make it through alive. You'll need to pick up certain items along the way. That train schedule might come in pretty handy if you have to catch the next Amtrack out of town! This is particularly easy adventure to manipulate since you don't have to guess the various commands. It's just plain good fun as you take the role of a private detective in the fun capital of the world! (one player; reviewed on Macintosh; requires 512K; 800K disk drive; coming for Atari ST, Amiga, MS-DOS, Apple IIGS)
Recommended (MSR $49.95)

XERION (★★1/2/★★★) is one of those simple, yet deceptively addictive games that come along which you expect to find no substance in and then can't get up from in front of the screen! This game from _Titus Software_ brings back memories of the classic game of _Breakout_, with the paddle at the bottom of the screen, sending the bouncing ball upward to knock out squares before coming back down at crazy angles, your paddle madly moving from side to side to send the ball back up. And, while the argument can be made that we don't need a _"Breakout"_ game in 1989, this is completely addictive with creative sound effects and additional perils and helpful items added. There are 36 levels to bounce your way through with certain bricks taking several "hits" before crumbling. Also, there are falling objects which are unleashed when certain bricks crumble. The trick is to know which ones to catch and which to avoid. For instance, the cute little PacMan character, if caught, will make your paddle longer; however, catch a cloud and the paddle reverts to its' smaller size. Avoid the suction rod which comes up from the bottom of the screen as it can grab your paddle for a few seconds making it impossible to move the paddle under the ball. There's also magnets which "grab" your paddle, and lots more items, good and bad.

As We Said, Addictive

This is one of those games that ends up in the category of, "just one more time." The graphics are simple, yet effective but the sound effects are quite nice. When you lose, the computer lets out a hardy laugh and the opening theme sounds like some sort of dark opera setting you off into some sort of dastardly mission. There are "plops" and all sorts of other sounds including the dreaded "thwop" when the suction rod grabs you which add to the enjoyment of what is one of the most enduring classic themes around. The designers have packed two disks in the package, one for the Mac Plus and Mac SE and the other for Mac II owners for a full-color version. (one player; reviewed on Macintosh; works on SE, Plus, and Mac II in color)
Recommended (MSR $29.95)

COMMODORE 64/128 Software

CAVEMAN UGH-LYMPICS (★★★★/★★★★) is about the silliest program we've seen in awhile, but totally enjoyable and challenging. This action event game from _Electronic Arts_ takes us to what might have been the Summer Olympics in the age of the Dinasaur. Moving

The Event: Clubbing

from that very funny premise, we find six Neanderthal athletes to choose from to compete in these hilarious events: Mate Toss (it's okay...they weren't into Women's Lib yet), Clubbing, Dino Vault (yep, you heard it here first – you must jump over that dinosaur or end up in his huge mouth for lunch), Dinosaur Race, Sabertooth Tiger Race, and the most important event of the time, Firemaking. Playing strictly for laughs, you'll quickly find that you must muster some joystick skill in order to successfully complete each event. After all, if you don't

master that circular motion with the joystick, your Mate Toss will find your better half only sailing a few feet and giving you the "thumbs down" on impact. There is a practice session where you can get the hang of the various events, as well as the "Cave of Fame."
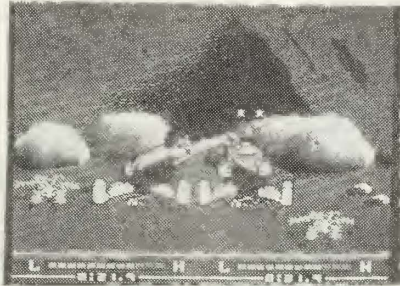
he Event: Firemaking

Silly, Fun, and Terrific Graphics

While this will never get you entered in the real Olympics, we can assure you that you will, on more than one occasion, start laughing out loud as you play. These cavemen and their antics are just what you need on that rainy afternoon when you are feeling a bit blue. After all, there's nothing like a good race on the back of a dinosaur to lift your spirits! Cartoon-like graphics add to the fun that the whole family should have while clubbing your way through these pre-hysterical events! (one to six players; joystick required; reviewed on C64/128)
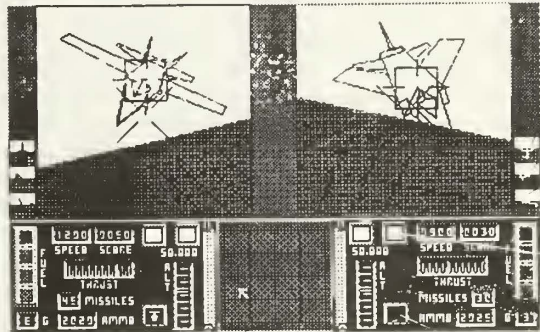Recommended (MSR $29.95)

POWERPLAY HOCKEY (★★★/★★★) puts you on the ice against the Russians in a game from _Electronic Arts_ featuring 3 levels of play and either one-on-one or five-on-five competition. You can play as either the Americans or Soviets and can choose from three period times (2, 8, or 20 minutes). The game features offensive moves such as drop pass, slap shot, pass/wrist shot, and faceoff. Defensively, you can body check and poke check. You can only get away with so much, however, as there are penalties such as for roughing and crosschecking, as well as icing and offsides. You can switch your lines as fatigue sets in after hard skating up and down the ice. In the one-on-one game, you go head-to-head with the opponent's center. If you gain control of the puck, you'll get to go one-on-one with their goalie. In the five-on-five game, you control only the center, taking passes, leading attacks, and passing to your teammates. You also control the same player on defense.

Fast Action, But We'd Like to Control More

The action is typically fast and furious as so often is the case in a good ice hockey game. And, while it's nice to be able to play both a one-on-one, as well as five-on-five game, we'd like to be able to control different players on our team for a more realistic feel of the game. If you already own a good ice hockey game, you probably won't want to add this one. (one player; two-player simultaneous; joystick required, reviewed on C64/128)
(MSR $24.95)

ATARI ST/AMIGA Software

SKYCHASE (★★★/★★★) is the latest jet simulator allowing dogfits in seven different fighters in a game from _Maxis_, distributed by _Broderbund_. There are dual screens, one controlled by you and the other by a friend or the computer. Initially, you'll want to sharpen your skills on the Easy Mode. It's there you can work on the movements of the joystick as you learn to dive, bank, climb, etc. Once you choose which jet you wish to fly (from an FA/18 Hornet, F-15 Falcon, MIG-31 Foxhound and even including a highly maneuverable paper air-

plane!), you'll pick the amount of fuel as well as amount of ammunition you wish to carry. Your cockpit is equipped with all the instrumentation needed including radar, altimeter, amount of ammo and missiles, G-Force Indicator, Speed, as well as indications of the direction of your aircraft, your pitch, and roll. When playing against the computer, you can adjust the computer to different levels of difficulty – a nice feature. You'll choose the number of cells in the Grid which effects the overall speed of the game. The speed increases with fewer cells, decreasing with more cells. The grid you choose is projected on the ground to supply perspective. As the round begins, you'll begin with an automatic flyby. Pilot controls are deactivated until the jets approach and pass each other head on. After that flyby, combat begins with all controls activated. When the two jets are close enough to deploy their missiles, the HUD (Heads Up Display) for missile locking will appear.

Graphics Give Realistic Feel

Because of the vector-like graphics and 3D images, you'll have a definite feel of speed as you bank, roll, climb, in your attempt to avoid being locked in on your opponents' HUD and try to take him out of the sky. The grid below dances in a dizzy manner as you spin and move through your manuevers. The side-by-side screens give the fight a great point of perspective and we found it to be especially satisfying in the two-player mode with a friend. The settings allow you to handicap superior players, tailoring settings to strengths, allowing two players to play an equally matched game – one of the true frustrations of many two-player games where one player is far and away the better player, frustrating the other player into not wanting to play at all! It's a fine simulation for both the Atari ST and Amiga with their great graphic and sound capabilities. (one player; two-player simultaneous; joystick required; reviewed on Atari ST and Amiga)
Recommended

AMIGA Software

REEL FISH'N (★★★/★★★) is something a bit different for Amiga owners as this *Interstel* (distributed by *Electronic Arts*) game takes you on a bass fishing simulation on one of eight different lakes, using

weekly weather and fishing reports to decide when and where to fish. Once you choose which days to fish, which to work (after all, you have to earn money to pay for your fishing), you'll want to turn on the radio to check the actual weather for that day to make certain you should fish. Then, open your map and choose which of the eight lakes you wish to visit. Upon arrival at the lake, you must

visit the Tackle Shop in order to stock up your boat with bait, lures, as well as maintenance equipment for the boat. If you purchase a depthfinder, you can use that while out on the lake, charting what's below you which may help you choose a good area to fish in. Careful casting, retrieving and the rod and reel action are critical to a successful day out on the water. You can choose to enter a tournament by fishing on Thursday, Friday and Saturday and choosing the lake in which the tournament is being held that week.

Quite Different and Not for Everyone

The designers have done a fine job of using the Amiga graphic capabilities but, since this is rather specialized in its' area of interest, it's not for everyone. The details, from the radio to the rumble of the outboard motor, including many "windows" which open to greater detail (for instance, click on the tackle box on the boat and you'll get an exploded view showing what you've got in the box). give it a good deal of realism and can be a very interesting addition to your library. At least we can say we haven't seen anything quite like it, which is amazing in of itself! (one player; reviewed on Amiga, coming for Atari ST)
Recommended (MSR $44.95)

OUTRUN (★★★★/★★★★) makes yet another conversion, this time for the graphically superior Amiga. As soon as the game is booted, you know it's special as a deep voice announces this *Sega* game (distributed by *Mindscape*), with dramatic music in the background. Once you're ready to take to the road, the game is very familiar in its' gameplay to all the other Outrun versions which have preceded this one. There are several different courses to choose from, as well as different music on your car radio to listen to. The courses range from sandy beaches, fields, vineyard, lakeside, to the Autobahn. Once you get the feel for the mouse-controlled steering wheel (very sensitive), you can start revving up and taking off against the competition and the clock.

Graphics Like Coin-Op

The graphics are just as crisp and colorful as they can be, and you'll encounter all the aspects of the coin-op version such as the flipping car when it crashes, to all the detail in the passing scenery. You'll pass diners, towns, and more as you can barely focus on the items on the side of the road...as you race at speeds up to 295 kph. While this is a straight-ahead racecar driving game, it remains one of our favorites as we choose the different types of music and the various types of courses which can be chosen. (one player; reviewed on Amiga; also available for C64, Atari ST; coming for MS-DOS)
Recommended (MSR $49.95)

TV SPORTS: FOOTBALL (★★★1/2/★★★1/2) is the latest "computer movie" from *Cinemaware*, this time taking us to the gridiron for some action on a fall afternoon. Some fabulous viewpoints are included, from above and on the field with close-ups of the announcer and various other scenes. There are various modes of play allowed, from one-player and teammates (two humans against the computer), Practice, to League play. In league play, you have 28 teams to choose from. At the beginning of a season, you can edit your team in such areas as player names, rankings, or ratings. Within the Clipboard section of the program you can view the weekly schedule of games (it's a 16-game schedule with post season playoffs), standings, league leaders in six categories, and stats by team.

The Toss of the Coin

Once the coin toss is completed, it's time for the kick-off. There's a playcalling screen which comes up between plays so you can choose your formations for the next play. The typical menu of football options are here – fumbles, punting, running, passing, field goals (you can either have the computer attempt the field goal, or you can attempt to put the ball between the uprights), and penalties (although several penalties such as clipping, facemask, etc. are not included). In order to play this, or any football game, you'll need plenty of practice to take advantage to all the nuances available, as well as handling your ball carriers and quarterback, as well as your defense, as they should be for a win.

Gorgeous Graphics But Sound Not Dazzling

The graphics are, once again, gorgeous as Cinemaware seems to accomplish beautifully smooth and colorful graphics. On the sound side, however, we were slightly less than dazzled as it seems that the crowd noise was not what we've heard in other Amiga games and we would have liked more speech. (We think part of the problem here is that we have come to expect so much from Cinemaware that anything less than astounding is slightly disappointing!). We also would have liked to see the instant replay feature which has been showing up in more and more sports games. The gameplay is quite good with only the slightest "problems" in features missing. Overall, it's a fine game and worthy of a spot on your library shelf (one player; two player simultaneous; external drive required; joystick required)
Recommended (MSR $49.95)

New MS-DOS Releases from EA & Affiliates

Versions of WASTELAND (MSR $49.95) by Interplay Productions for Electronic Arts, STRIKE FLEET ($39.95) by Lucasfilm Games and HALLS OF MONTEZUMA ($44.95) by Strategic Studies Group are now available in MS-DOS format through Electronic Arts Distribution. WASTELAND is a futuristic role-playing game set in the Las Vegas area in the post-nuclear, radioactive year of 2087. STRIKE FLEET is an action-oriented naval warfare simulation that permits player control from ship or helicopter in a variety of global hot spots. (Both WASTELAND and STRIKE FLEET are also available in a 3.5"/5.25"-disk combo package at $5 more than the basic 5.25" package.) HALLS OF MONTEZUMA is a battle history of the U.S. Marines and the first MS-DOS version of any of SSG's popular strategic wargames.

THE DUEL: TEST DRIVE II (★★★★/★★★★) is planned for a March release simultaneously for MS-DOS, Amiga, Apple IIGS, and C64/128 and follows in the rich tradition of Test Drive™ and Grand Prix Circuit™, all three designed by _Distinctive Software_ for _Accolade_. Here you can race head-to-head in two of the fastest production cars made – the Ferrari F40 against the Porsche 959. If you wish, you can choose to race against the clock, although the race head-to-head is what had us scrunched down over our joystick joyfully screeching around corners at over 150 kph (you can play with the keyboard, but any racing fanatic knows the joystick is the way to go). Anyone who has enjoyed the original Test Drive will immediately feel comfortable in front of the cockpit full of instrumentation. You can choose any one of twelve levels of difficulty (the first four levels feature automatic shifting; after that, you're on your own – be careful you don't blow an engine allowing your RPMs to rev too high) and manuever around other traffic, up mountain-side roads, throug the desert, forests, etc., all while avoiding hazards such as potholes (you do not want to hit one of those at the speeds you'll be going!) and the dreaded police. You've got a radar detector on your dashboard, as well as that rearview mirror to spot Smokey bearing down on you.

The Best Gets Better

As our readers know, the original Test Drive™ still stands in our memory as one of the all-time great racecar games. The designers have really done a great job making it just a bit better with this sequel with the head-to-head feature. The graphics remain really fine (again, we can't want to see the Amiga and GS versions!) and the racing exhilerating.
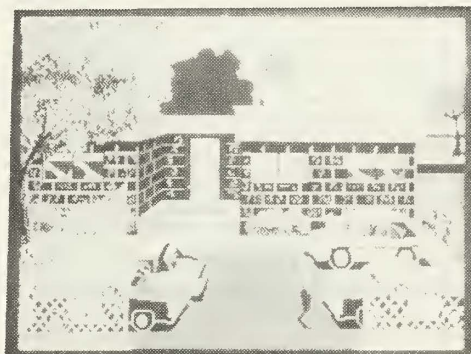
But Wait, There's More

The best gets better as accessory disks are being released for the program as well. First, _"The Supercars"_ is a disk full of some of the newest production cars from the '88 Lotus Turbo Espirt, the Ferrari Testarossa, the Porsche 911 RUF, the ''88 Lamborghini Countach 5000S, and Chevrolet's newest production, the '89 Corvette ZRI. In addition, _"California Challenge"_ will be reelased as a scenery disk which enters drivers in a six leg road race down the scenic coast of California. Beginning with the California/Oregon boarder to the redwood trees; the redwood trees to Eureka where the roads twist and logging trucks block your way; Eureka to Rockport where there's alot of climbing; Rockport to San Francisco where you race down 101 until the Golden Gate Bridge comes into view; San Francisco to Carmel where you'll run into some heavy local tourist traffic; and Carmel to Santa Barbara, probably the most beautiful piece of scenery anywhere, but don't take your eyes off the road as one wrong move and you can sail off a cliff. All in all, a complete package which should keep any racing fan happy for many, many sessions. By the way, additional scenery and car disks are planned. (one player; keyboard or joystick; reviewed on MS-DOS; also coming for Amiga, Apple IIGS, C64/128) **Recommended** (MSR $44.95 for all but C64/128 at $29.95; Accessory Disks are $19.95 each except for C64/128 at $14.95 each)

POLICE QUEST II: THE VENGEANCE (★★★★/★★★★) picks up on the case you thought you'd successfully completed with the capture, trial and imprisonment of Jessie Bains, the Death Angel, in the original POLICE QUEST. This 3-D animated adventure from _Sierra_ was written by retired police officer Jim Walls and brings more of his first-hand knowledge of police work to the computer screen. If you've played the first POLICE QUEST adventure, you'll find this one easy to get into, at least in the early stages. Your role as Detective Sonny Bonds moves to the homicide department with Bonds' new job, which incorporates not only more freedom in decision-making but also more responsibilities and more danger than ever. Why more danger? Because the Death Angel has escaped from jail, killed his jailer, and has vowed to kill everyone who helped convict him. And that means the Death Angel is after you, among others. As in the first game, careful adherence to police procedure is a must in this game. To that end, a Homicide Officer's Guide is included, providing standard operating procedures, radio codes, and listings of the vehicle and penal codes. A certain amount of your time in this game is taken up with the day-to-day routines of following the standard procedures, but there's more than enough edge-of-your-seat excitement in the race against time to find and apprehend the Death Angel. The action is wide-ranging, from a scuba recovery mission to an experience with terrorist skyjackers. The graphics are more realistic than in the first game, thanks to Sierra's new Creative Interpreter, and there's an original musical score to enhance the story. (You can't appreciate the quality of the score without a music board in your PC, however.) We like the gritty realism of a contemporary story that could just as easily be true (some elements are). Sierra seems to have a genuine talent for developing series of adventures in which each succeeding game improves upon its predecessor. POLICE QUEST ll is the latest example, and 2an excellent one. (Solo play; Keyboard alone or with mouse or joystick; 512K; CGA/EGA/MCGA/VGA; 3.5" & 5.25" disks included; Blank disks required; Not copy protected; Supports Roland MT-32, Ad Lib & IBM music cards.) **Recommended.** (MSR $49.95)

ATARI ST Software

OIDS (★★/★★★1/2) from _FTL Games_ is an arcade-style rescue game in which you mount an expedition to any of a number of galaxies to free a race of robot Oids from Biocrete slavery. Some galaxies and their planetoids are lightly defended with few missile bases, while others are heavily armed with Helljets, Saucers, Reapers that launch guided Orbs when approached, P}araguns, and even Gravbases that repel your small ship at the most inopportune times. Your ship is a V-Wing spacecraft with controls similar to those in the old lunar lander games: thrust forward by pushing the stick up, but slow down by rotating 18⁰o. Add the downward pull of planetary gravity, and it takes some practice to avoid crashing into the mountainous terrain. You do have shield protection, but it must be recharged with precious fuel which is usually not replenished until you've rescued enough Oids to summon your mother ship. The Oid slaves are usually held in factories, where one blast from your pellet gun is enough to free them—except in the more hardened enemy sites, which require NovaBombs. Once the escaped Oids are in sight, you must land your ship gently on a nearby flat spot and rescue them. Of course, this is not easy in the higher levels when Saucers and guided Orbs home in on your ship. At even higher play levels, some enemy factories are located in small, highly defended caverns that can only be reached through teleport chambers. Highly evolved maneuvering and shooting skills are required to succeed at these levels.

For the Skilled, Hard-Core Arcade Player

Each planetoid is about two screens high and six to eight screens wide. A rather plain line of mountains is set against a starry, black sky and scrolls as your ship flies. The game includes a planetoid editor, allowing you to design your own mountainous terrain and set up the enemy defenses, including their difficulty settings. An advantage of the editor is that it lets you tour entire planetoids and start a practice game at any starting position. It is useful for honing your skills as well as learning the planetoid's defense system. The overall difficulty level is high, except on beginning levels. Piloting an Asteroids-style ship through narrow caverns and past towering mountains while being pursued by enemy defenses can leave the player quite tense. Practice is the key. OIDS is definitely for the skilled, hard-core arcade player. (Solo play; Joystick; Atari ST only.)

Recommended. (MSR $29.95)   ...Jeffrey Stanton

MS-DOS

HOMETOWN, U.S.A. (★★★/★★★) is an interesting program from _Publishing Intl._ which allows you to design and build your own little model town. Included in the program are templates for everything from a bakery, bank, hotel, theatre, to the railroad station, church, library, gazebo, houses, gas station and more – even a dog house. In addition to the templates, there are all the accessories you need in the way of various styles of doors, windows, signs, storefronts, stairs, balconies, awnings, etc. Once you complete your design, simply print it out and cut, fold, and paste the building into your own masterpiece. Then, with crayon, ink, or whatever, you can customize it further. In addition to designing a town for your railroad set (it's sized in HO gauge), you can make gift boxes, winter villages for Christmas decorations, and much more. It's an ideal creative tool for kids and adults alike as the possibilities are virtually endless. (reviewed on MS-DOS; printer required)

Recommended

MULTI-SYSTEM Software

STAR WARS (★★★/★★★) is _Broderbund's_ computer version of the now-classic Atari Games/Tengen coin-op that re-created key space-fighting scenes in the original STAR WARS movie. Like the arcade game, the computer versions feature color vector graphics and relentless shooting action, letting the player take the role of Han Solo in his X-wing fighter as he attacks the Empire's Death Star. The game begins with the voice of Obi Wan Kenobi (C64/128 only) assuring that "The Force is with you" plus the expected STAR WARS musical theme. Then it's into the three game sequences, beginning with a dogfight in space, you against the Empire's TIE fighters and their deadly fireballs. Then you skim the surface of the Deathstar, turning tower tops into crystalline shards with your laser fire. The third sequence is the critical one, as you fly the narrow trench, avoiding catwalks and fireballs, to reach the Deathstar's exhaust port and deliver the final blow that will cause the Deathstar to explode. STAR WARS is a very straightforward shooting game with colorful, wire-frame graphics. The attraction is the role-playing aspect that lets you become Han Solo and be a part of the STAR WARS mystique. That attraction will be| irresistible for many gamers. And Broderbund is getting the most from the STAR WARS mystique with a clever bit of packaging. There's a tiny chip with its own speaker inside the box, and pressing the specified spot on the package activates a brief bit of the STAR WARS musical theme. That should be a real attention-getter in software stores! (Solo play; Joystick; Pause; MS-DOS version requires 256K, CGA/Hercules monochrome & has keyboard option.) MS-DOS and Commodore 64/128 versions reviewed; coming soon form Atari ST, Amiga.

Recommended. (MSR $39.95, except C64/128 at $29.95)

WILLOW (★★★1/2/★★★) is an adventure composed of seven action sequences, each of which can be practiced separately if you prefer not to follow the full quest. The program from _Mindscape_ is based on the Lucasfilm movie of the same title and follows the movie plot quite closely. The story is told on a scroll at the beginning of the game, a tale of a baby whose survival must be ensured if an evil queen is to be eliminated. In different action sequences you play one of three heroes and guide his or her part in the quest to save the baby. The characters are Ethna the Daikini, Willow Ufgood the farmer, and Madmartigan the renegade soldier. As the words of the scroll move on your screen, you may pick up clues that can help in the game sequences. The scroll is also your entry to the game itself, as you highlight certain words with a wand cursor to begin the complete quest or to go into practice mode in your choice of any but the final action sequence. The game sequences include a race through a dungeon maze, a spellcasting game and a swordfighting duel, among others. And it is possible to reset the game to change maps, spells and other elements to create a new quest. The versions we reviewed all feature lovely graphics and a variety of action. However, there is a large amount of disk access time, which appears to be at least partly a function of the very large size of the game. Waiting for game sequences to load can be frustrating, especially in the C64/128 version. (A sticker on the outside of the package recommends the use of a fast-loader cartridge. A fast loader is absolutely required with this game, unless you have a lot more patience than we do.) WILLOW is an enjoyable game with variety and the bonus of a randomizing feature, but excessive disk access time is a distracting negative. (Solo play; Joystick; Mouse or keyboard option on ST, Amiga; Pause.) Commodore 64/128, Atari ST, Amiga versions reviewed; also available for MS-DOS.

MSR $39.95, except C64/128 at $29.95.

COMMODORE 64/128 Software

UNINVITED (★★★1/2/★★★★) by *ICOM Simulations* for *Mindscape* is a graphic adventure with the same style of interface as their earlier game, DEJA VU. If you've played the earlier adventure, you need no introduction to the uniquely intuitive way this game works with joystick or mouse control and hardly any typing. In case you haven't played the earlier game, be prepared for the ability to interact with objects in the main graphics window by simply pointing and clicking. Even adding an item to your inventory is as simple as clicking on it and then "dragging" it to a box on the screen marked "inventory." The comfortable feel of playing the game in a way that seems very natural comes from its heritage: it was developed on the Macintosh. And since the game is so easy to control, you can concentrate all your attention on the story. And what a marvelously scary story it is!

Classic Gothic Horror

UNINVITED is classic Gothic horror brought to life on a computer screen. As you begin, your character is just rousing from the edges of unconsciousness, having crashed his car into a tree. His brother seems to have disappeared, and an imposing mansion can be glimpsed through the spidery cracks of the windshield. Assuming the persona of this slightly dazed traveler, you leave the car and approach the house. Inside are hints of black magic and mystery. A taunting imp keeps running across your path, carrying a key that must be important. The house seems uninhabited yet not at the same time. Could it be haunted? It won't take you long to discover that it is indeed haunted—by things that go bump in the night and far worse. Your character will die often when you first play the game, and in some pretty gruesome ways. The designers have done such a good job in creating a mood of suspense and imminent danger that some scenes raise goose bumps. Have you ever wanted to star in a horror movie or novel? Then don't miss UNINVITED, for this is your chance. (Solo play; Joystick or mouse; Blank disk required for game-saving.) Commodore 64/128 version reviewed. Also available for Macintosh, Amiga, Atari ST ($49.95), MS-DOS ($39.95) and Apple IIGS ($44.95). In development for Apple II; MS-DOS 3.5" version available next month. **Recommended.** (MSR $34.95)

FIRST OVER GERMANY (★★1/2/★★★) is a B-17 Flying Fortress simulator by *Strategic Simulations* which gives you a chance to try out your wings in the historic 306th Bombardment Group for 25 historic
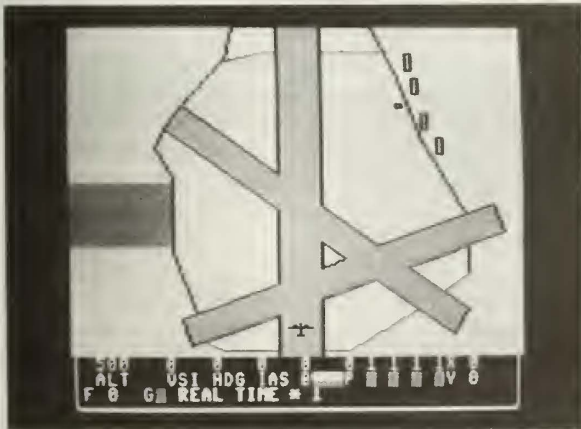
combat missions over Germany during World War II. However, as a green young pilot, you're hardly ready for combat duty when you first boot the disk. The program begins with crew selection, gunnery practice, and then a series of training missions in the U.S. before you head for the European theater. Each of ten crew positions must be

filled, from copilot to tail gun, and you have a choice of six individuals for each spot. Each man is rated for aptitude, experience and stamina, and your crew choices determine the difficulty level of your training and combat missions. Gunnery practice involves no flying at all, but merely learning to respond to incoming enemy aircraft (bogeys) in various positions. When you switch to a particular gunner's position, your joystick controls the aiming crosshairs. One aspect of shooting that we did not like is the fact that the bogey doesn't move at all while you're shooting. We found it disconcerting to stop firing and see that the bogey had suddenly "jumped" to a different position. The next step in your training is learning to take off, fly the plane and become familiar with the instruments, land, and then move on to joining a formation, bomb practice, and longer flights. With a little training, you're sent to England to begin your tour of duty: 25 increasingly difficult missions over Germany. On the missions, you will experience combat with enemy fighters, various mechanical problems, and flak. From mission to mission you are rated for bombing accuracy and general efficiency, with increases in rank as your rewards for good performance. We feel that this game will appeal more to those who prefer traditional strategic wargames than to fans of action gaming. There is certainly action in FIRST OVER GERMANY, but it takes a back seat to your ability to plan your missions and manage your resources. (Solo play; Joystick & keyboard; Blank disk required.) MSR $49.95

MS-DOS

VIDEO GAMMON (★★★/★★★1/2) gives true challenge and interaction in what might otherwise be a boring session of Backgammon. *Baudville* brings interaction with your computer playing partner to a new high. VIDEO GAMMON comes equipped with three levels of opponents: "Smarty," "Whimpy" and "Crazy." Each name is indicative of the types of moves you can expect from the opponent. Smarty plays a balanced, strategic game, while Whimpy plays a safe game,w and Crazy is likely to try anything. All the extra side thrills are included, such as doubling cube, a match play using the Crawford Rule, and also the option for two players. The ease of board movement brings real-life play to your screen, and you don't even have to drag out the board and checkers to enjoy it. The play action in VIDEO GAMMON can be quite fast and exciting—this reviewer had to be pulled away from the screen. (One or two players; CGA/Hercules monochrome; Keyboard.) Available for IBM/Tandy/MS-DOS only. **Recommended.** (MSR $34.95)

KING'S QUEST IV Now Available for Apple IIGS

The newest in the popular King's Quest series from Sierra was recently released in a new version for the Apple IIGS, taking advantage of the system's sound capabilities with many life-like sound effects added to the original music score written by William Goldstein (TV's FAME, and the Touchstone film HELLO AGAIN).

THE VIDEO GAME UPDATE

New Lawsuit Filed Against Nintendo

Amid the flurry of litigation consisting of the Atari Games Corp./ Tengen Inc. $100 million antitrust lawsuit filed in December, 1988 against Nintendo of America Inc. and Nintendo's series of countersuits against Tengen and Atari Games, another antitrust lawsuit was filed against Nintendo at the end of January. The second litigant to charge Nintendo with Unfair monopoly of the multi-billion dollar video game market is Atari Corp. of Sunnyvale, Calif.—the other and entirely unrelated Atari Corp. which produces computer and video game hardware and video game software. In its $250 million suit, Atari Corp. claims that Nintendo is illegally preventing developers of games licensed for play on the Nintendo system from making those same games available for competing video game systems, such as Atari's. Nintendo's response to the Atari Corp. suit was swift and terse, calling the Atari charges "absurd," "sour grapes" and "an attempt to excuse Atari's poor competitive performance" in a market which Atari previously dominated.

NES and Competing Systems

We do not pretend specialized knowledge of the laws which govern licensing, but we're a bit confused by the Atari Corp. charges in light of the fact that some games already exist which have been made for the Nintendo Entertainment System and for competing systems. For example, how can there be a GHOSTBUSTERS game made by Activision for the Atari 2600, a second GHOSTBUSTERS game which Activision licensed to Sega for play on the Sega Master System, and a third GHOSTBUSTERS game created by Activision for play on the NES under license from Nintendo? Granted that the Atari 2600 and Sega versions preceded the NES one, but if Nintendo is indeed intent on not having NES games available for competing systems, then why would they have permitted Activision to release the NES version of GHOSTBUSTERS under the licensing agreement between Nintendo and Activision?

Further Developments: Nintendo Patent Granted

The eagle-eyed among you may have noticed the "Pat. Pend." (patent pending) notice molded into every NES cartridge shell. Nintendo announced on January 24, 1989 that it had been granted a U.S. patent entitled "A System for Determining Authenticity of an External Memory Used in an Information Processing Apparatus." In plain English, this means that Nintendo was granted a patent for its two authenticating processors, one in the Control Deck and the other in each software cartridge. The two processors communicate with each other, forming a "security system" which is meant to allow a game cartridge to function only if it is manufactured by Nintendo or under license. Nintendo claims that Tengen has copied the patented software authenticating processor in its new, independently produced cartridges. As a result, Nintendo has filed an additional suit against Tengen Inc. and its parent, Atari Games Corp., charging patent infringement.

Attention Collectors

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

SEGA Software

GOLVELLIUS - VALLEY OF DOOM (★★★1/2/★★★1/2) by _Sega_ is an action-adventure in the classic mold. A noble quest is the centerpiece of the action, as the player-adventurer, Kelesis, sets off on a mission to rescue the Princess Rena from her imprisonment by Golvellius, the evil king of the demons. Before entering the cave that leads to the Valley of Doom, Kelesis encounters a Wise Woman who gives him a sword and a pair of boots. Then he's off on his adventure through subterranean passages and over the danger-ridden grounds of the Valley. Kelesis must gather seven crystals and defeat all manner of demons before he can reach the final battle with Golvellius himself. Along the way, there are many experiences: fights with enemies, the help and advice of friendly creatures, gold to be earned and spent, special objects and hints to find, and many secrets to discover.

Surprise and Discovery

The territory of the game scrolls horizontally in some areas, and vertically in others for a variety of action. There is a sense of surprise and possible discovery at nearly every turn, keeping the game interesting and motivating even though its general theme is a familiar one. As long as your system is turned on, you may continue each new game with all the possessions you earned in the last game, except for gold, which is reduced to half of what you had accumulated in the previous game. Since all playing sessions must end sooner or later, Sega has provided a Password feature that allows you to continue as if you had not turned your system off. This is a popular feature with gamers and adds to the attraction of this very enjoyable adventure. (Solo Play; Password feature.)

Recommended.

NINTENDO Software

BIONIC COMMANDO (★★★★/★★1/2) is _Capcom's_ futuristic, one-man commando mission featuring a soldier with a powerful, bionic arm. The commando is charged with the task of moving into enemy territory and finally into enemy headquarters itself to rescue one of his comrades. The play action occurs over 19 different battle
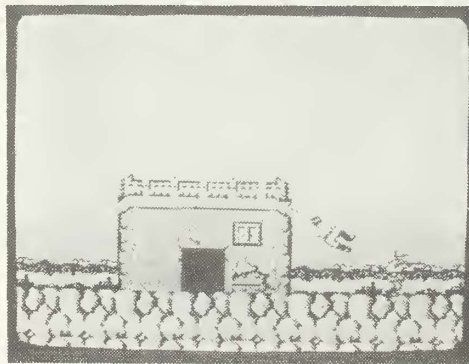
scenes, and the commando faces seemingly impossible odds against multitudes of enemy forces. But he can maintain some contact with his headquarters when he finds communication rooms in various enemy locations, gaining information as he moves toward his objective. The commando begins the game with a normal gun, but he can Earn the increased fire power of special weapons as he progresses toward his

goal. But his best weapon is the one that's the most fun for the player to control: his bionic arm. This spring-like contraption expands, contracts and easily grabs onto surfaces above the commando, allowing him to swing Tarzan-style with speed, power and grace. There's plenty of good action in this game, along with exciting music and outstanding graphics with large, well animated figures.

Instruction Manual Is Awful

So why are we not recommending BIONIC COMMANDO? The instruction manual is awful. The manual provides minimal information about the features of the game and the methods of making the features work. Even worse, what little information there is has been written so poorly as to be nearly incomprehensible. (Example from description of the stage map: "Player starts from area 0 and transfer along the route. Each numbered squares are the areas and as soon as your player reaches, screen will change to battle scene." Another example explaining the weapon selection method: "Move flashing squares to item you want, then press 'A' twice to start, you can cancel it.") Granted that arcade gamers are accustomed to playing with few or no instructions, but we believe that most home players expect and deserve complete, well-written instructions. And they should not have to bear the expense of a long-distance phone call to the company's game counselors just to ask procedural questions that should have been answered in the manual. BIONIC COMMANDO is another case of a potentially good game that could have been much better with decent instructions. (Solo play; also available for Commodore 64/128 and MS-DOS.)

Not recommended. (MSR $44.95)

INDIANA JONES AND THE TEMPLE OF DOOM (★★1/2/★★★) from *Mindscape* is licensed from Lucasfilm Ltd. and Tengen/Atari games, based on both the movie and the coin-op game of the same name. The game is an action-adventure starring the unflappable Indy
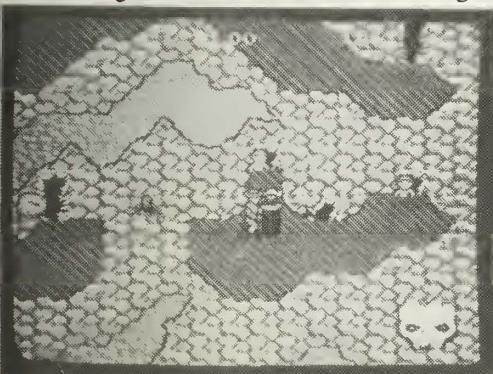
as he seeks to free the enslaved children of Mayapore and recover the Sankara Stones stolen by the high priest, Mola Ram. Beginning his quest with just his familiar whip, he fends off Thuggee guards and other dangers. Additional weapons (guns, swords and TNT) can be gathered as he moves through the screens. There are twelve levels of play, each consisting of two or more settings, complete with secret doors to special areas in the game, including a Warp Wave for rapid progress to higher levels. The first eight levels consist of alternating scenes of caves and mines. The mines are more treacherous than the caves because of the the mine cars, moving conveyor belts and deadly lava pits. Upper levels take Indy to the Chamber of Kali for the three Sankara Stones, to a map room for the route to the secret exit, then finally through the dungeons of Kali and across a rope bridge. The first level of the game is quite easy to master, but the going immediately gets a whole lot tougher from the second level on. Indiana Jones fans will appreciate the close adherence to the movie's story and the use of the familiar theme music throughout. The game is very challenging and enjoyable to play, even though we found the graphics to be a little flat. (Solo play; Continue feature; also available for Atari ST, Amiga, Commodore 64/128.)
MSR $49.95

RAMPAGE (★★★/★★★) comes to yet another system with this version by *Data East* for the NES. This is the ultimate game of destruction, in which you control a monster bent on destroying every city in the U.S. and lunching on its inhabitants. Data East has chosen to build their version of the game around George the Ape and Lizzie the Lizard, two of the original three characters from the Bally-Midway coin-op. There are 128 levels, the ability to play a cooperative two-player game, and plenty of anti-monster action from police, helicopters, and even lightning bolts shot from an occasional thundercloud. The game is silly, destructive, and loads of fun to play—everything that RAMPAGE fans are looking for. Our only complaint about the game is an overly generous "continue" feature that lets you re-start indefinitely with no loss of points. (1 or 2 players; Continue feature; also available from Activision for Commodore 64/128, Apple II, MS-DOS and Sega.)
Recommended. (MSR $44.95)

SKATE OR DIE (★★★★/★★★★) is the ultimate skateboarding adventure with five different events and the ability to accommodate up to eight players. Events can be practiced individually or played for points in competition mode. Developed by *Ultra* under license from Electronics Arts, SKATE OR DIE brings alive the "rad" world of skateboarding, Southern California style. Three events are regulation pro contests: the downhill race with flags, ramps and pipes and the high jump and freestyle competitions held in a U-shaped concrete pit open at both ends. The high jump encourages a crazy kind of daredevil courage, because your skateboarder has to land on his board after those jumps. In the freestyle competition, the object is to build speed on the same course, but with the aim of performing a variety of airborne tricks that must be seen to be believed! (No wonder gaming simulations are so popular: they're so much safer than the bone-breaking realities.) The other two events are somewhat less conventional—if anything about skateboarding can be described as conventional. The Downhill Jam takes a pair of racers through tough back alleys, where the object is to smash objects in the way and get in as many kicks and punches at your opponent as possible. And for a little more one-on-one destruction, there's pool-jousting. Two skaters square off in a drained swimming pool, one armed with a big stick for bashing his opponent while the other does his best to avoid the blows until it's his turn with the stick. In all five events, fantastic skating action combines beautifully with realistically animated graphics and lively music for a real skateboarding treat. Don't miss this one! (1 to 8 players; also available from Electronic Arts for Commodore 64/128, MS-DOS.)
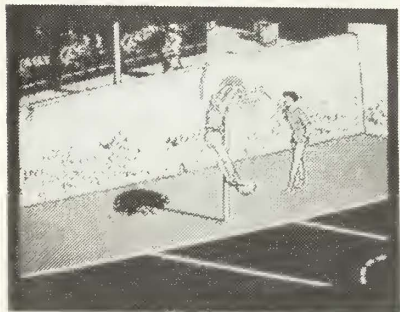Recommended. (MSR $39.95)

Oops! LITTLE COMPUTER PEOPLE
Designed by Rich Gold, Not David Crane

Last month we ran a short article about David Crane's joining the design staff of Absolute Entertainment. In error, we credited Crane as the designer of LITTLE COMPUTER PEOPLE. Although Crane was part of the team that worked on the project, the designer was Rich Gold, who deserves the credit for the whimsical concept and its entertaining execution.
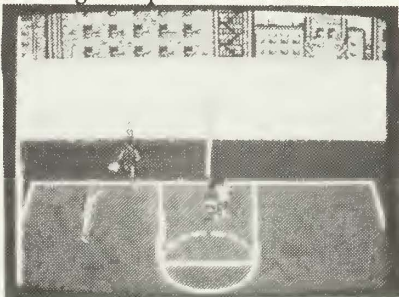
HOOPS (★★★1/2/★★★1/2) will be available soon from *Jaleco*, a traditional "half-court" game of basketball in which you must outplay some of the h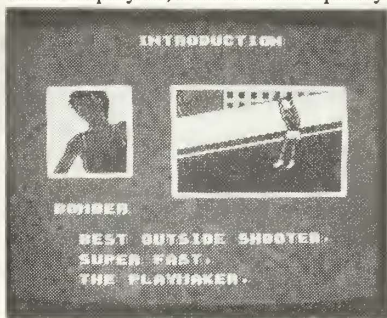ottest neighborhood players at a court in the local playground. Before starting, you have several options at your disposal. First, you must choose one or two-player mode (or you can watch a game). Then, you can opt for a one-on-one game (you against the computer or a friend) or two-on-two (you and a friend against the computer or you against a friend, each controlling two players). In the two-on-two game, if your team wins you'll be given a password. The next time you play you can ask for the Continue option which will trigger the computer to select two different opponents to challenge your team. You must then choose how many points per game to play to, whether you'll be playing LOSERS-OUT or WINNERS-OUT game, and which of two courts you'll be playing in. You'll also choose from eight different players, each with a unique style of play and certain strenghts (you can view a player's profile on the screen). Now you're ready to shoot for possession or play a game of "around the world." Around the world allows you to practice your "shooting for possession skills in eleven positions around the key. Throughout this exercise, there's an arrow dancing above the hoop to help you shoot at the right moment. Once you're ready for tournament play, you'll have to practice using your controller as you have several options. There's shooting, passing, and an attempt at the slam dunk. Make it and there's a close-up of your character flying towards the basket as he/she jams the shot home. Defense is just that—block the shot or steal. There's less penalties called in playground basketball but you still have to watch traveling, charging, and pushing as you can be called for these foals.

Quite Good

Jaleco has already scored with a terrific baseball simulation (*Bases Loaded*) and this one adds to their sports stable admirably. The action is non-stop with all the various ways to play a real plus. It will take you some time to master the ball handling, especially when you're playing against the computer which never seems to miss a shot! The graphics are quite good as you look in on the court from behind the center line. The close-up effect of the slam dunk shot is very impressive as the figures explode into larger-than-life players. The music was a slight annoyance to us, but we turned that down. All in all, a very strong entry

in the basketball arena (one player; two-player simultaneous; continue feature on 2-on-2 only)
Recommended (MSR. $42.95)

GOAL! (★★★1/2/★★★★) is our second Sneak Preview from *Jaleco* this month, this one taking us to the soccer field for some frenzied action as you choose from sixteen countries to represent in World Cup competition or choose one of eight American professional teams and compete in a three-round tournament. In both World Cup and Tournament play, each team fields eleven players: 3 forwards, 3 midfielders, 4 defenders, and 1 goalkeeper. You can choose to play against the computer, against a friend, or cooperatively with a friend against the computer. A continue feature is available for World Cup competition to put you back where you left off in the competition, or in the two-player cooperative mode against the computer. There is a Shoot competition in which you choose one of three players and compete vs. a goalie and two defensive players. You get five tries to dribble the ball past the defenders and score. This is a good way to practice your skill down around the net. On offense, you'll use your controller to handle shooting, passing, dribbling, tackling the ball away from your opponent, and moving your player(s) downfield. One movement which will defintely take time to master is heading the ball in which you move under the ball and bounce it off your head, heading it towards your teammates or the opponent's net. When playing against the computer, you'll quickly discover that your opponent is very good at passing from teammate to teammate. You'll be caught up in quite a challenge! You'll find the moves there, from hooksliding to the diving headshot when in front of the opponent's goal.
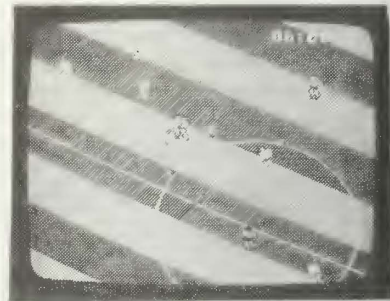
Good Game, Good Challenge

For sports fans, this will be a terrific challenge in a game which has been very popular for the "armchair" gaming set. We especially like all the ways you can play – from World Cup to tournaments, against a friend, against the computer – all for a very challenging afternoon of soccer play. The graphics are quite good and realistic, adding to the fun. It appears that Jaleco may be carving out a strong niche in sports games! (one player; two-player simultaneous)
Recommended (MSR. $46.95)

Higher Game Prices in '89

Expect to pay more in 1989 than you did in '88 for video games on both the Sega and Nintendo systems. Based on what we've learned so far, price increases are widespread although not universal. In some cases, the increases are very small, but others are substantial.

Reader Takes Exception to Review

One our most avid gamers has written to us to disagree with one of our reviews. Because of his expertise and exposure to virtually every game made for Nintendo or Sega, Howard Hisel of Park Forest, Illinois, is in a position to make some points which we felt should be passed on.

He takes issue with our review of R-Type for Sega with the following comments: "I do think there is a great deal to separate it from other space shoot-ups. The aliens are not just simple with a simple big monster at the end. You evidently did not get to the end of Stage 3 (editor's note: unfortunately, due to the vast numbers of programs which must be played in a month, we are not always able to get as far into a game as we'd like as that could mean many, many hours with each and every game). This is a huge alien space ship that fills many screens! This ship has a tremendous arsenal and can only be defeated with strategic planning. You must use your remote properly ...and this takes a great deal more than just quick reflexes. The remot is quite unique and, like I said before, you better know how to utilize your remote or it's curtains. I can't wait to make it to the end of the next stage. What could wait for me that! It's a four-star game all the way...the best of its' type!"

More Discontinued and Cancelled NES Titles

In addition to the games listed in last month's issue, we have learned of some other titles no longer appearing on Nintendo licensees' active game lists: GOONIES II by Konami and IKARI WARRIORS by SNK. Other planned future titles that appear to have been dropped, at least for the time being, are BABY GANG-STER (Vic Tokai), FORMULA ONE GRAND PRIX (Data East) band an untitled driving game (SNK).

Accolade Licenses Jack Nicklaus Golf Game to Ultra

The computer game, JACK NICKLAUS' GREATEST 18 HOLES of MAJOR CHAMPIONSHIP GOLF, has been licensed by Accolade to Ultra Software, a subsidiary of Konami, Inc., for production on the Nintendo system. The game is expected to be available around the end of this year and will include Jack Nicklaus' personal selection of the greatest holes from the world's most famous courses, a variety of male and female opponents (including the Golden Bear himself), and features such as wind direction and intensity, course hazards, random pin placement, club selection and two levels of difficulty.

In The Arcades

SNK has just unveiled *Ikari III, The Rescue* (a 2-player, simultaneous game) where you must rescue the son of a presidential candidate. It includes combat action as well as karate moves and an assortment of weapons.

Atari Games has introduced *Tetris*, already a very popular computer game in which the player must move and rotate descending geometric blocks, attempting to fit the block pieces together to build solid, horizontal rows before the pieces land.

Atari Games has also introduced *Hard Drivin'*, allowing the player to test drive a high-powered sports car on a challenging stunt course where they can jump a draw bridge, negotiate a high-speed banked turn and drive a 360o vertical loop. You can choose either automatic or manual transmission, and can view a crash sequence with the instant replay feature.

AVAILABILITY UPDATE

ATARI ST
JANUARY
Alcon (TAI)
x-Alien Syndrome (SEG)
Bad Dudes (DE)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Captain Fizz (PSY)
Combat Course (MIN)
Galactic Conqueror (TI)
Guerilla War (DE)
Hostage (MIN)
x-Leisure Suit Larry II (SIE)
x-Manhunter:New York (SIE)
Operation Wolf (TAI)
Platoon (DE)
Renegade (TAI)
x-Sky Chase (MAX)
Street Fighter (CAP)
Tetris (SPE)
x-Willow (MIN)
x-Zak McKracken & Alien Mindbenders (LF)
FEBRUARY
Artura (ARC)
Balance of Power: 1990 (MIN)
Savage (RAI)
Shogun (INF)
Star Wars (BRO)
Zork Zero (INF)
MARCH
After Burner (SEG)
Colony, The (MIN)
Demon's Winter (SSI)
Journey (INF)
Qix (TAI)
Rastan (TAI)
Shinobi (SEG)
Sky Shark (TAI)
FIRST QUARTER
Android Decision (DS)
Axe of Rage (EPY)
Battlehawks 1942 (LF)
Clue (VIR)
Curse Buster (EFY)
Devon Aire Diamond Caper (EPY)
Double Dragon (ARC)
Downhill Challenge (BRO)
Guardians of Infinity (FAR)
L.E.D. Storm (CAP)
Master Ninja (PAR)
Mini-Putt (ACO)
Monopoly (VIR)
1943 (CAP)
Red Storm Over London (IS)
Risk (VIR)
Rocket Ranger (CIN)
Side Arms (CAP)
Skate Wars (EPY)
Sports-A-Roni (USG)
Thud Ridge (TS)
Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (FAR)
JUNE
Battle Chess (IP)
SECOND QUARTER
Indiana Jones & Last Crusade (LF)
Last Duel (CAP)
RoboCop (DE)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

COMMODORE 64/128
JANUARY
Aussie Games (MIN)
Chesterfield (VT)
Combat Course (MIN)
Hostage (MIN)
Intl Team Sports (MIN)
x-Operation Wolf (TAI)m
Qix (TAI)
x-720 (MIN)
Sgt Slaughter Mat Wars (MIN)
Sky Shark (TAI)
x-Star Wars (BRO)
x-Technocop (USG)
Warlock (TS)
FEBRUARY
After Burner (SEG)
Artura (ARC)
BattleTech (INF)
F-14 Tomcat (ACT)
x-First Over Germany (SSI)
Project Firestart (EA)
Qix (TAI)
Robocop (DE)
Savage (RAI)
Shinobi (SEG)
x-Uninvited (MIN)
x-Willow (MIN)
MARCH
Battles of Napoleon (SSI)
Carrier Command (RAI)
Dondra-New Beginning (MI)
Falcon (SPE)
Might and Magic II (NWC)
PT-109 (SPE)
SimCity (MAX)
Tangled Tales (ORI)
Ultima Trilogy (ORI)
FIRST QUARTER
Ajax (KON)
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Axe of Rage (EFY)
Bad Dudes (DE)
Curse Buster (EFY)
Demon's Winter (SSI)
Destroyer Escort (MIC)
Devon Aire Diamond Caper (EPY)
Double Dribble (KON)
Downhill Challenge (BRO)
F-86 Sabre Strike (ACO)
Firezone (DS)
Guerilla War (DE)

Jackal (KON)
L.E.D. Storm (CAP)
Life Force (KON)
Mind Roll (EFY)
1943 (CAP)
Omnicron Conspiracy (EPY)
Skate Wars (EPY)
Sorceror Lord (DS)
Sports-A-Roni (USG)
Test Ride (CAF)
Thud Ridge (TS)
Ultima V (ORI)
Univ Military Simulator (RAI)
Wizard Wars (PAR)
APRIL
Hillsfar (SSI)
Overrun (SSI)
JUNE
Spider-Man & Capt America (PAR)
SECOND QUARTER
Castlevania (KON)
Heavy Barrel (DE)
Hydlide (KYO)
Indiana Jones & Last Crusade (LF)
Journey/C128 only (INF)
Last Duel (CAP)
Last Ninja 2 (ACT)
Metal Gear (KON)
Pete Rose Pennant Fever (GAM)
Shogun/C128 only (INF)
Super Hang-On (DE)
Teenage Mutant Ninja Turtles (ULT)
Trials of Honor (EPY)
Undersea Commando (EPY)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Strider (CAP)

AMIGA
JANUARY
x-Alien Syndrome (SEG)
x-Balance of Power: 1990 (MIN)
Bubble Bobble (TAI)
Captain Fizz (PSY)
Combat Course (MIN)
x-Elite (RAI)
x-Falcon (SPE)
Galactic Conqueror (TI)
Guerilla War (DE)
Hostage (MIN)
Operation Wolf (TAI)
Renegade (TAI)
x-Sky Chase (MAX)
x-Willow (MIN)
x-Zak McKracken & Alien Mindbenders (LF)
FEBRUARY
Bad Dudes (DE)
Neuromancer (IP)
Savage (RAI)
Shogun (INF)
Star Wars (BRO)
Zork Zero (INF)
MARCH
After Burner (SEG)
Colony, The (MIN)
Deja Vu II (IS)
DeluxePaint 3 (EA)
Journey (INF)
Qix (TAI)
Rastan (TAI)
Shinobi (SEG)
SimCity (MAX)
Sky Shark (TAI)
FIRST QUARTER
Ajax (KON)
Android Decision (DS)
Annals of Rome (DS)
Arkanoid II (DIS)
Axe of Rage (EFY)
Battlehawks 1942 (LF)
Battleship (EPY)
Bionic Commando (CAP)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Dive Bomber (USG)
Double Dragon (ARC)
Double Dribble (KON)
Firezone (DS)
Guardians of Infinity (PAR)
Gunship (MIC)
Jack Nicklaus Greatest 18 (ACO)
Jackal (KON)
Leisure Suit Larry II (SIE)
Lords of Rising Sun (CIN)
Manhunter-New York (SIE)
Monopoly (VIR)
1943 (CAP)
Operation Clean Streets (BRO)
Police Quest (SIE)
Red Storm Over London (IS)
Risk (VIR)
Side Arms (CAP)
Silent Service (MIC)
Skate Wars (EPY)
Sorceror Lord (DS)
Space Racer (BRO)
Sports-A-Roni (USG)
Street Fighter (CAP)
Street Sports Football (EPY)
Thud Ridge (TS)
Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)
SECOND QUARTER
Castlevania (KON)
Indiana Jones & Last Crusade (LF)
L.E.D. Storm (CAP)
Last Duel (CAP)

Metal Gear (KON)
RoboCop (DE)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

APPLE IIe/IIc
JANUARY
Bubble Bobble (TAI)
Renegade (TAI)
Victory Road (DE)
Zork Zero (INF)
FEBRUARY
Bad Dudes (DE)
BattleTech (INF)
John Madden Football (EA)
Shogun (INF)
MARCH
First Over Germany (SSI)
Journey (INF)
Overrun (SSI)
Pool of Radiance (SSI)
Qix (TAI)
Tangled Tales (ORI)
Ultima Trilogy (ORI)
FIRST QUARTER
Games: Winter Edition (EFY)
Gunship (MIC)
Hunt for Red October (DS)
Leisure Suit Larry II (SIE)
Manhunter-New York (SIE)
Mind Roll (EPY)
Risk (VIR)
Sporting News Baseball (EPY)
Street Sports Football (EFY)
Street Sports Soccer (EFY)
Superstar Ice Hockey (MIN)
Technocop (USG)
Tower Toppler (USG)
Wizard Wars (PAR)
SECOND QUARTER
Devon Aire Diamond Caper (EPY)
Legend of Blacksilver (EPY)

APPLE IIGS
JANUARY
Balance of Power: 1990 (MIN)
Renegade (TAI)
FEBRUARY
Battle Chess (IP)
Captain Blood (MIN)
Shogun (INF)
Zork Zero (INF)
MARCH
Journey (INF)
FIRST QUARTER
Dondra-New Beginning (MI)
Downhill Challenge (BRO)
Final Assault (EPY)
Games: Summer Edition (EPY)
Sinbad & Throne/Falcon (CIN)
Jack Nicklaus Greatest 18 (ACO)
Leisure Suit Larry II (SIE)
Red Storm Over London
Rocket Ranger (CIN)
Scooby-Doo (MI)
Sentinel Worlds I: Future Magic (EA)
Serve & Volley (ACO)
Silent Service (MIC)
Silpheed (SIE)
Street Sports Football (EFY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)n
Sword of Sodan (DIS)
Thud Ridge (TS)
Zoom! (DIS)
MAY
Deja Vu II (IS)
PT-109 (SPE)
SECOND QUARTER
Hostage (MIN)
Undersea Commando (EFY)
THIRD QUARTER
Ancient Land of Ys (KYO)
Quarterstaff (INF)

MACINTOSH
JANUARY
Super Hang-On (DE)
Warlock (TS)
x-Xerion (TI)
FEBRUARY
Captain Blood (MIN)
Karnov (DE)
Shogun (INF)
x-SimCity (MAX)
Teenage Mutant Ninja Turtles (ULT)
MARCH
Journey (INF)
FIRST QUARTER
Arkanoid Construc Set (DIS)
4th & Inches Team Construc Disk (ACO)
Games: Summer Edition (EFY)
Guardians of Infinity (PAR)
Leisure Suit Larry II (SIE)
Manhunter-New York (SIE)
Red Storm Over London (IS)
Ultima IV (ORI)
SECOND QUARTER
Arkanoid II (DIS)
Hostage (MIN)
Sceptre (DIS)
Undersea Commando (EFY)
THIRD QUARTER
Starglider II/Mac II (RAI)

MS-DOS
JANUARY

ATARI 2600
FIRST QUARTER
Crack'ed (AT)
Dark Chambers (AT)
Nebulus (AT)
x-Pete Rose Baseball (ABS)
Sprintmaster (AT)
Super Baseball (AT)

Super Football (AT)
x-Tomcat F-14 Simulator (ABS)
SECOND QUARTER
Double Dragon (ACT)
Rampage (ACT)

ATARI 7800
JANUARY
x-Tower Toppler (AT)
FIRST QUARTER
Ace of Aces
Commando (AT)
Crack'ed (AT)
Crossbow (AT)
Dark Chambers (AT)
Fight Night
Jinks (AT)
Nebulus (AT)
Pete Rose Baseball (ABS)
Skyfox (AT)
Super Baseball (AT)
Super Huey (AT)
Title Match Pro Wrestling (ABS)
Tomcat F-14 Simulator (AT)
Touchdown Football (AT)
SECOND QUARTER
Double Dragon (ACT)
Rampage (ACT)

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

NINTENDO
JANUARY
x-Othello (ACM)
x-Rampage (DE)
x-Skate Or Die (ULT)
FEBRUARY
Amagon (AS)
Athletic World (BAN)
Bomberman (HS)
John Elway's Quarterback (TW)
Platoon (SUN)
Q*Bert (ULT)
Robo Warrior (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
x-Star Soldier (TAX)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
Track & Field II (KON)
Ultima (FCI)
x-WWF WrestleMania (ACM)
MARCH
Challenge Pebble Beach (BAN)
Dr. Jekyll & Mr. Hyde (BAN)
Gyruss (ULT)
Marble Madness (MB)
Ninja Gaiden (TEC)
Ninja Taro (AS)
Operation Wolf (TAI)
Power Pad (NIN)
Predator (ACT)
Spy Vs Spy II (KS)
Tetris (TEN)
World Games (MB)
FIRST QUARTER
Goal! (JAL)
Mappy-Land (TAX)
Willow (CAP)
APRIL
Adventures of Lolo (HAL)
Adventures of Tom Sawyer (SET)
Airwolf (ACM)
Dance Aerobics (NIN)
Fester's Quest (SUN)
Hoops (JAL)
Hydlide (FCI)
IronSword (ACM)
Rolling Thunder (TEN)
Sky Shark (TAI)
Super Mario Bros (NIN)
Super Sprint (TEN)
Taboo (TW)
MAY
Bad Dudes (DE)
Battle of Olympus (BRO)
Cobra Triangle (NIN)
Double Dare (GT)
Friday the 13th (LJN)
Hollywood Squares (GT)
Jeopardy Jr (GT)
Marvel's X-Men (LJN)
Mask Rider (BAN)
NFL Football (LJN)
Nightmare on Elm St (LJN)
Ride-On Bus Trip (FP)
Vindicators (TEN)
Wheel of Fortune Jr (GT)
Who Framed Roger Rabbit (LJN)
JUNE
Air Fortress (HAL)
Bowling (FP)
Chessmaster (HT)
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