

Computer Entertainer

the newsletter

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IN THIS ISSUE...

A Complete Recap of CES

An in-depth account of what went on with the game & software companies with behind-the-scenes previews of planned product with information you won't read anywhere else!

New titles for 2600!

Amiga Software Dazzles

Over a Dozen 3rd Party companies for Nintendo!

Reviews Include:

Defender of the Crown

Track N Field

...for C64

Stationfall

President Elect '88

Lurking Horror

...for Multi-Systems

EOS: Earth Orbit Station

...for Apple II

Shadowgate

...for Macintosh

Castlevania

Ikari Warriors

...for Nintendo

Ghostbusters

...for Sega

...and more!!

THE TOP TWENTY

1. Gunship (Mic/Co)
2. Bard's Tale II (EA/Co)
3. Silent Service (Mic/Co)
4. Star Trek: Prometheus (SS/Co)
5. Destroyer (Epy/Co)
6. GFL Championship Football (Gam/Co)
7. Chessmaster 2000 (EA/Co)
8. World Games (Epy/Co)
9. Leather Goddesses (Inf/Ap)
10. Kings Quest III (Sie/I)
11. Mean 18 (Aco/I)
12. Hollywood Hijinx (Inf/Co)
13. GBA Basketball 2on2 (Gam/I)
14. Bureaucracy (Inf/Ap)
15. Might & Magic (NW/Ap)
16. S.D.I. (Min/Co)
17. Triple Pack (Acc/Co)
18. Up Periscope (Atn/Co)
19. Starflight (Sie/I)
20. Roadwar 2000 (SSI/Ap)

** Top Twenty is the result of telephone polls with a selected group of retailers and distributors throughout the country

COMING...

REVIEWS include...

Goldrunner

...for Atari ST

Starglider

...for Amiga

Wonder Boy

...for Sega

Fun and Games at the Consumer Electronics Show!

Entertainment was king at the C.E.S. just completed in Chicago! Over in the main hall, you could view CD Video, Super VHS, Digital TV, DAT Audio equipment and all sorts of other electronic wizardry. In fact, those are probably the items you've been reading about in your local newspaper, as well as such national news outlets as Wall Street Journal, USA Today, and others.

Entertainment Software and Games Big

While there has been virtually nothing written about the games and computer entertainment software shown (the press is determined to keep the revival of games a deep, dark secret for some inexplicable reason), we're here to tell you that the North Hall (location of the game companies and computer software booths), as well as the private suites around town, were buzzing with excitement and innovative gameplay and graphics! We heard more than one dealer walk into the North Hall and exclaim, "Good grief, look at all the games—I thought they were dead!" The Nintendo booth looked like the back forty of a football field - we haven't seen a booth this size for gaming since the "heyday" of the videogame genre. There were several third party companies in "mini-booths" within the Nintendo arena showing all sorts of terrific stuff.

Sega's booth, right next door to Nintendo, was also buzzing with gamers, determined to try their hands at some of the new games being shown, including Outrun. And try they did. There were lines at the Sega 3D area, as well as the 3D screens at Nintendo. You could hardly get your hands on a light gun to shoot down ducks, gangsters, or aliens. Nintendo has a joystick/peripheral that allows you to turbo up in speed, or slow down to a crawl to analyze what's happening on the screen! There were "oohs and aahs" at some of the graphic wizardry. We saw buyers from some of the biggest department stores walking around the Nintendo and Sega booths with the mouths wide open saying, "maybe we ought to be carrying some of this!" (We were tempted to run over and tell them about our avid gaming subscribers who never left the genre.) One adult, in business suit, turned away from playing one of the new games and remarked, "it's been two years since I've played one of these. I had forgotten how much fun they are...I guess I better go out and buy a game system!"

Amiga the Choice of Designers

There was no question that the designers are totally enthralled with the Amiga and its abilities. We saw several "works in progress" that would knock your socks off. Everything from test driving one of the exotic cars of the world to flying a 1930's plane. The Epyx booth filled the air with Beach Boys music as California Games was introduced—the lines were always there as people wanted to try their hands at surfing, skateboarding, and the like. Lucasfilm, in cooperation with Activision, previewed a fascinating game for us entitled Maniac Mansion, an innovative graphics adventure program that looks fascinating. Activision also showed us a work in progress, The Ninja, another beautiful project. It looked like something on the Amiga, but it's for the Commodore 64. Electronic Arts had some fascinating stuff including an business learning program allowing you to learn how to learn business savvy that looked pretty entertaining to us. It was a text program with pull-down menus which caught our attention immediately.

Smiles Everywhere

These are the people who have "survived" the great game depression and they're happy with the fact that the genre has not gone away, in spite of soothsayers everywhere, and that, in fact, it's pretty healthy. The quality of gaming and graphics just continues to get better and better as the designers push the machines to limits that's even surprising them. Sure, there's more caution in the air than a few years ago, but that's the sign that the industry is maturing and feeling comfortable with itself, as opposed to the topsy-turvy growth, inferior product, vaporware, and the like. Less new product is being announced, but you can be pretty sure that the product that they're talking about will reach your dealer's shelves! These are pretty exciting times. After all, you can dust off your Atari 2600 and buy NEW game titles for it by the time Christmas rolls around! Would you believe...David Crane, designer of such classics as Pitfall and Pitfall II, as well as computer games such as Little Computer People, is working on a brand new game for your 2600!!!

Just a Note Regarding CDV

While CDV (CD Video) is not a gaming or interactive genre (it is, basically, twenty minutes of CD audio and 5 minutes of CD video combined with a video), it is bringing us one step closer to CDI (CD Interactive) that we've been talking about. We noted with satisfaction that the CDV hardware (which will play 5" CDs, 8" CDs, and the laserdiscs) is outfitted with connectors on the back to accept the CDI technology. We're on our way and it's a fascinating trip!

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New from Activision

There was plenty to see at Activision, including a few dazzling screens from a new work in progress by the prolific Steve Cartwright ("Hacker," "Hacker II," "Aliens"). Under development on the Amiga, the working title of the new game is GEE BEE, and it is named for the vintage 1930's airplane which the player gets to race in the game. Steve told us that the inspiration for GEE BEE came from the popular Sega arcade game, "Out Run," which he first saw in the lobby of a movie theater, where it was surrounded by a crowd of people. Steve's goal with GEE BEE is to provide a fun-filled action game with very smooth animation. Watch for this one in late summer or early fall. We asked Steve what other projects he has in mind, and he hinted that there will likely be a HACKER III, although that project is "on hold" while he completes GEE BEE. Another of Steve's designs, ALIENS: THE COMPUTER GAME is almost ready to be released in an Apple II version that boasts 16-color, high resolution graphics.

Comedy Adventure from Lucasfilm Games

Several other entertainment titles coming from Activision look very promising. The company will be distributing a new animated comedy adventure from Lucasfilm Games, MANIAC MANSION for C64/128 and Apple II. We were quite taken with this highly visual adventure that requires no text entry, since it is controlled entirely by joystick. The central story involves rescuing a kidnapped friend from a bunch of very weird people in an equally strange mansion. Features include multiple player-controlled characters, 55 three-dimensional rooms and areas, and more than 450 objects that can be manipulated directly by the player. There is a great sense of immediacy and connection to the story because of the directness of interaction. And there are at least five successful endings to the story, allowing more repeat playability than the typical adventure.

Animated Martial Arts Adventure

Another graphic adventure that we found absolutely fascinating was THE LAST NINJA by Mark Cale and Tim Best, a beautifully animated tale based on an ancient Japanese legend about the sacred scrolls of the White Ninja which were stolen by an evil shogun. As the legendary sword fighter Akumani, you are the last hope of the Ninja brotherhood. Your perilous journey to the shogun's island takes you through six levels of difficulty, each with a different environment and challenges. There are battles with armed guards and wild animals, deadly traps, a variety of weapons (shurikens, swords, nunchakus, staffs, spears, Ninja magic), and the Ninja's karate skills. The game features 130 screens and 12 separate sound tracks. THE LAST NINJA was shown on C64/128, with versions for IBM and Apple II to follow.

Sports Simulations from Gamestar

Gamestar's newest sports simulation is TOP FUEL ELIMINATOR for C64/128 and Apple II (MSR \$29.95). This nine-event drag-racing game shows Gamestar's usual attention to realistic detail, allowing you to fine-tune your strategy by setting engine timing, fuel mixture, tire pressure, and many other factors while keeping an eye on weather and track conditions to maximize your chances in the quarter-mile race. Also new from Gamestar is their first sports simulation for the Apple IIGS, GBA CHAMPIONSHIP BASKETBALL: TWO ON TWO (MSR \$44.95).

On the International Scene

Activision International, which distributes its own products and those of several affiliated labels, currently markets computer software in more than 25 countries. Many of the titles marketed internationally are home conversions of arcade hits. For example, ENDURO RACER, licensed from Sega, recently achieved number-one status on international charts for all formats. Activision plans to release ENDURO RACER in the U.S. later this year.

Creativity and Productivity Programs

Activision showed two new products for the Apple IIGS, DRAW PLUS and WRITER'S CHOICE ELITE (MSR \$79.95 each), which can be fully integrated with each other and with PAINTWORKS PLUS and CLIP ART GALLERY. DRAW PLUS is a full-color drawing program and design tool with simple-to-use interface and object-oriented approach. It has a choice of 4,096 colors, the ability combine images with text, multiple document windows, dual resolution modes (320 and 640 pixels), a variety of functions and graphics tools, and many other features. WRITER'S CHOICE ELITE is a full-color word processor with graphics integration that can print documents in 16 colors. The program features 16 document windows, allowing the user to work on several documents at once. "Apple-Works" integration is also possible. In the Personal Choice Software

line from Activision, the company announced that non-copy-protected versions of WRITER'S CHOICE, FILER'S CHOICE, and PLANNER'S CHOICE for Apple II, C64/128, and MS-DOS will become available this summer. Those who already own the programs will be able to receive non-protected disks when they are available by sending the front cover of each program manual and \$5.00 for each disk to the company. In late July, TERM PAPER WRITER (Apple II and MS-DOS versions) will be upgraded to include "Spell-Right," a comprehensive, 150,000-word spelling checker. The new version of the program is also capable of linking files to produce documents longer than the 20-page limit in the original version. Recent purchasers of the program will be eligible for a free update if they have sent in their registration cards.

Another Good Time with Infocom

Infocom can always be counted on for a good time, whether you're playing their games, chatting with their authors, or just attending one of their classy press previews at CES. Since we've managed to engage in all three endeavors within the past few weeks, we feel thrice blessed! Results of playing the latest Infocom releases can be found elsewhere in this issue. At CES we had the opportunity to talk briefly with Steve Meretzky and Dave Lebling about their new programs. Both are veteran Infocom authors: Steve's STATIONFALL is his sixth game, while Dave's THE LURKING HORROR is his eighth. And it seems there is something of a friendly rivalry between the two, which explains the unusual, simultaneous release of two Infocom titles. These two authors have a contest going (and probably a side bet as well) to see which of them can produce the better-selling program!

Meeting the Authors

STATIONFALL is the sequel to Steve Meretzky's first game, PLANETFALL, which was written four years ago. (Since then he has had two very notable successes with LEATHER GODDESSES OF PHOBOS and HITCHHIKER'S GUIDE TO THE GALAXY, which was co-authored by Douglas Adams.) We asked Steve why he waited so long to do a sequel since PLANETFALL was so popular. He gave us the expected bit about waiting until he had a really good idea to build the story around. And then he quipped, "and besides, that's how long Lucas waits between sequels." That was the Steve Meretzky we know and love, he of the irreverent sense of humor that can make an interviewer feel like the straight man in comedy act! Dave Lebling can be just as humorous as Steve Meretzky, but his humor is a bit more subtle. Dave is a senior author at Infocom, co-author of the original mainframe ZORK I, II, and III, as well as sole author of ENCHANTER, STARCROSS, SUSPECT, and SPELLBREAKER. In THE LURKING HORROR, he meant to create a modern horror story combining the "terrifying suggestions of horrible creatures" found in the work of H.P. Lovecraft with the "real world settings" typical of Stephen King's works. Like many people at Infocom, both Steve and Dave are graduates of MIT. In fact, the settings in THE LURKING HORROR are based on real MIT locations, and the story is full of references that will be familiar to others who know that institution, such as the Tomb of the Unknown Tool ("tool" is the MIT expression for a nerd) and the brass rats. We wish Steve and Dave all the best in their private contest—may the best interactive fiction win!

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)

Critically Speaking...Commodore 64/128 Compatible

MIKIE (★★★) is named after the kid in the cereal commercials, but this *Action City* (a division of *Konami*) game puts Mikie in a school setting where he's got a girlfriend who he's trying to get a message to. The game begins in a classroom where he must walk over hearts which are placed under seats (there's one letter of the message contained in each heart). Because there are other students at each desk, he must bump them with his hip until they fall off the chair so he can get to the heart. Once the message is completed, the bell rings, Mikie must leave the classroom and head into the next section (locker room, cafeteria, gym, etc.). All the while there are teachers, the Chef, and a crazy janitor chasing him. If he's caught, he's in big trouble.

Pretty Average

The graphics are cute, but certainly not dazzling, and the gameplay offers nothing new at all. There are numerous other games available in which the premise of collecting something while running from room to room, being chased is also used. Interestingly, the background music is the Beatles' "Hard Day's Night!" While undoubtedly geared for younger kids, we just don't think this will hold your attention span very long. (one or two players alternating; keyboard or joystick)

Not Recommended (MSR \$14.95)

TRACK & FIELD (★★1/2★★★) has been converted for Commodore owners by *Action City* for *Konami*. The game features six events (versus eight events in the Nintendo version reviewed in April) which are 100-Meter Dash, Long Jump, Javelin Throw, 110 Meter Hurdle, Hammer Throw, and the High Jump. You can choose to compete in all six events, meaning you must meet the qualifying time or distance in each event before moving on. It would be very useful, however, to start by selecting a single event in order to practice your timing over and over again. In all the running events, you'll have to build up speed by pumping your joystick back and forth as fast as you can. Timing is everything on when to use your fire button as you send your man into the air on a jump, or release the javelin or hammer at the right instant for maximum distance.

A Perennial Favorite

This is a game which has been a favorite in the arcades for years, as well as versions for the Atari 2600 and, just recently, a version for Nintendo owners. While this plays as well as the recently reviewed NES version, we have taken away a bit in both our graphics and gameplay ratings due to the fact that not only are the graphics not quite as good as the NES version, but this one is missing two events (archery and skeet shooting). All in all, however, this is a fine game which sports fans will enjoy – and the price is definitely very attractive! (one to four players; keyboard or joystick; also available for Nintendo)

Recommended (MSR \$14.95)

HYPER SPORTS/PING PONG (★★★/★★★) features two sporting events in one. Another *Action City* (for *Konami*) program, the *Hypersports* side of the disk is a real challenge to your sporting abilities. Beginning with the swimming event (you against other swimmers in a push down the pool lanes, and continuing through skeet shooting, horse jumping, archery, the triple jump, power lifting, and the pole vault (whew!)), you must finish each segment, with qualifying scores, to move onto the next event (or it's back to the pool to start again). All this without a timeout to regain your strength (lots of wrist action here). If you want something tamer (?), try a fast game of Ping Pong on Side 2. Your "player" is the paddle which you can direct to hit forehand, backhand, cut the ball or hit a smash. This is a fast-moving game which will take a good deal of practice to get your timing down.

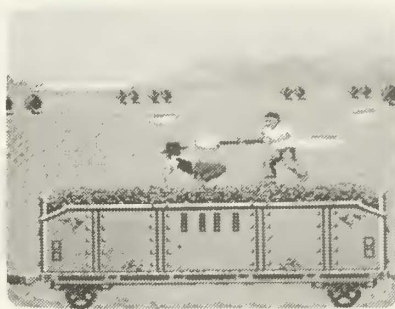
Lots of Action

There's lots of action packed into this program, as well as some pretty tough events. The graphics are colorful and there's good sound effects for the various endeavors (the sound in Ping Pong took us right back to the original "Pong" sound). There's quite a bit of varied skills needed in order to complete the various events, and it should take you a good while before you're adept enough to fly through Hypersports! In fact, we even had quite a time getting the correct feel in Ping Pong to allow us to return the ball over the net. The first several times we hit the ball, we couldn't clear that little piece of netting across the table! All in all, this is a collection of sporting events which sporting fans should enjoy. In fact, it makes a nice companion piece to the above reviewed, *Track & Field!* (one or two player alternating; joystick required for Ping Pong)

Recommended (MSR \$14.95)

EXPRESS RAIDERS (★★1/2★★1/2) is the latest *Data East* arcade conversion for the Commodore. The premise is simple. Bandits have taken control of the Gold City Express (a train in the Old West). You've got to rescue the passengers, save the train, and recapture the gold aboard the train. Before you can even get aboard the train to fight your way car to car across the top of the various cars, you've got to fight a bandit on the ground. You'll be fighting karate-style as you jab, punch, and kick, avoiding your enemy's moves. There is an "energy" bar at the top of the screen in which you will continue to lose strength each time the bandit lands a punch or kick on you. Take the bar down to zero, and you lose your man (you have 32 lives in the practice mode and 5 lives and 8 trains in the normal mode). Once you work your way from car to car, you'll have to deal with hand-to-hand combat, bandits shooting at you, throwing knives at you, and more. You'll have to duck and dodge as you work

you way close enough to the bandit to kick him off the train. Once you regain control of the engine, you must right alongside the train in a gun battle with the bandits on board.



Pretty Good Action

This is a pretty much straight ahead action game, one which has been popular in the arcades. It's karate chops in the Wild West which you can have a good deal of fun with. The graphics are nice, conjuring up a train rolling down the tracks in the wide expanses of the old west. It's a simple premise, but one that can provide enjoyment to the hand-to-hand game lovers out there. (solo play; joystick required; available only for Commodore 64/128)

(MSR \$34.95)

SKY RUNNER (★★★) is the latest arcade adventure from the *UXB* division of *Spinnaker*, in which you assume the role of a Sky Runner, hired rebel protector of 24th century mankind against the deadly, addictive drug, Sky. As the Runner, your mission is to destroy the Sky harvesting machines and their surrounding defense towers. You are provided with two different assault vehicles, a jet skimmer and three Sky Bikers with which to fight the enemy and destroy their machines and towers. You begin with the jet vehicle (a first-person view from behind the vehicle) with which you must move from right to left, bringing the towers into view and then blowing them up. Once you destroy all the towers, you can drop your first (of three) sky bikers out of your jet skimmer. The biker must be steered through the forest looking for, and destroying enemy bikers. You must be careful not to destroy one of your own runner squad men as you will receive penalties for killing them. Once you've destroyed all the bikers, you will be able to destroy the harvester itself.

Tough to Steer

We found steering and aiming the jet skimmer at the enemy towers to be a frustrating experience as the jet was constantly banking too far to the right or left. The towers are very skinny objects so you have to try and line up in front of one as soon as you see it off on the horizon so you can get a good shooting line on it. As a result, we found we could not knock down a number of towers at a time by sweeping from side to side. The graphics are clean, but very simple (the forest amounts to an occasional tree popping out at you) and we found, in general, the game not overly exciting to play. There are several games of this genre on the market and there's nothing special here to create the desire to run out and purchase it. For instance, it doesn't hold a candle to another game in the same general genre, *Skyfox*, which actually retails for less. (solo play; joystick required; available only for Commodore 64/128)

Not Recommended (MSR \$34.95)

Quantumlink Update

We met with representatives of Quantumlink, the on-line service dedicated to Commodore computer users, while we were at CES to learn about the progress of the service. Commodore owners with modems who subscribe to Quantumlink (\$9.95 per month basic subscription) have access to a growing array of services, including forums devoted to C64, C128, and Amiga, downloadable programs, and previews of new software programs from a wide variety of major publishers. Now Quantumlink users can get answers to questions directly from several major companies that maintain customer service forums on Quantumlink, including Commodore, Epyx, Electronic Arts, and Activision, among others. Access to some services on Quantumlink incurs a surcharge of six cents a minute (\$3.60 per hour), including the very popular new interactive Rabbit Jack's Casino that includes black jack, poker, slots, and bingo. With the Casino games, players get to play on-line against other people, and the games have proved to be immensely popular in the short time they have been available. Rather than the text-only display of casino games from other on-line services, these games feature full-color graphics. If the graphics had to be transmitted over the phone lines, they would slow the games down considerably, so the graphics are provided on a \$14.95 disk.

BACK ISSUES AVAILABLE...

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

Critically Speaking...Apple II Compatible

WORLD CLASS LEADER BOARD (★★★★★★) has just been converted for Apple owners and follows the popular *Leader Board*, also by *Access Software*. This follow-up includes four courses—St Andrews, Doral Country Club, Cypress Creek, and a special fourth course designed just for this program called Gauntlet Country Club, a very hard course! In the real courses, all the distances, traps, trees, etc., have been reproduced from the real thing. You'll have to choose the right club for each situation, and Access has even given us a new shot, based on consumer request. You can now choose a "punch shot" enabling you to hit a low flying line drive shot which will go under trees. It's a difficult shot to master so you'll want to practice on the driving range first. Using keyboard or joystick, you'll learn how to adjust your power and snap with the indicator on the screen. You can choose from three levels of expertise and head for the driving range and/or practice putting green before heading out to the course. By the way, a course editor allows you to arrange the holes in any playing order. In addition to the view from behind your golfer, you can also choose a top view which gives you a birds-eye look at the course and your current position.

A Fine Program

We've liked the predecessor, *Leader Board*, for all systems, and this one carries on in the same fine tradition. The feel on this game is very good, as well as good gameplay and crisp, detailed graphics. It's a very easy game to boot up and just head right into and any gamer who enjoys golfing simulations will enjoy adding this to their library (one to four players; keyboard or joystick; also available for Commodore; coming for IBM) Recommended (MSR \$39.95)

EOS: EARTH ORBIT STATIONS (NA/★★★★) is the latest in strategic simulations, this time in space. In this *Electronic Arts* program, you'll be in charge of building and managing space stations among the planets and moons of our solar system. There are seven re-playable scenarios included (each lasting from two to forty hours) where you'll have to raise the money, construct, and then explore. In the construction phase, you'll be able to choose from 39 different modules such as labs for chemicals, agriculture, forestry, and more, as well as a cargo module, shuttleport, etc. Once you've got your space station ready, you'll have to try and make a profit in order to invest in new research and reach further and further into space. You can develop new products, sell them, make alliances, watch your competition. Good decision-making will make the difference in the size of your empire! You can send probes or manned missions out to the 8 planets and 34 moons of our solar system (the EOS library includes facts and details about all the planets and moons). You'll have to develop the technology for mining ore on the moon if you want to build cities in space.

Learn While You Enjoy

This is program which can be great strategic fun; however, you'll be bound to learn a great deal, both in the science field as well as good business decisions as you go. It's a relatively easy program to get into, but you'll discover layer after layer of gaming as you become more proficient in your decision making. With seven scenarios, all playable over and over again, there's a great deal of depth in this game which should keep you occupied for many, many hours. EA indicates that the game is based on NASA's plans for the next 50 years of space exploration with technologies and economic models under development now. You'll learn a great deal about strategy, skill, and probably more about the solar system than you've known before as well. You can play against the computer or up to three friends. (one to four players; coming for Commodore 64) Recommended (MSR \$34.95)

Critically Speaking...Multi-System

PRESIDENT ELECT 1988 EDITION (NA/★★★★) comes to us from *Strategic Simulations Inc.* just as the real campaign is beginning to come together. Strategy gamers may remember the predecessor of this game, *President Elect* and *President Elect 1984*, which were very popular in the past two election periods. This version allows you to simulate any election from 1988 back to 1960 using any actual figures from a roster of 71 actual historical or present-day candidates. If you wish, you can also create your own fictional candidate. All candidates are rated, subjectively, for their social, economic, and foreign policy views, as well as poise, magnetism, etc. You can change the ratings given by the computer easily, if you wish. There are several other factors which you will control, such as which party is the incumbent, economic situation including inflation, unemployment, and GNP growth, as well as the nation's "confidence index." The game can be played by up to three players who each assume the role of candidate and/or campaign manager. The computer can play any role as well (a good way to become familiar with the program is to have the computer play the role of both candidates as you watch the strategy). The campaign begins at Labor Day, culminating with Election Night. As each week moves on, you'll have to make decisions regarding allocation of time, money, and types of campaigning to be done. What is the amount of national expenditure and exposure on television that should be spent? Running around states addressing issues of that particular region? Campaign stops? Should you take a foreign trip to show your ability as a statesman? Do you wish to debate with your opponent on national TV where the computer can ask up to 45 questions relating to foreign, economic, or social policy? At the end of each week, a weekly poll is given which provides a breakdown of how you're doing both on a national scale

as well as individual states (remember, the electoral votes). It all ends election night as the results are tallied.

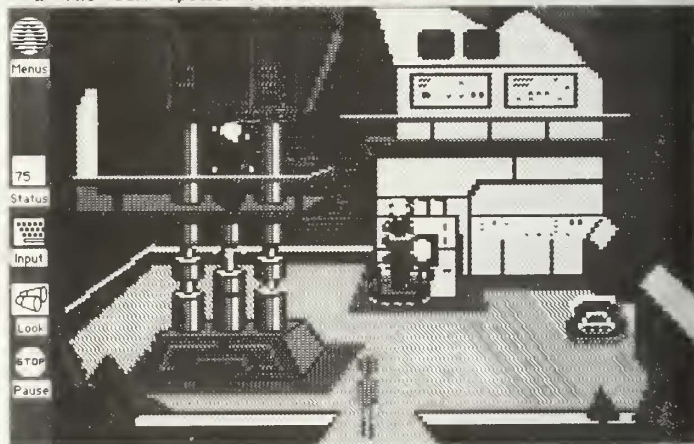
Great Learning Tool

In addition to being a good deal of fun, this program is an ideal way to learn about the election process and some of the decisions that a candidate must face during a hard campaign. In fact, we wish we'd had a game like this in school as it would have made the subject much more fascinating! The game is easy to use, and, due to the library of candidates available, as well as different ways to approach the campaign, there are almost countless ways to end the game. As a good exercise, you could, once the party conventions are over, take the actual candidates and, based on newspaper reports as well as other research, enter the information as close to reality as possible. Perhaps you can "predict" the outcome of the '88 election! This is a learning experience which is a great deal of fun too. (one to three players; available for Apple, Commodore 64, IBM) Recommended (MSR \$24.95)

Critically Speaking...Macintosh Compatible

SPACE QUEST: THE SARIEN ENCOUNTER (★★★/★★★1/2) from *Sierra*

File Edit Special Direction Verbs Look



comes to the Macintosh in a version that is every bit as much fun to play as the earlier ones on other systems. This is 3-D animated adventuring in space where you take the role of a lowly janitor on board the spacelab *Arcada*. This may not seem a likely position for the hero of an adventure, but it seems you were asleep in the supply closet when the Sariens boarded *Arcada*, blasted all the scientists, and set about capturing the Star Generator. Unlikely hero or not, it's up to you to thwart the Sariens' plan by finding and disabling the Star Generator before the Sariens can get to it. Along the way to exploring high-security-clearance locations where you've never been before, you're bound to be blasted more than a few times by the Sariens patrolling the corridors of the *Arcada*. Once you get a little more experience with the game, you may find your way to the nearby planet of *Kerona*, a temporary refuge where you can engage in a little gambling or visit the local Droids'R'Us store. It's also possible to board *Deltaur*, the Sarien starship, but that's a very dangerous place for a janitor and would-be hero. Along the way, you'll be subjected to plenty of humorously sarcastic remarks about your ineptitude. The game is easily controlled with mouse and requires only minimal text interaction. The science fiction theme is a nice change of pace from the more typical medieval adventures, and the humor makes the game an absolute delight to play. (Solo play; Mouse &/or keyboard; Pause; 512K disks; Blank disk required; Can be installed on hard disk.) Reviewed on Macintosh; also available for Amiga, Atari ST, IBM. Recommended. (MSR \$49.95)

SHADOWGATE (★★★★★★★★) is the newest "MacVenture" from *ICOM Simulations* for *Mindscape*. Its style will be immediately familiar to the many fans of the two earlier ICOM products, "Deja Vu" and "Uninvited." *SHADOWGATE* is the name of a castle, and it's the kind of place from which nightmares are made. Your quest as the last of an ancient line of kings is to survive the perils of the castle, find the evil Warlock Lord, and destroy him before he can summon the titan *Behemoth* to destroy the world. You enter *Shadowgate* through a doorway crowned with a skull—that alone should tell you something. As you move into the castle entry hall, evil laughter greets your arrival. There are two doors leading to other parts of the castle, and both are locked. After poking around a bit, it seems that nothing can help you open those doors. There's no key under the rug, nothing removable but the torches on the wall, and seemingly no place to hide a key. Then your torch goes out, and all is darkness. You've just learned the first rule of *Shadowgate*: grab every torch

you find! There really is a key, and it can be found with a little perseverance and ingenuity. With key in hand, you're ready to explore the labyrinthine passages and many rooms of this scary place. There are pits to fall into, horrible creatures of every description to send you to your death, and wonderfully spooky experiences to be had.

SHADOWGATE Is Our New Favorite

As much as we loved the first two adventures from ICOM Simulations, SHADOWGATE is our new favorite. If you've played either of the first two adventures, we hardly need to tell you how easy it is to get involved in these games. Nothing comes between you and total immersion in the story because of the completely mouse-driven interaction. Examine an object by double-clicking directly on it. Open a door the same way. Add an item to your inventory by simply dragging it out of the main picture area and into your inventory window. The gothic horrors of this marvelous old castle may be nightmarish, but they make for a great game. And the horror is leavened with humor to keep it from getting too heavy. (For example, when you find a particular key, the game informs you, "The key bears a skull. It must be a skeleton key.") And this game has so many inventive ways of killing your character! Mindscape and ICOM Simulations definitely have another winner on their hands with SHADOWGATE—an absolute must for Mac-owning adventure gamers. (Solo Play; Mouse & keyboard; 512K disks; 2nd drive recommended; Blank disk required; Can be installed on hard disk.) Reviewed on Macintosh (compatible with Mac II & Mac SE); planned for Amiga. Recommended. (MSR \$49.95)

An "E-Ticket" Ride on GUNSHIP Trainer

MicroProse had one of the busiest booths at the electronics show, due both to the interest in their new products and to the presence of a specially modified Link flight trainer in which show-goers could experience the new IBM version of MicroProse's GUNSHIP simulation program while getting the actual feel of a helicopter in flight. This particular 1940's-era Link trainer was reconditioned and rebuilt as a hobby by Marty Peck, an inventor, computer enthusiast, and electronic project engineer with the Kohler Company in Wisconsin. Peck custom-designed the electronic circuits to interface the rudder and collective controls of the trainer with the computers on board: an Innovation 2020 AT with custom sound board, 512K RAM, and EGA board, and a Commodore 128. MicroProse was scheduling GUNSHIP "flights"



CE Editor Marylou Badeaux with Marty Peck, who turned this Link trainer into a Gunship simulator. Marylou obviously enjoyed the ride!

about every 15 minutes during the show, and they had plenty of takers. No wonder: this was the MicroProse version of the ultimate "E ticket" ride! Marylou Badeaux of our staff earned her wings in the GUNSHIP trainer and pronounced the experience "terrific."

IBM Version of GUNSHIP Coming Soon

The IBM version of GUNSHIP (MSR \$49.95) is set for release this

summer, and it incorporates several special features. It runs on an IBM or compatible computer with color graphics card and 256K RAM. The program has been designed to take advantage of the computer's speed, so that flight and animation of graphics are smoother than the faster a particular machine operates. (The practical limit is 30 frames per second.) It supports 320x200-line CGA (4-color), EGA (16-color), or Tandy (16-color) and can be operated with joystick and/or keyboard. The program can be installed on hard disk. GUNSHIP also runs on the new IBM Personal System II using graphics emulation mode. Additional versions of GUNSHIP are expected to be available late this year and early 1988 for Amiga, Atari ST, Apple II, and Apple IIGS.

More Simulations from MicroProse

Coming this fall from MicroProse are *PROJECT: STEALTH FIGHTER* and *AIRBORNE RANGER*, both to be available first for Commodore 64/128 and later for other systems. The first program is based on information that has been accumulated by a variety of sources on the Air Force's top-secret Stealth project. The goals of the program are defensive, in contrast to the offensive thrust of "F-15 Strike Eagle," requiring the player to stay concealed while carrying out a variety of missions. *AIRBORNE RANGER* is an arcade-style simulation in which the player controls a single soldier parachuting into enemy territory and armed with a machine gun and hand grenades. The emphasis on arcade-style action is something of a departure for MicroProse, but the action is combined with the kind of realistic simulation that gamers have come to expect from this company. Moving in another new direction, MicroProse showed a combination adventure/simulation by Sid Meier ("F-15 Strike Eagle," "Silent Service"). *PIRATES!* (MSR \$39.95) lets you become a 17th century privateer and blends elements of role-playing (character development, interactive storyline), action gaming (ship battles, fencing), and simulation (sailing several vessels of the era). Scenarios include specific historical periods or famous pirate expeditions. *PIRATES!* is available now for C64/128 and is under development for IBM and Apple II.

Top Fuel Challenge

Cosmi is putting the final touches on four programs for Commodore users. *Shirley Muldowney's Top Fuel Challenge* pits the player's skill and daring against the three-time world champion in professional top fuel eliminator drag racing simulation. *Chernobyl* is a simulation of a nuclear power reactor and the attempt to avert disaster. *Grand Slam Baseball* is promised as a "brand new, exciting variation" of the spring pastime. And, *Inside Trader* features the player investing in a game of capitalism while weighing the risks and rewards of "inside" information.

Infocom's Fall Line-Up

Watch for three new works of interactive fiction coming this fall from Infocom. *PLUNDERED HEARTS*, set in the 17th century, is a tale of danger, romance, and challenging predicaments in which you set sail in a schooner for the West Indies in order to reach your ailing father. *NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT* is an Infocom first: a collection of eight short stories, each involving a different type of wordplay. Language aficionados should have a ball with clichés, spoonerisms, and other verbal trickeries needed to complete the puzzles. (This program will have built-in hints.) *BEYOND ZORK* by Brian Moriarty (*WISHBRINGER*, *TRINITY*) has already been over a year in development. This one is set in the universe of *ZORK* and promises a new user interface and a different style of game-play from other Infocom works of interactive fiction.

General Manager Disk

Avalon Hill has just shipped a General Manager disk as an expansion program for its award-winning computer football game, *Super Sunday*. Available for the Commodore 64, the disk allows you to keep statistics of a game just completed—the quarterback's passing, star back's rushing, and punting and field goal kicking stats. You can also create new teams by drafting players from existing *Super Sunday* season disks. You can also create standings, allowing you to keep track of wins, losses, etc. making your own divisions and conferences. It's available for \$30.00 and is also planned for the Apple II.

Firebird Lists New Releases

THE ADVANCED OCP ART STUDIO for C64/128 (MSR \$39.95) is the newest release from Firebird, and it will also be available within a few months in an Atari ST version (\$44.95). The program is designed as a full-featured, but lower-cost alternative to other art programs currently available. This summer, Firebird also expects to ship the first version of GUILD OF THIEVES, graphic adventure and sequel to THE PAWN, for Atari ST. Other versions will follow. Also coming this summer is a new program that includes three inter-related graphics-and-text adventures, KNIGHT ORC (\$39.95 for C64/128; \$44.95 for Amiga, Apple II, Atari ST, IBM, Macintosh). The three adventures escalate gradually in difficulty and let the player become an oppressed orc in a magical world filled with illusion where it's time to take revenge on humans for all their years of persecuting the orcs!

UNIVERSAL MILITARY SIMULATOR on the Way

Atari ST owners can look forward to the release of UNIVERSAL MILITARY SIMULATOR (UMS, MSR \$44.95) next month. We were very impressed with this one when we first saw it in January at the Winter CES, and designer D. Ezra Sidran has added even more features since then. It is a wargame simulation program that uses 3-D perspective topographical maps instead of the usual hex grids. (The program is capable of producing beautiful print-outs of the maps.) Twelve historical armies are included, along with 12 "wild cards" that let the user define a variety of real or fantasy battles. Additional battle library disks with more classic conflicts will be available later for use with UMS. (We were told about one tester who re-created battles from Tolkien's LORD OF THE RINGS using UMS.) Sidran started this project seven years ago on a TI-99/4A, believe it or not, and his goal was to create a program that would be "chess-like and fun, not drawn out." He wanted a wargame simulation program that could be played to completion in "one hour, not six months." We think this program will be irresistible to wargaming fans, but we expect that its appeal should extend beyond traditional wargamers to anyone interested in military history. Even fans of role-playing adventure games can use its map-making feature to create three-dimensional maps of their adventure games. In fact, UMS strikes as the type of program that is just waiting for inventive users to come up with new and unexpected ways to apply its functions.

Summer Promotions

Firebird plans several special promotions during the coming summer, including the "Firebird Summer Bonanza" that will offer free games to purchasers of specially marked C64/128 products from Firebird. Purchasers will be able to obtain two free games from Firebird by sending in their warranty card with \$3.00 to cover the shipping and handling of the free game disks. We will have more information on the Firebird promotions as it becomes available, including news of a new Firebird line of budget-priced software.

Let's Go Surfin' Now..

The Beach Boys originally said it, and now Epyx Software is finishing up *California Games* for anyone who is fascinated by the "California scene." The newest in the highly successful "Games" series which began with Summer Games, this light-hearted look at California and the games the state has spawned, includes six events. You can surf on Santa Cruz's "rad" waves, fling "whizzers" in the Yosemite flying disk event, roller-skate on world-famous Venice Beach (you'll love the locals with their moussed, fluorescent hair), "tic tac" up the ramp in Hollywood, try your luck at BMX bike racing, or try "hacky sack" in Berkeley. There's even real-life on-screen sponsors you can choose (such as Cal-Pacific, etc.) from before hitting the competition circuit. Beach Boys music wafted out of the Epyx booth as all sorts of CES visitors lined up for one of the events. The game will be made available for Commodore 64/128, Apple II, IBM, Amiga, and the Apple IIGS.

Other New Games Shown

In the Masters Collection series, the newest will be *Omnicon Conspiracy* in which you become Captain Ace Powers, of the Star Police. Your mission will be to uncover the mystery surrounding the disappearance of a starship lost during a routine mission. Epyx also debuted their "Maxx-Out" line of games, geared towards 10-16 year-olds (don't let that stop you—we saw a couple we'd like to own and we're definitely *not* in that age group!). The first games in that line

include one for all ages, *Boulder Dash Construction Kit* (Oh Boy!). Already available in Europe, this will surely be a perfect addition to anyone's entertainment library who have played the Boulder Dash series. *Spy vs. Spy III: Arctic Antics* is also included in this line, as well as *Rad Warrior*. The games will probably retail under \$25.00. The Maxx-Out series will be produced for Amiga, Apple II, IIGS, Atari ST, C64/128, and IBM.

Joysticks Almost Ready

Meanwhile, the much-awaited 500XJ joysticks for Nintendo, Sega, and Apple/IBM are just about finished and ready to roll off the production lines. The Nintendo and Sega versions are equipped with an auto-fire feature and microswitches in the fire buttons.

...The Purrr of a High-Performance Machine

We had the opportunity to see a work-in-progress in the Accolade booth. While *Test Drive* is far from finished, the screens shown on the Amiga looked simply awesome! Imagine a side view of a sleek black Porsche. The purrr of the engine rumbles into action and the darkened driver's window rolls down. The driver turns his head, looks at you for just a second, puts his machine into first, and rolls off the screen! Wow! The Amiga is uniquely capable of turning this program into an incredible game. Once you've chosen your exotic sports car, you'll be sitting in the driver's seat as you attempt to reach your destination without being stopped by the police, skidding off the road, etc. By the way, Accolade plans to build in all the various nuances of each car (cars such as the Ferrari Testarosa, Lamborghini Countach, Lotus Esprit Turbo will be among those available to you) such as braking, top speed, steering and overall performance, etc.

...Five, Four, Three, Two, One, Lift-off

Meanwhile, over at Houston Control, *Apollo 18: Mission To the Moon* is being readied for blast-off in the fourth quarter. It's a simulation in which you'll work your way through eight stages of play. We saw this work-in-progress on the Commodore 64 and we must say that this, as well as a couple of other games we saw at the show have us stunned at the graphics detail that is being accomplished!

Miniature Golf Too

Planned for the Commodore 64, *Mini-Putt* is a particularly light-hearted approach to the game of miniature golf. Responding to many consumers who've asked for a miniature golf game (our readers have been asking us too!), this is a zany version, with holes based on cities, movies, and just about anything else you can imagine. Using some of the same premise of Mean 18 such as the stroke meter, this should be a cute game for the weekend hacker.

New Graphics Program

Planned for the Apple IIGS and Amiga, *The Graphics Studio* promises to be "more than a graphics editor, more than a paint program" at a price somewhere in the vicinity of \$69.95. You'll be able to cut and paste pictures from a full-screen scrapbook, add text with all G.E.M. fonts, and animate your pictures with color cycling.

New in the Budget Line

The newest title in Accolade's budget line, *Avantage*, will be *Sigma 7* for Commodore (\$14.95). Featuring 7 levels of difficulty, each with 3 levels of play, it's an arcade-style space adventure.

Psygnosis Shows BARBARIAN for ST

The British software house, Psygnosis, showed its latest game for Atari ST, *BARBARIAN* (also to be available soon for Amiga). This is the same company that did "Brattacas" (distributed by Mindscape in the U.S.), "Arena," and "Deep Space," and their latest release shows the same richly detailed graphics as their earlier games. *BARBARIAN* casts the player in the role of Hegor, a dragon-slaying, monster-mangling warrior who must try to save the underground world of Durgan from the terrorizing reign of the evil Necron. Loaded with gruesome monsters and hidden traps, this one should appeal to fans of action-adventures. The next game from Psygnosis, which was not previewed at C.E.S., will be *TERRORPODS*. This one puts you into an alien landscape on the planet Colian, where you must fight against the strange creatures that inhabit the planet's bleak terrain.

Things Are Cooking at Electronic Arts

Electronic Arts, while not on the Show floor, had some pretty impressive things to show at a private gathering at one of the downtown Chicago hotels. IBMers will be able to try a new type of flight simulator with **Chuck Yeager's Advanced Flight Simulator**. You'll be able to test and fly formation with real and experimental aircraft at mach speeds, via a super-fast frame rate - something new in flight simulators. There are three levels of onscreen instruction from General Yeager which teaches basic flying skills, advanced maneuvers, as well as acrobatic stunts. Then it's off to the Formation Flying feature, following Yeager's lead through obstacle courses and 3-D terrain. There's also a flight recorder which allows students to create and store their own stunt flying patterns. In the Test Pilot option, you'll have a selection of 14 aircraft to check out, using actual test pilot aircraft evaluation charts. If you want to race, there's an Airplane Racing option where there are six different racecourses.

More Racing on Amiga

You'll be able to step into a Ferrari F1/86 in **Ferrari Formula One** and head out to one of 16 different race courses. First, you'll have to check all your vital statistics at the garage such as tires, suspension, wing settings, and turbo boost. You can check out your car in the wind tunnel or dynamometer prior to the race, if you wish. Or, you can even run a practice session on a reproduction of Ferrari's Fiorano test track near Milan, Italy. You'll be racing, as well as repair and pitstop decisions.

Business Learning

While the press information indicates that **What They Don't Teach You at Harvard Business Schools** business learning software, we found it highly entertaining, as well. Based on Mark H. McCormack's best selling book by the same name (McCormack is president and founder of International Management Group, a highly successful sports marketing firm), this program will ship for IBM and Macintosh users by Reality Technologies as part of the EA Affiliated Labels program. In this challenge to grow into a multi-million dollar sports marketing firm, you begin with subscriptions to a variety of key publications, a telephone, a rolodex, an "in" box, filing cabinets, a few contacts and 70 hours a week in which to work. In a series of simulated real-life situations, users try to meet the right people and create business opportunities through networking, negotiating, and managing. Using a very simple windows approach, we watched as an individual sat at the computer working his way through a cocktail party, trying to make the right moves, say the right things, ask the right questions, and meet the right people. We were fascinated by this program which could truly be a "sleeper" hit!

More Plans for Summer and Fall

There are several other programs in various stages of development including **Saxxon**, where the player battles alien foes in a high-speed aircraft; **Delta Patrol**, where the player must race through more than 200 alien attack waves in over 50 exotic environments. Also planned are **Dragon's Lair I and II** special adaptations of the hit videodisc arcade game. In **Dragon's Lair I**, Dirk the Daring must make his way through the dragon Singe's castle to rescue Prince Daphne from his lair. **Dragon's Lair II** is the **Escape from Singe's Castle** which continues Dirk's heroic exploits as he returns to the castle to battle the Lizard King in his search for a golden hoard. All these games are planned for Commodore 64/128.

New Conversions and Titles from Broderbund

Broderbund has several things on the burner (see related story in Video Game

Update section) including a sequel to the popular **Ancient Art of War**. The **Ancient Art of War at Sea** (IBM) is a strategy game of ship-to-ship combat between ancient sailing vessels. Choose from one of 11 campaigns and challenge one of 6 legendary opponents. You can also alter various elements of the prearranged scenarios...or create your own from scratch, using a game generator which is included. For Atari ST owners, there's **Art Director**, a full-featured paint program, and **Film Director**, a cell-style animation program. They can be used separately but are designed to work together. Commodore 64 owners can look forward to **Cauldron**, a spooky arcade adventure which contains two complete quests. The first quest places you as the Witch Queen whose golden broom has been stolen by the Pumpking. In the second quest, the player is a loyal pumpking warrior, out to destroy the Witch Queen.

Conversions

Print Shop and **Fantavision** have both been rewritten to take advantage of the Apple IIGS capabilities. **Karateka**, redesigned for the Atari ST, features brilliant color, resolution, and power.

Contests

Broderbund is launching two major promotions for the period of June 15 through September 15, 1987. The first, "Take the Money and Run" Caribbean Cruise Sweepstakes is easy to enter. Just fill out the entry which your participating dealer has. It also includes a \$5.00 rebate offer on any Broderbund product purchased for \$15 or more during the promotion period. The second promotion involves **Type!**, a typing-instruction program. You can get \$10.00 back by mailing in any other typing-instruction program, along with a sales receipt showing that you've purchased **Type!** Broderbund will send you \$10.00.

Critically Speaking...C64/128 Compatible

YIE AR KUNG FU II (★★★/★★★) is the sequel to **Konami's** "Yie Ar Kung Fu," and it's a very enjoyable, action-filled game. The storyline picks up 20 years after Lee, the Kung Fu Master, destroyed all but one member of the evil Chop Suey Gang in the first game. Now it's up to you to help his only son, Lee Young, finish the job by facing the Yie Gah Emperor, Yen Pei, and his seven Warlords. Each of these characters has the expected martial arts skills, plus one super-skill that's particular to him or to her. And they're especially tough opponents because their super-skills are rather exotic, long-range weapons. The solo game begins with your character, Lee Young, facing an onslaught of midget fighters. They come in high, low, and in between, forcing you to be constantly ready to use Lee's high or low kicks or punches. If you can wipe out the midgets (not too difficult once you get the hang of it), Lee moves on to face Yen Pei and his iron pigtails. That swinging queue of his packs quite a wallop, and he can swing it across most of the screen to reach Lee at some distance. A few acrobatic leaps keep Lee out of reach of the iron pigtails, giving him a chance to move in and eliminate the Emperor. The next opponent is the not-so-charming lady of the sharp-edged throwing fans, Lang Fang. The progression through the Warlords continues as long as you can keep Lee from being knocked out. Fortunately, Lee has access to a couple of special powers of his own: **Oolong Tea Power** (energy replenishment) and **Chow Mein Noodle Power** (temporary invincibility). The array of enemy super-skills definitely keeps you moving, though, with the action sometimes reminiscent of the rather amazing moves in some martial arts movies.

Good Two-Player Game

The two-player game lets one take the role of Lee while the other plays one of three Warlords in a "best of three" match. The game is especially fun to play this way, since you get to control some of those exotic super-skills instead of fighting against them all the time. And with two players, you can learn the game's moves more easily without having to face the computer-controlled players' frenetic pace. We found this a light-hearted and very enjoyable action game, especially in the two-player mode. Graphics are cartoon-like, but the martial arts moves are realistically defined and executed. **YIE AR KUNG FU II** is a good choice as a change of pace from the more traditional martial arts games. (Solo or 2-player competitive; Joystick.) Available for C64/128 only. Recommended. (MSR \$29.95)

THE SECOND CITY's "Infoprovisation"



Members of **THE SECOND CITY** comedy troupe performing a routine about a computer game, "Singles Bar Simulator," during their original Infocom revue, **Infoprovisation**.

Among members of the press who appreciate such things, Infocom is known for some very interesting CES press preview parties. For example, a few years ago they threw an interactive **Murder-to-Go** party to introduce **SUSPECT**. A murder was staged, and all present were both suspects and detectives. At this year's Summer show, the famed **SECOND CITY** comedy troupe was engaged to present "Infoprovisation," an original revue introducing **STATION-FALL** and **THE LURKING HORROR**. **THE SEC-**

OND CITY, source of such talents as Dan Aykroyd and John Belushi, created a memorable series of skits loaded with computer in-jokes. Seldom is a program so well tailored to its audience!

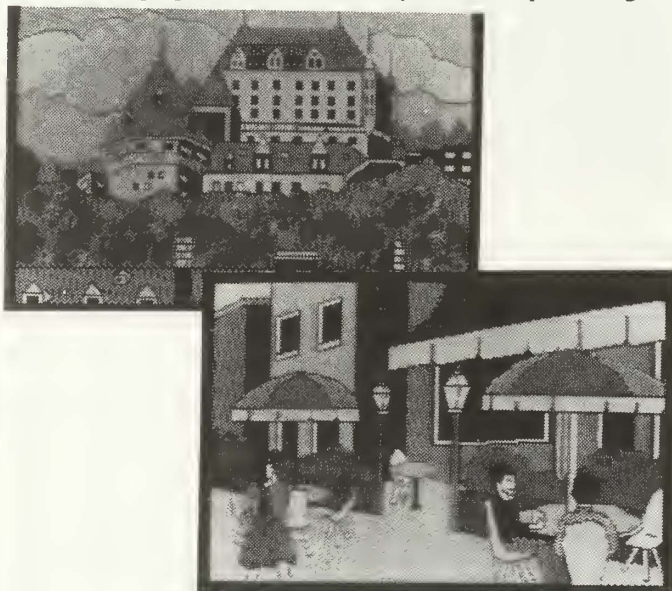
Critically Speaking...Apple II Compatible

JEOPARDY (★★1/2/★★★) is a recently released game by *Sharedata* which is billed as the "official TV game show program." It's based on the popular game show that's been around for years. This is a one to three-player game in which you play the game just like on TV. There's jeopardy, double jeopardy, daily doubles, as well as the familiar music and graphics you're used to with the TV version. The packaging indicates that there are hundreds of categories and over 1,000 questions. We played a few times (with a couple of people going back to it after-hours) and the categories and questions were not repeated in the games we played.

Close to the Real Thing

We don't normally review "budget" software; however, we had several readers ask about this program, as well as the other two game show programs Sharedata has released (*Wheel of Fortune* and *Family Feud* will be reviewed in upcoming issues). We were, frankly, very pleasantly surprised with this little number. Not only is it loads of fun for the trivia buff, but the graphics of the three players (especially when they get an answer wrong) are very cute. It also makes a good group game since three players can play against each other (one, two, or three players; reviewed on Apple II; also available for C64 and IBM) Recommended (MSR \$9.99)

THE SPY'S ADVENTURES IN NORTH AMERICA (★★★/★★★) and **THE SPY'S ADVENTURES IN EUROPE (★★★/★★★)** are two *Polarware* programs in a series of "The Spy's Adventures Around the World." Each program comes with a fairly detailed map of the region



it covers, offering a combination of treasure hunting with solving a mystery. It seems the mysterious Dr. X, notorious international jewel thief and smuggler, has been spotted somewhere on the continent, and it's up to you (or you and several friends) to find his hidden jewels and the doctor himself. You must move around from region to region to gather clues, sometimes bribing informants for the information you seek. While you move around, the computer keeps track of your efficiency rating in finding clues, jewels, and villains. The efficiency rating, along with solving the mystery, determines who wins the game. And while you're chasing clues and the elusive Dr. X, you'll be learning lots of interesting facts about the places you visit. (Parents take note.) Because the clues and the location of Dr. X vary from game to game, the adventures can be played again and again. These are great games for family or classroom. Although they're not quite as entertaining as the similarly themed "Carmen Sandiego" adventures from Broderbund, they certainly offer excellent value for the money. (Solo play; Competitive or cooperative play for up to 6; Keyboard.) Reviewed on Apple II (64K required); also available for IBM PC/PCjr and coming soon for C64/128.

Recommended. (MSR \$17.95 Apple, \$19.95 IBM for each program)

Critically Speaking...C64/128 Compatible

LEGACY OF THE ANCIENTS (★★★1/2/★★★1/2) is a graphic adventure by *Quest Software* for *Electronic Arts*. Its theme is one of an innocent bystander (in this case, a simple shepherd) who becomes a reluctant hero, accidentally becoming involved in a great quest. You become that shepherd who happens upon a corpse and takes a golden bracelet and a leather scroll from the body. Almost at once, a great structure appears where none stood before: the Tarmalon Galactic Museum, which was built by the Ancients. You begin exploring its warmly lit hallways, where displays offer information, clues, and gateways to the outside world. You learn that the leather scroll you carry is the Wizard's Consortium, and your ultimate goal is to destroy its evil power before it ruins Tarmalon. Before you can destroy it, however, you must explore the lands of Tarmalon with its twelve towns and a variety of forests, castles, and dungeons. You must also prove your skill at five action sequences within the adventure, and you will undoubtedly return many times to the museum for the knowledge it contains.

Intriguing Piece of Adventure Gaming

LEGACY OF THE ANCIENTS is a most intriguing piece of adventure gaming. The programmers (Chuck and John Dougherty) have managed the neat trick of creating a game that is both familiar and fresh at the same time. There are portions of the game that will remind you of the "Ultima" series (especially the portions where you explore the countryside of Tarmalon). And while the general theme of the game has a familiar ring, the device of using a museum for clues and gateways to various sections of the adventure gives the game a fascinating center. We like the idea that you seem to DO more in this game than is typical of many fantasy role-playing games. For example, training your character in a particular skill involves more than just showing up at a guild and paying the requisite pieces of gold after your character has earned enough experience points. In this game, training is an activity that requires some work on your part (shooting fireballs with a crossbow in combat training, for example). And wait 'til you see the unusually detailed graphics and hear the multitude of story-aiding sound effects in this game. (As the apt saying on the package goes, "Dungeon slime never looked so good.") **LEGACY OF THE ANCIENTS** plays as if the programmers incorporated many things they missed in their own playing of adventure games. We think that other adventure gamers will approve of the Dougherty brothers' ideas for building a better, more involving fantasy game. (Solo play; Joystick or Keyboard; Pause; Blank disk required.) C64/128 version reviewed; coming soon for Apple II.

Recommended. (MSR \$29.95)

New from Cinemaware

The Cinemaware line by Master Designer Software, distributed by Mindscape, now includes its first release for Commodore 64/128, a new version of **DEFENDER OF THE CROWN** (MSR \$34.95). Although a full review of the game will appear in next month's issue, we can give you a few first impressions based on what we saw at the electronics show. We were amazed at what the design team has been able to accomplish graphically on the C64/128. As they did with the original Amiga version of **DEFENDER OF THE CROWN**, they have pushed the graphic limits of the C64/128 beyond what we would have thought possible. At CES, this version of **DEFENDER** was sitting right next to the expectedly gorgeous Apple IIGS version of the same game, and the C64/128 rendition did not suffer at all in comparison. Prepare yourself to be dazzled by this one! The C64/128 **DEFENDER** is visually breathtaking and full of excellent sound effects and music. We were told that game-play has been enhanced considerably over the Amiga version, with the C64/128 version challenging enough that no one at Mindscape has been able to win the game in two weeks of play-testing. For Amiga, the Master Designers were showing a new version of **KING OF CHICAGO** with an almost photographic realism in its graphics. Mindful of the criticisms that we and others levelled at the initial Macintosh release of **KING OF CHICAGO**, the designers have made the Amiga version much more interactive and added many more digitized sounds. The game certainly looks fantastic, but we'll be able to tell you more about its play value when it's ready for review in a month or two.

MOVED???

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Critically Speaking...C64/128 Compatible

DEFENDER OF THE CROWN (★★★/★★★1/2) comes to the Commodore 64 and 128 with the heraldic splendor and graphic beauty of the original Amiga version amazingly intact. This is the first Cinemaware "interactive movie" by *Master Designer Software* (distributed by *Mindscape*) for C64/128 computers, and the design team has certainly proven itself capable of coaxing the very best in visual and sound effects from the 8-bit environment, just as they did with the Amiga. The game itself is something of a hybrid: a little of role-playing adventure, some action gaming demanding eye-hand coordination, and quite a bit of strategy gaming. As with all Cinemaware productions, **DEFENDER OF THE CROWN** is inspired by the movies and at the same time pays homage to them. (Hence the name, "Cinemaware.") The inspiration here is the great succession of adventures about the character of Robin Hood, who plays a supporting role in this game. (Robin Hood can be called on to help in your attacks of the Normans three times during the game. In **DEFENDER OF THE CROWN**, history and legend are interwoven in a tale of Norman conquest and Saxon defense in 12th century England.

Saxons Vs. Normans

The game begins with a musical flourish, and your first act is to choose one of four Saxon knights as your character. Each has a different combination of leadership, jousting, and swordsmanship skills, so your choice has a lot of influence over your chance for success in the game. A brief meeting with Robin Hood tells you that the king has been murdered, leaving England's throne empty and the land in turmoil. Along with your fellow Saxon knights, your goal is to defend against the encroaching Normans and attempt to capture all of their castles in order to win the throne for yourself. The map of England shows the distribution of territories (different each time you play) and takes you to the initial decision-making stage. You need gold to buy armies, knights, and catapults (and castles later in the game). To get gold, you need land holdings, so your first moves should be to acquire territory. Besides, if you don't grab a few neutral territories right away, you'll soon have Norman armies at your doorstep and no chance of winning. (The Normans overran the Saxons quickly and mercilessly the first few times we played.)

Strategy and Dexterity

If you can hold the Normans at bay for a few turns and build your army, you can begin to think about conquering Norman-held territories, raiding Norman castles, and even laying siege to the enemy's strongholds. (But while you're out battling Normans, don't forget to leave men guarding your own castle garrison.) Strategic choices, not joystick dexterity, determine your success on the battlefield. Raiding the castles involves some strategy but mostly skill with the sword, as you must fight your way through guards in the courtyard and then in the castle itself. (The scene inside the castle, with swordsmen's shadows projected on stone walls by flickering torchlight, is one of the prettiest in the game.) It is also possible to win lands or increase fame and leadership ratings by winning a jousting tournament. This calls on joystick skill, requiring precise timing and aim to hit the center of the oncoming knight's shield with the tip of your lance. Woe be unto you if your lance strikes your opponent's horse, though. This breach of chivalrous conduct will cause you to be banned in disgrace from jousting, stripped of your lands, and returned penniless to your castle. This happened to us when we were finally winning against the Normans, and it was the beginning of our eventual downfall in that particular game.

Action and Romance

One of the action sequences we enjoyed most in this game was the catapult scene when you lay siege to a Norman castle. We had great fun lobbing boulders, fire bombs, and disease bombs at the castle walls in preparation for the final attack. We also enjoyed the opportunity to rescue a Saxon lady kidnapped by the Normans, which is one of the random events that may or may not come up in a particular game. This sequence calls on your swordsmanship skills and rewards your success with a poignant love scene between the rescuing knight and the Saxon lady. The love scene is just a bit more erotic than the similar one in the Amiga version of **DEFENDER**, although it is certainly well within the bounds of good taste. Romance is seldom portrayed in computer games, and it fits perfectly within the theme of this game.

Splendid Music, Beautiful Graphics

We found it very easy to become caught up in the story of **DEFENDER OF THE CROWN**. The splendid music sets the mood from the

opening and helps maintain the feeling of being part of a movie-like story. The graphics are beautifully detailed and realistic, which pulls you into the story even more. The game combines strategy, fantasy role-playing, and action in such a way that no one element overpowers the others. It can be played to completion in an hour or less, although that does not mean it can be easily won in that time. The overall difficulty of the game has been increased for this version, making it more challenging than the original Amiga version. Even with the increased challenge, though, the game is never heavy or overly complicated as some role-playing adventures can seem to certain players. In fact, adventure gamers expecting a months-long process of exploration and puzzle-solving will not find it here. **DEFENDER OF THE CROWN** is story-telling in which you direct some of the action and star in its climactic moments. Certain elements are random, so no two games are exactly alike. It is a different kind of gaming that we found very appealing. (Solo play; Joystick.) C64/128 version reviewed; also available for Amiga at \$49.95. Coming soon for IBM (\$39.95), and for Apple IIGS, Atari ST and Macintosh (\$49.95). Recommended. (MSR \$34.95)

Critically Speaking...Multi-System

STATIONFALL (NA/★★★★) by Steve Meretzky for *Infocom* is a sequel to "Planetfall" and brings back the character of Floyd, the lovable robot. (It is not necessary to have played "Planetfall" to enjoy the sequel, however.) The action in the sequel takes place five years after you saved the planet Resida with Floyd's help, which led to a promotion in the Stellar Patrol. Unfortunately, the promotion only moved you from pushing brooms to pushing papers. Absolutely nothing interesting has happened to you in five years, and it looks like more of the same now that you're a member of the paperwork task force on this insanely bureaucratic planet. Your current assignment: head for Space Station Gamma Delta Gamma 777-G on an emergency run for—what else—more forms! Specifically, a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms. Things begin to look up, though, when you find your old friend Floyd in the robot room. His childlike glee at seeing you again is the high point of your day—your whole year, for that matter. And so you and Floyd head for the space station after a few rounds of one of Floyd's favorite games, Hider-and-Seeker.

Deserted Space Station

The space station is main focus of the story, for you and Floyd find it deserted when you arrive. The captain's log mentions machinery breakdowns. Floyd finds a friend on the station, a very intelligent robot named Plato. But some alien force seems to have the power to turn machines against humans in this place. Plato is affected, and even your cheerful little buddy, Floyd, starts acting strangely. There is obviously a mystery to be solved if you hope to survive. Fans of "Planetfall" or any of Meretzky's other works of interactive fiction are sure to appreciate the humor, the puzzles, and the ultimate warmth of this story and its irresistible character of Floyd the childlike robot. (Solo play; Keyboard; Blank disk required.) Available for Amiga, Apple II, Atari ST, Atari XE/XL, C64/128, IBM, Macintosh. Recommended. (MSR \$39.95 except Atari XE/XL, C64/128 at \$34.95)

THE LURKING HORROR (NA/★★★★) is a departure for *Infocom* and the story's author, Dave Lebling: a modern horror story inspired by the works of H.P. Lovecraft and Stephen King. You are cast as a student at the mythical G.U.E. Tech (modeled loosely on M.I.T., the training ground of so many Infocom authors). Late on a snowy night, you are working on a term paper which is due the next day when you seem to slip into a dream state. From that point, reality and fantasy blend, and a strange force seems to lure you downward into the catacomb passages of the G.U.E. basements. There you meet the dread creatures of your worst nightmares. Unknown horrors hide in every corner, but you must explore them all and solve the clever puzzles. The descriptions are so vivid that you may have a few nightmares of your own! The tension builds and explodes—and then builds again. This is irresistibly heady stuff, especially for anyone who enjoys reading horror stories. No horror story you read in a book could ever be quite

as alive in your mind as this one that seems to be happening to you. (Solo play; Keyboard; Blank disk required.) Available for Amiga, Apple II, Atari ST, Atari XE/XL, C64/128, IBM, Macintosh. Recommended (MSR \$39.95 except Atari XE/XL, C64/128 at \$34.95)

DARK CASTLE Moves to New Formats

While at CES we had a chance to talk with Tom Frisina about his new venture, Three-Sixty, Inc. (Frisina is the former president and CEO of Accolade.) Three-Sixty plans to publish software in three areas: recreation, utilities, and personal enhancement. The company was able to obtain venture capital financing for start-up costs based on Frisina's track record at Accolade and the overall greater strength of the computer software business at this time. For their first recreational product, Frisina's company has obtained the rights to publish new versions of DARK CASTLE, the outstanding Macintosh action-adventure created by Silicon Beach Software. (DARK CASTLE was reviewed in our January, 1987 issue.) Versions of DARK CASTLE for Commodore 64/128, Atari ST, Amiga, and IBM are scheduled to be ready at the end of this summer. In addition, DARK CASTLE has been licensed for distribution in Europe on these four systems plus Spectrum and Amstrad. Another recreation program in development is described as "a major new military simulation" based on the boardgame, HARPOON, which is published by the Game Designer's Workshop. The author of this simulation is Larry Bond, co-author of the books, RED STORM RISING and RED OCTOBER, and a member of the Naval War College. This game is currently scheduled for release next Spring.

Utilities and Personal Enhancement

Three-Sixty's first utility offering will be FILE RECOVERY PLUS (MSR \$49.95) for IBM and compatibles. The program will allow users to recover lost or damaged files, as well as providing a number of other useful utilities. The program is aimed at those who have begun purchasing PCs for the home or the home office, especially those who have bought the lower-priced IBM "clones." The first personal enhancement product from Three-Sixty will be based on a new technology currently used in many of the Fortune 1000 companies for stress management and the enhancement of interpersonal relations.

Silicon Beach Hard At Work

Silicon Beach Software, the folks behind *Dark Castle*, are cooking up some new product for your Macintosh. *Apache Strike* is planned as an action game in which you fly a helicopter through the skyscrapers of a city and fight other aircraft. It has 3D effects with hidden surface removal and Silicon Beach promises us that it is FAST! It's being done by Bill Appleton, the author of *Enchanted Scepters* and *World Builder*. Another program on the boards is *Android Arena*, an educational/entertainment product. You design the look of and then program the actions of robots (sounds like fun!) that are then sent into an arena area. They battle until only one is left. Whoever writes the best algorithms should win (that leaves out a couple of us here right away!). By the way, Silicon Beach is working on another, top secret, project that we'll be able to unveil in our August issue...it 'll be a goodie!

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Advanced Dungeons & Dragons Licensed by SSI

Strategic Simulations Inc. has entered into a licensing agreement with TSR Inc. in which SSI will bring at least ten different role-playing and several action game versions of the immensely popular *Advanced Dungeons & Dragons* game system to home computers. TSR's *Advanced Dungeons & Dragons* game system, introduced in 1977, has been very popular in the board game genre and this new alliance will bring various versions of the game to such computers as Commodore 64/128, Apple II series, IBM, Atari ST, and Amiga. There are also plans to bring a version out for the Nintendo. The various titles/versions should start hitting dealer shelves sometime in early 1988.

Mindscape Signs Arcade Licensing Agreement

During the Consumer Electronics Show (CES) Mindscape announced that they had signed an agreement with coin-op manufacturer Atari Games Corp. of Milpitas, Calif. which gives Mindscape the home computer software license for a number of arcade hits. The first two titles to be produced will be GAUNTLET (Atari XE/XL, C64/128) and PAPER BOY (C64/128). Other titles that are part of the licensing agreement are ROAD BLASTERS, GAUNTLET II, 720, ROLLING THUNDER, and ROAD RUNNER. The home versions will be priced at \$29.95 each.

New Games from Mindscape

There was plenty to see in the Mindscape CES suite, including C64/128 and IBM versions of SUPERSTAR ICE HOCKEY (reviewed in this issue). Also on display was INTO THE EAGLE'S NEST, a four-way scrolling World War II game that is somewhat reminiscent of an old favorite, "Castle Wolfenstein." To be available initially for C64/128 (MSR \$29.95), the game lets the player rescue three allied saboteurs from a secret Nazi fortress, destroy the fortress, and save the great art treasures of Europe from the Nazis. INTO THE EAGLE'S NEST is also slated for IBM, Amiga, Atari ST, and Apple II. BOP'N RUMBLE (C64/128, \$29.95) is the latest entry from the creators of the highly successful "Bop'n Wrestle." It shares several elements with its predecessor, including detailed graphics, humor, and plenty of mayhem. The player is a good-but-tough guy patrolling the urban jungle in order to protect the grannies. (If you make a mistake and bop a granny, you can expect a counter-attack.) Mindscape also showed one new conversion for Amiga (INDOOR SPORTS) and a pair of new titles for Atari ST, Q-BALL and PLUTOS. Q-BALL (\$29.95) is described as a pool game inside a cube—and without gravity, yet! The player has the ability to rotate the cube through every possible viewing angle to set up shots, attempting to sink balls in any of the eight pockets. This one is quite unusual and definitely will require a fair amount of practice to master. PLUTOS (\$29.95) offers a more familiar theme: an arcade-style space shooting game with scrolling and lots of sound effects.

Education and Entertainment

A new educational title for Apple II, UNDERSTANDING THE UNITED STATES CONSTITUTION (MSR \$49.95), was designed to help students understand the meaning of the U.S. Constitution and the operation of the U.S. government. Also useful as preparation for the citizenship examination, the program has a Spanish language version on the flip side of the disk. Also in the educational realm but definitely entertaining is the latest version of BALANCE OF POWER for Apple II. It features all the play options of the earlier versions but has fewer countries.

Thunder Mountain Titles

Mindscape's budget-priced line of \$9.95 Thunder Mountain titles now includes re-releases of STEPHEN KING'S THE MIST, JAMES BOND 007 A VIEW TO A KILL, and THE HALLEY PROJECT. New Thunder Mountain titles introduced at CES include ROCK'N'ROLL TRIVIA (Volumes 1 through 5 for C64/128 and Volumes 1 through 3 for IBM; 1000 questions per volume), BATTY BUILDERS, LEVIATHAN, and SLOT CAR RACERS.

THE VIDEO GAME UPDATE

Wealth of New Titles for Nintendo System

It was impossible to miss the Nintendo booth, easily the largest in the new McCormick North Hall, which housed CES computer and game exhibits, along with telephones and assorted small electronic items. The impressive display announced to anyone who hasn't already noticed that video games are very definitely back. Within what we began calling "the three-acre booth," Nintendo displayed all of their own titles, including several new ones, plus exhibits from the five licensees which have already released games. The booth also served to announce ten (!) new licensees, most of whom were showing at least one or two games.

New Releases from Nintendo

Covering Nintendo itself first, we got a look at the graphically revamped THE LEGEND OF ZELDA (MSR \$44.95), the first game to include a built-in, 5-year lithium battery for saving your place and character development in an adventure. This eight-level game of secret mazes and labyrinths certainly looks like a winner, and it's getting the star treatment all the way: golden cartridge, matching gold box, and its own TV ad campaign starting in July. And Zelda's pal stars in a matching Gold Pak, THE ADVENTURE OF LINK (\$44.95). Nintendo also introduced two Password Paks, METROID and KID ICARUS (\$39.95 each). These action-adventures ask for a secret password when you play. Entering the password given you when you last played will let you continue where you left off. We also got a look at PUNCH-OUT!! (\$39.95), which was playable but still in development. (Nintendo is adding more fighters than are available in the coin-op version of the game.)

3D Plus New Joystick

Shown without release dates or pricing was Nintendo's 3D system: liquid crystal shutter (LCS) glasses and 3D RACING (auto racing). This is basically the same technology as is used in the Sega 3D system and the Stereotek outfit for Atari ST computers. However, the Nintendo system is switchable, allowing for gameplay with the familiar red/blue glasses for those who do not wish to invest in the LCS system, or even in standard 2D. As with the other 3D systems we've seen, there is some darkening of the image and loss of color when playing with either red/blue or LCS glasses. The final new item shown by Nintendo was the NES ADVANTAGE (\$49.95), one of the slickest joysticks we've seen in a long time. The arcade-style controller has a rectangular, weighted base fitted with short-throw joystick and lots of buttons. All four standard ones are there, along with a one- or two-player switch (allows two players to use one controller for alternating play), adjustable turbo buttons for repeat firing power, and an intriguing slow-motion control that lets you study your next move in excruciating detail.

The Five Previous Licensees

Bandai was showing its Super Controller, the joystick accessory that slips over the NES Control Pad, along with the FAMILY FUN FITNESS exercise/controller mat and accompanying ATHLETIC WORLD game pak. They also announced two additional game paks for use with FAMILY FUN FITNESS: STADIUM EVENTS and AEROBICS.

Capcom's next release is to be SECTION Z (MSR \$34.95), a space game in which a lone astronaut must penetrate an enemy base divided into sections A through Z; the final target is the L-Brain in Section Z. Capcom's fall and winter releases will be SPEED RUMBLER, SIDE ARMS, and GUNSMOKE (\$34.95 each), all based on the arcade games of the same names.

Data East's new releases include RING KING (boxing), KID NIKI (martial arts), KARNOV, and BREAKTHRU (\$39.95 each).

Konami has scheduled DOUBLE DRIBBLE (5-on-5, full-court basketball action, complete with the popular Slam Dunk Screen), STINGER (cartoon fantasy game of planetary air defense), THE BOONIES II (licensed from Warner Bros.), and TOP GUN (naval air combat and carrier landings, licensed from Paramount Pictures). (All Konami games \$34.95 each.)

SNK will release ATHENA (Goddess of Wisdom enters the Fantasy World to become the Princess of Victory), PSYCHO SOLDIER,

VICTORY ROAD, and ALPHA MISSION.

New Licensees

And now we introduce the new licensees (in alphabetical order).

Acclaim Entertainment, which is headed by two former Activision executives, Gregory Fischbach and Rob Holmes, will release THE 3-D BATTLES OF WORLDRUNNER (switchable 3D/2D action game with lithium battery), WINTER GAMES (4-event version of the Epyx hit with lithium battery), and STAR VOYAGER (first-person star flight and fight game). The first two Acclaim games will be \$34.95 each, while the third is priced at \$29.95.

Activision has signed an agreement with Nintendo but has not yet announced any titles.

Broderbund Software will release LODERUNNER (50-screen climbing game with screen generator for designing your own puzzles), RAID ON BUNGELING BAY (helicopter attack on enemy islands), SPELUNKER (cave expedition full of surprises), and DEADLY TOWERS (action adventure with passwords for continuing game in progress). The first three are \$29.95 each, with the fourth at \$34.95.

FCI plans ZANAC (space shooting game said to have unusual degree of variation due to randomness and AI) and LUNAR POOL (60-screen billiards-style game with varying friction coefficients).

Irem Corp. showed SQOON (underwater game in which a submarine rescues earthians from aliens) and announced KUNG FU II. The games will be distributed by Broderbund and priced at \$29.95 each.

LJN Toys has several licensed titles, including JAWS, THE REVENGE (one-on-one battle against great white shark), THE KARATE KID (guide Daniel-san through hazards and challenges), and MAJOR LEAGUE BASEBALL (includes all 26 Major League teams). The other LJN titles are GOTCHA! (based on paint-gun survival gaming; uses Zapper) and TOWN & COUNTRY SURFING/SKATEBOARDING.

Romstar has not yet announced its titles.

Sunsoft plans to release SPY HUNTER (espionage chase game, \$34.95) and SKYKID (\$29.95).

Taito America plans ELEVATOR ACTION (spy sneaks into enemy building to steal secret plans), THE LEGEND OF KAGE (mystical hero rescues beautiful princess from fire-breathing monks, castle guards and evil ninjas), and RENEGADE (hero battles vicious hoodlums in urban settings) at \$34.95 each. Taito will also release ARKANOID packaged with its own controller (MSR \$49.95). This is an elaborate, 33-screen game of the "Breakout" type.

Tecmo will introduce four titles, each of which has already sold at least 1/4 million in Japan. The games are RYGAR (action and strategy adventure with outstanding graphics), SOLOMON'S KEY (strategy game with battleground of fantasy), MIGHTY BOMB JACK (whimsical, fast-paced action game), and STAR FORCE (space game, a million-seller in Japan).

A lot of what we saw for the Nintendo was very exciting, but not everything appeared to be of the same quality. With more choice than ever before for the Nintendo System, you can rely on us to tell you what's good and what's not. We've been covering video games and computer games since 1982, and no publication knows more about them than we do!

Japanese Game Fanatics' Tip of the Month

This month's tip adds a continuation feature to Konami's GRADIUS, letting you pick up your game at the beginning of the wave where you lost your last ship. To activate this feature, watch for the "game over" message after you lose your final ship. While the music is playing, quickly push the control pad down and then up, followed by a series of eight alternating presses of the B and A Buttons (B, A, B, A, B, A, B, A). You will find your ship ready to start again at the beginning of the wave you were just in, so you won't have to start over at the beginning of the game.

Atari Positions Itself Against Nintendo and Sega

The Atari XE game machine which we first reported on after the January show will, according to Atari, ship within the next eight weeks to dealers. The spokesperson told us that this game machine is being positioned in direct competition with the Nintendo and Sega game units. The XE unit includes



Atari's XE video game system

console, attachable game-playing keyboard, video gun, and joystick. Also included are three games — *Missile Command*, *Flight Simulator I*, and *Blast 'Em* (a shooting game with bugs in boxes). Atari also plans to sell a disk drive for the unit separately (at this point, aren't we back to an Atari XE computer??) and promises to port about 50 games over into cartridge format by the end of the summer including *Battlezone*, *Star Raiders II*, *Food Fight*, *Ballblazer*, *Rescue on Fractalus*, *Hardball*, *Fight Night*, *Lode Runner*, *Touchdown Football*, *Archon*, and more. (It should be noted that, based on the titles listed in the Atari press kit, these titles that are planned for cartridges for the XE machine are already available in Atari XE/XL disk format for anyone who has an Atari computer.) The suggested retail for the machine will be approximately \$150.00. By the way, the unit uses the same chip set as the 5200 and, as a result, the graphics are not quite as good as on the 7800. (We asked the obvious question...why couldn't Atari provide a cartridge slot for 5200 cartridges as 5200 owners have got machines with dead controllers, etc. The answer was that Atari will repair 5200 controllers or can sell you new ones.)

Software for the 7800

Software-starved 7800 owners (no new titles have shipped since November, 1986 — so they're shipping a new game machine?!*) are promised 10 new games for the 7800. *Desert Falcon* is still encountering bugs so that has been bumped. *GATO* was shown as a demo only. We were told that *One-On-One*, *Karateka* and *Choplifter* are currently in production in Taiwan so they should be on dealer's shelves before the end of the summer. We saw *Atari Team Wrestling* as a demo, and *Skyfox* and *Touchdown Football* have both been delayed to "possibly after Christmas." Other titles mentioned, with no shipping dates, included *Super Stunt Cycle* and *Hattrick*. Frankly, it doesn't sound like the 7800 software problem is going to be solved anytime soon.

Reissues and New for the 2600

Through a deal with Coleco, Atari plans to re-release *Zaxxon*, *Mousetrap*, *Venture*, *Donkey Kong*, and *Donkey Kong Jr.* for the 2600. Through a similar deal with Parker Bros., *Q*Bert* will be reissued. From Atari, you can look for the first diagonally scrolling game, *Desert Falcon* to ship before the end of the year. Through a deal with Absolute Entertainment (headed up by Gary Kitchen, formerly of Activision fame), they are working on *Boxing* (working title), as well as *Rad Boardin'* (a skateboard game) and Exidy's *Crossbow*. Atari indicates a total of 16 new titles for the 2600.

We're Skeptical

We will hold our judgment on all the above until we see what type of distribution Atari gets on the XE game machine and how quickly they provide additional software for that machine, as well as the 7800. However, we heard several people talking both in the Atari booth and walking away as they shook their heads trying to figure out what Atari is doing and why! You simply cannot keep shipping new hardware, leaving owners of your past hardware to fend for themselves. Any machine, be it computer or dedicated game, is only as good as the software available for it. In the time since the 7800 was introduced (May, 1986), Atari has only shipped 10 games (8 of which were formerly available for some other home game and/or computer system). Since Sega has been introduced (September, 1986), approximately 26 games have shipped (about four of those available for some other home game and/or computer system); and Nintendo (and third party companies) has shipped in excess of 40 titles since its introduction in August, 1986. Out of those 40+ games, only about eight or nine have been formerly available for other home game and/or computer systems. Now we're talking about the XE game machine which will come with three games (two of which have already been available in some other home format(s), with plans to port over games which have also already been available (based on the information provided in the Atari press kit, they are working on two shooting games — titles unknown — and about two or three other games which have not appeared on home systems yet). This is truly going to be a wait and see for us!



A Piper Cub atop the Atari booth illustrates the "Flying High" theme for the Atari XE Game System

Sega Buzzes With Activity

The Sega booth was jammed. *Out Run* was up and running on several monitors, giving attendees a chance to try out the upcoming release. The home version, while obviously not as graphic intensive as the arcade powerhouse, will feature up and down hill action, lane changes, a choice of three radio stations for background music, as well as 15 stages with scenes take will take you through the Swiss Alps, past seascapes, near sheer cliffs, and more. This is a two-mega cartridge with a retail of approximately \$40.00. We also had a chance to see *Monopoly*, which just has a few screens finished at this point. From what we saw, it looks like it should be terrific. Another two-mega cartridge, and planned for up to 8 players, we got the sense that it will switch from an overhead view of the entire board to a close-up, three-quarter and 3-D view of the area your marker is in. The *Great Soccer* mega cartridge will be playable with either the sports pad or control pad. It will feature a full soccer game capability as well as a penalty kick contest. Next up is *Zillion*, where players individually control three comrades who have been captured by Planet X. When one is in trouble, players can switch identities and the setting completely changes. In *Kung Fu Kid*, players portray their favorite martial arts expert, training and competing for the title. We also took a look at *Enduro Racer*, switched from a two-mega to a one-mega Cartridge. In this diagonally scrolling game, you'll fly over barriers, career around corners, travel across all sorts of terrain, racing against the clock. *Great Basketball* will be a hit with sports fans as the screen fills with two full teams going at each other on the boards. Another sports game, and one we've received many phone calls on is *Rocky*. We were extremely impressed with what we saw on this one. The characters of Rocky Balboa and Apollo Creed jump off the screen at you in realistic body movement as they duck, dance, jab, punch, in a great boxing game. There's even a good deal of animation in the crowd! By the way, this has been changed to a two-mega cartridge and it's easy to see the incredible results. Another two-mega cartridge that you've been asking about is *Great Golf*, which also looks good. Other titles which are being worked on include *Fantasy Zone II* and *Alien Syndrome*.

3D Looks Better and Better

We had our first look at the Sega 3D Glasses in January when they showed it with *Wall Ball*. The Glasses have made major improvements since we last saw them, and *Wall Ball* is no longer being shown. We donned the glasses, raised the light phaser and played *Missile Defense 3-D*. We managed to reach into the game several screens enabling us to get a sense of the 3D sensation several ways. It's especially impressive when the enemy missiles fly from the front of the screen (as though they had flown over your shoulder into the screen) towards the city in the distance as they try and destroy everything. We also took a look at *Zaxxon 3-D*. While not playable yet, we could get a feel for the graphics. It felt as though we were deep in one of the canyons of *Star Wars*! The glasses are light and easy to wear, by the way. The only complaint we have (and this holds true to the Nintendo glasses as well) is that the glasses tend to darken the screen quite a bit, also causing a loss in color brilliance. It's best if you can play the 3D games in a darkened room to offset some of that problem.

Epyx to Produce for Atari 2600!

Two Epyx classics are being converted for the venerable Atari 2600. Planned to retail for under \$20.00 each, look for *Summer Games* and *Winter Games* to ship in the latter part of '87!

Critically Speaking...Sega Compatible

GHOSTBUSTERS (★★★★★1/2) is *Sega's* version of the very popular computer game designed originally by David Crane for Activision. (The Sega game is licensed from Activision.) It is, of course, based on the movie of the same name and follows the movie's plot quite closely. Ghosts are gathering over the city, and the level of PK (psychokinetic) energy is getting alarmingly high. The city calls on you and your team of Ghostbusters to break up all the supernatural goings-on and restore peace to the populace. You start off with \$10,000 in your bank account, which may sound like a lot until you start purchasing the fancy equipment you and your team will need. First you must purchase a vehicle (try the hearse if you want to stay true to the movie) and then equip it with exotica such as PK energy detectors, ghost vacuums and traps, a marshmallow sensor, and more. (The Sega version offers more goodies to purchase than the original game.) Then take a look at the city map and head for the nearest building showing ghost activity. Capture a few slimmers with your ion beams, trap the beasties, and move on to the next infestation. While en route, you can suck up a few roamers with your ghost vacuum, but watch out for the traffic on the road (another Sega addition to the original game scenario).

Slightly Silly But Lots of Fun

Assuming you and your team can stay on top of things and keep the Marshmallow Man from flattening buildings until the city's PK energy reaches the critical point, you'll move on to the stage of slipping past the Marshmallow Man into the Temple of Zule. Then you must climb the stairs, avoiding the roamers, until you reach the top and confront Gorza. Success means a fat payment from the city, and you'll be able to start your next game with a higher bankroll. Throughout, the Sega designers have done a very good job of bringing this game to the Sega Master System. Graphics are beautifully detailed—even more so than in the original computer game—and the musical theme is as delightful as ever. Game play has been enhanced with new equipment choices and more interesting trips between Ghostbusting assignments. This is a slightly silly but fun-filled game, especially if the movie is one of your favorites. (Solo play.)

Recommended. (MSR \$35.00)

Critically Speaking...Nintendo Compatible

CASTLEVANIA (★★★1/2/★★★★) is the latest entry from *Konami*, a trip to a place right out of a vampire movie. You control a hero figure with a magic whip who is out to destroy the master of this castle, none other than the evil Count Dracula himself. Before that can happen, though, the hero has to make his way through six floors of the castle and more creepy-crawlies and monstrous creatures than you'll find in any ten horror movies. There are bats, skeletons, zombies, leopards, mummies, and even Frankenstein and his pal, Igor. Below the castle, there are even demonic fish men that leap out of the water at your character. (The first time we ran into these guys, they caught us by surprise, and we were thoroughly startled by their jumping antics.) Your character's magic whip can fell many of the creatures, and it can reveal a few surprises as well. There are myriads of special weapons, magic potions, and other goodies to be discovered along the path through the castle and by destroying the evil creatures. In fact, your first few trips through the lower levels of the castle become exploratory missions to discover all the items and what they can do for your character.

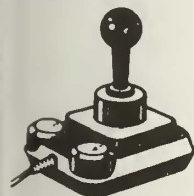
Konami Games Get Better and Better

We have liked each of Konami's previous games for the Nintendo system, but they just seem to get better and better. There is something quite special about **CASTLEVANIA** that makes it very difficult to put it away once you start playing, and that's always the mark of a great game. The variety of enemies and special items to be found keep the game very interesting, and we really like the hero's magic whip as a change of pace from the usual gun or sword. Graphics are beautifully animated and highly detailed, with only the occasional presence of flickering keeping the game from receiving a full four stars for graphics. With four games now available for the Nintendo system, Konami is beginning to show the signs of a company that can be depended upon to produce a really good game. We hope they can keep it up! (Solo play.)

Recommended. (MSR \$34.95)

The **COMPETITION PRO 8000** Joystick by *Control Marketing, Inc.* (licensed from *Coin Controls, Inc.*) is the second independently made joystick for the Nintendo Entertainment System (NES) to hit the market. (The first was by Wico and was reviewed in our March, 1987 issue.) The **COMPETITION PRO 8000** is based on the highly successful design of the earlier Competition Pro 5000 for Atari and Commodore game and computer systems. It features a rectangular base with rounded corners and a short-throw, steel-shaft red stick topped with a ball-shaped knob. The stick activates microswitches, giving a characteristic sound and feel that is not present in leaf-switch joysticks. (Many avid gamers prefer microswitches for their faster response time, greater durability, and positive feedback in use.)

Two very large, slightly concave firing buttons are placed atop the base on the far side of the stick, away from the player when held in playing position. On the Competition Pro 5000 model, both firing buttons perform the same function, allowing ease of use for both right- and left-handed players. On the **COMPETITION PRO 8000**, these buttons correspond to the A and B buttons of the NES Control Pad, but they are placed with the A button on the left and the B button on the right. This is the opposite of the Nintendo configuration of B on the left and A on the right. Two small, square buttons on the front of the base, placed



on either side of the cord connection, correspond to the Select and Start buttons of the NES Control Pad.

Good News and Bad News

We tried out the **COMPETITION PRO 8000** on a selection of games for the NES, including "Super Mario Bros.," "BurgerTime," "Gradius," "Trojan," "Ninja Kid," and several others. The results were a mixture of good news and bad news. The good news is that the stick itself performs extremely well, matching the responsiveness of the Nintendo Control Pad. On some games, we thought it was even better than the control pad. For example, we found it much easier to move our ship very rapidly up and down in "Gradius" with the **COMPETITION PRO 8000** than with the standard control pad. The bad news is that we found the action button arrangement awkward in games where both buttons are used. For example, we had a difficult time accelerating Mario and then quickly making him leap for the flag at the end of each screen in "Super Mario Bros." This combination of actions, as most of you know, requires a coordinated combination of pressing both action buttons in sequence while manipulating the stick. There is no way to accomplish this kind of combination move while holding the joystick in your hand, although it's a little easier with the joystick held against your lap. We were quite happy with the **COMPETITION PRO 8000** as long as we didn't have to operate both buttons in any kind of combination. Overall, we found the **COMPETITION PRO 8000** definitely superior to the Wico Command Control for the NES, but it leaves something to be desired in ease of use with two-button games.

MSR \$29.95.

IKARI WARRIORS (★★★★★★★★) has been a title anxiously awaited for by gamers familiar with the arcade hit. Brought to the home screen by *SNK Corp.*, this "commando-type" game allows two players to play together, working cooperatively against an enemy nation. The scenario is simple. Paul and Vince are warriors with secret orders to invade an enemy nation (looks like it could be Vietnam). From the time the aircraft comes to a bumpy landing in the jungle, it's a fight for survival. The enemy will be throwing grenades, missiles, bazookas, and more. You'll have to avoid landmines, shoot the enemy, watching your ammunition supply as you go. Throughout your quest, you must look for various items to pick up for increased fighting power. You can pick-up bullets, grenades, energy supply, as well as



longer firing range, and speed-up of firing. Your best bet in this fight is to get into a tank. While that doesn't make you indestructible, they'll make a big difference in your success. Don't let your energy get to zero, however, as the tank will explode. You must pick up a gas can before reaching zero. When in the river or sea, you cannot use the tank and your movement is not as fast. Watch out for the enemy! You'll encounter gates which you must blow up, helicopters, enemy tanks and fortresses. The task is not an easy one!

A Real Winner

SNK has done a fine job converting this for Nintendo owners. There is an absolute fascination with this type of arcade game and this one won't disappoint. The gameplay is lightening fast, with the enemy coming from all directions. By the way, you don't have to have a friend to play with you. You can play along against the computer. Obviously, though, the real fun is when you can play it with a friend. There are very few cooperative games available and, whenever one is available, it is extremely popular. There is plenty of depth as far as various screens go...it's not just a continuing scroll of jungle terrain with an enemy encampment at the end. Here you'll move through jungle as well as various water situations, and enemy compounds. This is fast arcade action at its best. (one or two players)

Recommended (MSR \$39.95)

CE Subscriber Chosen for Game Demos at CES

When we got a call from Rob Holmes of newly-formed Acclaim Entertainment, Inc. asking if we had any enthusiastic NES owners among our subscribers who also happened to live in the Chicago area and might be willing to demonstrate a new game during the four days of CES, we provided him with several names. Rob called on long-time CE subscriber Howard Hisel and his son, Patrick, who were delighted to volunteer for four days of "booth duty." Howard took two days off from his job with Ford Motor Co., and Patrick missed two days of school. We spoke with them several times during the show, and they were having the time of their lives demonstrating **THE 3-D BATTLES OF WORLD RUNNER**. Rob Holmes of Acclaim was at least slightly amazed at the devotion these two had to their task, even to the point of staying late and practicing to be able to get deeper into the game. As we explained to Rob, these two gaming fanatics are fairly typical of many of our subscribers. Four days at CES would be considered a "dream assignment" for many of them.

ATARI XE/XL

MAY
x Rebel Charge/Chickamauga (SSI)
JUNE
Ali Reality 2: Dungeon (DS)
Lurking Horror (INF)
Stationfall (INF)
Video Title Shop (DS)
THIRD QUARTER
Ace of Aces (ACO)
Beyond Zork (INF)
Bismarck (DS)
Boulder Dash Constr Kit (EPY)
Oamlet (MIN)
Gumlinger (DS)
Infiltrator (MIN)
Marble Madness (EA)
Nord & Bert Couldn't... (INF)
Old Scores (DS)
Pawn, The (FIR)
Plundered Hearts (INF)
Spy vs Spy 3: Arctic (EPY)
Swords & Sorcery (DS)
Tobruk (DS)
Traillazer (MIN)
Ultima I (ORI)

ATARIST

MAY
x Goldrunner (MT)
x Harbhall (ACO)
x Sub Battle Simulator (EPY)
JUNE
x Arcticfox (EA)
Autoduel (ORI)
Barbarian (PSY)
Colonial Conquest (SSI)
Defender of Crown (MDS)
Lurking Horror (INF)
Phatos (MIN)
Portal (ACT)
Q-Ball (MIN)
Rings of Zulfim (SSI)
Stationfall (INF)
Wizard's Crown (SSI)
221B Baker Street (DS)
JULY
Leisure Suit Larry (SIE)
Music Construction Set (EA)
Univ Military Sim (FIR)
AUGUST
Bard's Tale (EA)
Guild of Thieves (FIR)
Knight Orc (FIR)
SEPTEMBER
Test Drive (ACO)
OCTOBER
King of Chicago (MDS)
NOVEMBER
Simbad & Throne/Falcon (MDS)
THIRD QUARTER
Advanced OCP Art Studio (FIR)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Karateka (BRO)
Nord & Bert Couldn't... (INF)
Plundered Hearts (INF)
Sentry (FIR)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
Terrapoda (PSY)
10th Frame Bowling (ACC)
3D Helicopter Simulator (SIE)
FOURTH QUARTER
Gumship (MIC)
Into Eagle's Nest (MIN)
Police Quest (SIE)

COMMODORE 64/128

MAY
x Create a Calendar (EPY)
x Express Radden (DE)
x Pirates (MIC)
x Rebel Charge/Chickamauga (SSI)
x Wargame Construction Set (SSI)
x Sky Runner (UXB)
x Superstar Ice Hockey (MIN)
JUNE
x Advanced OCP Art Studio (FIR)
Age of Adventure (EA)
Ali Reality: Dungeon (DS)
B 24 (SSI)
California Games (EPY)
x Defender of Crown (MDS)
Eos: Earth Orbit Stations (EA)
Golden Path (FIR)
Into Eagle's Nest (MIN)
x Legacy of Ancients (EA)
Lurking Horror (INF)
x President Elect '88 (SSI)
Realms of Darkness (SSI)
Sanxion (EA)
Sate Arms (CAP)
Speed Rumbler (CAP)
Stationfall (INF)
Street Sports Baseball (EPY)
Video Title Shop (DS)
JULY
Battle of Chickamauga (GDW)
Battles in Normandy (SSG)
Bop'n Rumble (MIN)
S.D.I. (MDS)
Top Fuel Eliminator (GAN)
AUGUST
Amnesia (EA)
Delta Patrol (EA)
Dragon's Lair I & II (EA)
King of Chicago (MDS)
Knight Orc (FIR)
Simbad & Throne/Falcon (MDS)
SEPTEMBER
Street Sports Baseball (EPY)
Test Drive (ACO)
SECOND QUARTER
Circus Charlie (KON)
Gradius (KON)
Instant Music (EA)
Rommel/Tobruk (EA)

Sub Battle Simulator (EPY)
THIRD QUARTER
Airborne Ranger (MIC)
Apollo 18 (ACO)
Beyond Zork (INF)
Bismarck (DS)
Boulder Dash Constr Kit (EPY)
Breakthru (DE)
Cauldron (BRO)
Gauntlet (MIN)
Guild of Thieves (FIR)
Gummoke (CAP)
Iron Horse (KON)
Jailbreak (KON)
Last Ninja, The (ACT)
Maniac Mansion (LF)
Mini-Putt (ACO)
Nord & Bert Couldn't... (INF)
Old Scores (DS)
Paper Boy (MIN)
Phantasia III (SSI)
Plundered Hearts (INF)
Project Stealth Fighter (MIC)
Rad Warrior (EPY)
Spy vs Spy 3: Arctic (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Tobruk (DS)
Trojan (CAP)
War in S Pacific (SSI)

COMMODORE 128

THIRD QUARTER
Guild of Thieves (FIR)

AMIGA

JUNE
Ali Reality: City (DS)
Earl Weaver Baseball (EA)
Lurking Horror (INF)
x Roadwar 2000 (SSI)
Stationfall (INF)
Writer's Choice elise (ACT)
JULY
Autoduel (ORI)
Indoor Sports (MIN)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
AUGUST
Ferrari Formula One (EA)
IntelliType (EA)
Knight Orc (FIR)
SEPTEMBER
Test Drive (ACO)
SECOND QUARTER
Black Cauldron (SIE)
GATO (SPE)
Kampfgruppe (SSI)
Orbitur (SPE)
Phantasia (SSI)
Silent Service (MIC)
Univ Military Sim (FIR)
10th Frame (ACC)
THIRD QUARTER
Barbarian (PSY)
Beyond Zork (INF)
Graphics Studio (ACO)
Guild of Thieves (FIR)
Nord & Bert Couldn't... (INF)
Plundered Hearts (INF)
Police Quest (SIE)
Return to Atlantis (EA)
Terrapoda (PSY)
FOURTH QUARTER
Gumship (MIC)
Into Eagle's Nest (MIN)

APPLE II/IIe

MAY
x Create a Calendar (EPY)
x GBA Champ Basketball (GAM)
x OFL Champ Football (GAM)
x Spy's Adv/Europe (POL)
x Spy's Adv/N America (POL)
JUNE
Ali Reality: Dungeon (DS)
x Eos: Earth Orbit Stations (EA)
Epyx 500XJ Joystick (EPY)
Lurking Horror (INF)
Mavis Beacon Typing (ST)
x President Elect '88 (SSI)
Stationfall (INF)
Street Sports Baseball (EPY)
Video Title Shop (DS)
x World Class Leader Board (ACT)
JULY
Aliens: Computer Game (ACT)
Balance of Power (MIN)
Battles in Normandy (SSG)
Computer Scrabble (LG)
Superstar Ice Hockey (MIN)
Top Fuel Eliminator (GAN)
AUGUST
Knight Orc (FIR)
SEPTEMBER
Street Sports Baseball (EPY)
OCTOBER
Leisure Suit Larry (SIE)
SECOND QUARTER
Ancient Art of War (BRO)
Bard's Tale 2 (EA)
Bismarck (DS)
Championship Golf V.1 (GAM)
Commando (DE)
Dark Lord (EA)
Darkhorn (AHL)
Infiltrator (MIN)
Old Scores (DS)
Sub Battle Simulator (EPY)
Superbow Sunday (AF)
Swords & Sorcery (DS)
x Arcticfox (EA)
Tag Team Wrestling (DE)
Tobruk (DS)
Track & Field (KON)
Ultima I (ORI)
War in S Pacific (SSI)

AVAILABILITY UPDATE

World Games (EPY)
Yie Ar Kung Fu (KON)
THIRD QUARTER
B 24 (SSI)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Golden Path (FIR)
Guild of Thieves (FIR)
Killed Until Dead (ACO)
King's Quest III: 128 K (SIE)
Mimic Mansion (LF)
Nord & Bert Couldn't... (INF)
Plundered Hearts (INF)
Rad Warrior (EPY)
Space Quest (SIE)
Spy vs Spy 3: Arctic (EPY)
Variable Feasts (BRO)
FOURTH QUARTER
Into Eagle's Nest (MIN)
Pirates (MIC)

APPLE IIGS

MAY
x DeluxePaint II (EA)
JUNE
Draw Plus (ACT)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (MDS)
S.D.I. (MDS)
JULY
Defender of Crown (MDS)
Leisure Suit Larry (SIE)
Writer's Choice elise (ACT)
AUGUST
GBA Champ Basketball (GAM)
Hot & Cool Jazz (EA)
OCTOBER
King of Chicago (MDS)
NOVEMBER
Simbad & Throne/Falcon (MDS)
SECOND QUARTER
Destroyer (EPY)
Drawing Table (BRO)
Hacker II (ACT)
King's Quest (SIE)
Music Const Set (EA)
Newsmaker (BRO)
Silent Service (MIC)
Space Quest (SIE)
Sub Battle Simulator (EPY)
Theater (SIE)
World Games (EPY)
THIRD QUARTER
Donald Duck's Playground (SIE)
Fantavision (BRO)
Graphics Studio (ACO)
Hardball (ACO)
King's Quest II (SIE)
King's Quest III (SIE)
Mean 18 (ACO)
Police Quest (SIE)
Print Shop (BRO)
ShowOff (BRO)
3D Helicopter Simulator (SIE)

MACINTOSH

MAY
x Portal (ACT)
x Shadowgate (MIN)
x Space Quest (SIE)
JUNE
Ali Reality: City (DS)
Defender of Crown (MDS)
Lurking Horror (INF)
Roadwar 2000 (SSI)
Stationfall (INF)
JULY
Computer Scrabble (LG)
Mavis Beacon Typing (ST)
Ogre (ORI)
S.D.I. (MDS)
AUGUST
Knight Orc (FIR)
Leisure Suit Larry (SIE)
Star Fleet II (INF)
NOVEMBER
Simbad & Throne/Falcon (MDS)
SECOND QUARTER
AuroDuel (ORI)
Computer Ambush (SSI)
King's Quest II (SIE)
King's Quest III (SIE)
North Atlantic '86 (SSI)
Orbitur (SPE)
Ultima IV (ORI)
Univ Military Sim (FIR)
THIRD QUARTER
Androd Arena (SIL)
Apache Strike (SIL)
Beyond Zork (INF)
Boulder Dash Constr Kit (EPY)
Guild of Thieves (FIR)
Nord & Bert Couldn't... (INF)
Plundered Hearts (INF)
Rad Warrior (EPY)
Spy vs Spy 3: Arctic (EPY)
What They Don't Teach/Harvard. (RT)
FOURTH QUARTER
Police Quest (SIE)

IBM PC-PCjr/Tandy 1000

MAY
x Create a Calendar (EPY)
x Music Construction Set (EA)
JUNE
x Adventure Const Set (EA)
Ali Reality: City (DS)
x Arcticfox (EA)
Chuck Yeager Flight Sim (EA)
Defender of Crown (MDS)
Epyx 500XJ Joystick (EPY)
Leisure Suit Larry (SIE)
Lurking Horror (INF)

x Marble Madness (EA)
Mavis Beacon Typing (ST)
Robot Rascals (EA)
Stationfall (INF)
x Superstar Ice Hockey (MIN)
Ultima I (ORI)
Ultima IV (ORI)
What They Don't Teach/Harvard. (RT)
JULY
Lords of Conquest (EA)
AUGUST
Bard's Tale (EA)
Gumship (MIC)
King of Chicago (MDS)
Knight Orc (FIR)
S.D.I. (MDS)
SEPTEMBER
Simbad & Throne/Falcon (MDS)
Street Sports Baseball (EPY)
OCTOBER
Test Drive (ACO)
SECOND QUARTER
Bop'n Rumble (MIN)
Destroyer (EPY)
Operation Market Gdn (SSI)
Mecenary (DS)
Mecenary 2nd City (DS)
Phantasia (SSI)
Rings of Zulfim (SSI)
Shard of Spring (SSI)
Street Sports Baseball (EPY)
Wizard's Crown (SSI)
221B Baker Street (DS)
THIRD QUARTER
Ancient Art/War at Sea (BRO)
B 24 (SSI)
Beyond Zork (INF)
Commando (DE)
Elise (FIR)
Nord & Bert Couldn't... (INF)
Plundered Hearts (INF)
Police Quest (SIE)
Tag Team Wrestling (DE)
3D Helicopter Sim (SIE)
FOURTH QUARTER
Ace of Aces (ACO)
Guild of Thieves (FIR)
Hardball (ACO)
Into Eagle's Nest (MIN)
Pawn, The (FIR)
Pirates I (MIC)
Univ Military Sim (FIR)

INTELLIVISION

MAY
Chip Shot Super Pro Golf (INT)
Learning Fun Album 1 (INT)
JUNE
Dig Dug
JULY
Commando (INT)
Super Pro Hockey (INT)
AUGUST
Slam Dunk Super Pro Basketball (INT)
SEPTEMBER
Learning Fun Album 2 (INT)
OCTOBER
Pole Position (INT)

ATARI 2600

SEPTEMBER
Kung Fu Master (ACT)
Summer Games (EPY)
Winter Games (EPY)
FOURTH QUARTER
[Boxing] (AT)
Commando (ACT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Rad Raddar (ABS)
Super Stunt Cycle (ABS)
[Wrestling] (ABS)
[] = working title only

ATARI 7800

JUNE
Choplifter (AT)
Karateka (AT)
1-on-1 Basketball (AT)
JULY
Desert Falcon (AT)
Winter Games (AT)
THIRD QUARTER
Hoi Truck (AT)
Impossible Mission (AT)
Summer Games (AT)
FOURTH QUARTER
Asian Team Wrestling (AT)
Ballblazer (AT)
GATO (AT)
Midnight Magic (AT)
Super Huey (AT)

NINTENDO

MAY
x Castlevania (KON)
x Competition Pro Joystick (CC)
x Ikari Warriors (SNK)
JUNE
Athletic World Mat (BAN)
Epyx 500XJ Joystick (EPY)
Super Controller (BAN)
JULY
Athens (SNK)
Double Dragon (KON)
Legend of Zelda (NIN)
Mighty Bomb Jack (TEC)
Rygar (TEC)
Section Z (CAP)
Solomon's Key (TEC)
Stadium Events (BAN)
AUGUST
Adventure: Joystick (NIN)
Arkanoid (TAI)

Deadly Towers (BRO)
Elevator Action (TAI)
Kid Icarus (NIN)
Legend of Kage (TAI)
Lode Runner (BRO)
Metroid (NIN)
Raid Bungeing Bay (BRO)
Spelunker (BRO)
Star Voyager (ACM)
3D Battles/WorldRunner (ACM)
SEPTEMBER
Goonies II (KON)
Kid Niki (DE)
Maid Island (CAP)
Psycho Soldier (SNK)
Ringo King (DE)
Side Arms (CAP)
Speed Rumbler (CAP)
Spy Hunter (SUN)
Spoon (RAM)
Star Force (Tec)
Singer (Kon)
Victory Road (SNK)
Winter Games (ACM)
OCTOBER
Breakthru (DE)
Karnov (DE)
Punch-Out! (NIN)
Renegade (TAI)
NOVEMBER
Adventure of Link (NIN)
Aerobics (BAN)
Gochi (LJ)
Gummoke (CAP)
Jaws—The Revenge (LJN)
Top Gun (KON)
DECEMBER
Karat Kid (LJN)
Kung Fu II (RAM)
FOURTH QUARTER
Alpha Mission (SNK)
Lunar Fox (FCI)
Zanac (FCI)

SEGA

MAY
x Ghostbusters (SEG)
JUNE
Epyx 500XJ Joystick (EPY)
Ganster Town (SEG)
Great Football (SEG)
Great Volleyball (SEG)
Sports Pad Football (SEG)
x Wonder Boy (SEG)
JULY
Enduro Racer (SEG)
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Missile Defense 3D (SEG)
Rocky (SEG)
Tiltion (SEG)
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NOTE: Programs shown as shipped may not yet be distributed nation wide. Projected shipping dates are provided by manufacturer and subject to change without notice.

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
AT...Atari
BAN...Bandai
BRO...Broderbund
CAP...Capcom USA
CC...Cant Controls
COS...Comi
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FCI...FCI
FIR...Firebird
GAN...Ganstar
GDW...Game Designer's Workshop
INF...Infocom
INS...Imperial
INT...INTV Corp.
IRM...Irem
KON...Konami
LP...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MDS...Master Designer S/W
MIC...Micomprose
MIN...Mindscape
MT...Mighty
NIN...Nintendo
ORI...Origin Systems
PSY...Psygnosis
ROM...Romstar
RT...Reality Technologies
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum Hobby
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TEC...Teco
UXB...UXB S/W

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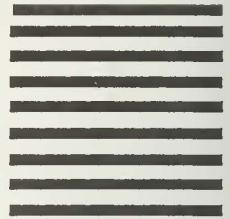
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Toy Shop Lowers Price

Broderbund has just announced a lower price for The Toy Shop, effective immediately. The Apple, IBM, and Macintosh versions will now retail for \$49.95, while the Commodore 64/128 version is \$39.95. The Toy Shop Refill kit has been marked down to \$19.95, from \$24.95.

New Value-Priced Line from Broderbund

Broderbund joins the ranks of companies offering older, catalog software at a value-price. Games which will now be sold at \$14.95 retail include Lode Runner and Karateka for Atari and Commodore; Wizard of Wall Street for IBM, Captain Goodnight and the Islands of Fear for Apple; and Choplifter/David's Midnight Magic (on a floppy disk) for Apple and Commodore. One new program will be offered at the new price point. Search and Destroy, for IBM, is a real-time anti-submarine destroyer simulation.

New Jet Simulator

SubLogic, the company which has brought you various flight simulators, is working on a new high-performance jet simulator entitled Stealth Mission. Planned initially for the Commodore 64, the game will support detailed scenarios including objectives that require mastering sophisticated stealth capabilities for successful mission completion. Many features will be automatic, such as targeting and radar jamming. A more sophisticated heads-up display, with target and weapons information as well as radio and navigational aids, is being supported.

More Scenery Disks Coming

Scenery Disk #11 is close to completion. This disk covers the Detroit and Lake Huron areas including highly-detailed views of Detroit, as well as a very realistic Niagara Falls. Meanwhile, SubLogic is working on Scenery Disks for areas of Europe and Hawaii.

Excuse the Size!

There was so much news which evolved from the Consumer Electronics Show just completed in Chicago, that we decided to run most of this issue in a smaller print size. We knew you didn't want to wait until July for the rest of the news, and it's all important—you all have your special interests that you want covered. So, if the print seems a little smaller than usual, it is!

Critically Speaking...Intellivision Compatible

DINER (★★1/2/★★★1/2) comes to us from *INTV Corp.* as the sequel to the all-time favorite, *Burgertime*. The snappy chef, Peter Pepper, is back with a new job to undertake. He must kick food balls down ramps and over ledges to fill the plates at the bottom of the screen. The evil Hot Dogs are back too, along with the bananas, cherries, and more...they've thrown lettuce heads, meatballs, rice, mashed potatoes, and macaroni all over the diner, hence the food balls! Peter Pepper is once again armed with pepper should he get into a jam. Just shake it at one of the rotten foods following you, and you momentarily stun him. If you can strategically kick the food balls, you can also gain points by squishing a piece of rotten food with the rolling ball. Of course, it doesn't stay squashed, so don't dally! Throughout your quest, you'll find an occasional side order in the form of a cup of coffee, hot fudge sundae, malt, soda pop, and hamburger buns which can be picked up for additional points and pepper. You'll be running all around the ramps and ladders, moving your food balls ever closer to the plate below, while cleverly avoiding the rotten food. If you manage to make your way through four game screens, you play the Blue Plate Special bonus round. Here, food balls start flying across the screen—all for you. Each one you eat by running into it gives you 1000 points. The number of food balls which appear is based on how many side orders you managed to pick up in the previous four screens. There's a total of fifteen different screens, all with their own pitfalls including floors that open up, and more.

More Burgertime Fun

Anyone who loves *Burgertime* (and there's tons of us!) will be happy to invite Peter Pepper back into their gameroom for more hilarity. This sequel holds up well; however, *Burgertime* is still the better of the two. The graphics are good in this game, but not as colorful and cute as in the original. (This game does have some very cute blinking "neon" signs enticing us to "Eat", etc.) Certainly, running around gathering the food balls, avoiding the rotten food is fun, but stacking hamburgers was an absolutely addictive game premise! Regardless, this is a very good action game, requiring a great deal of dexterity and quick-thinking as you run around the ramps. You'll find yourself playing game after game as you try to get further and further into the various game screens! (solo play; two-player alternating)
Recommended (MSR \$19.95)

CE photos by Celeste Dolan