

Computer Entertainer

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

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This Month's

GAMING'S HEARTBEAT

Innovative football game like nothing else out there

ABC MONDAY NIGHT FOOTBALL (★★★★★★) is a fabulous piece of gridiron action and is the first in *Data East's* new sports simulation line, MVP Sports™. The entire

line is being developed by computer sports guru, Scott Orr (remember him as the founder of Gamestar, the cutting-edge company which brought us some great computer sports games in the past). Initially, you choose what team you want to play with from the 28 pro teams. You can also change the athletic ability of your important players. If you want to design your own plays, using them in addition to the 30-play standard playbook, you can create unlimited offensive plays.

The kick-off

As the sports blimp looks far below, the kick-off is getting ready to take place. The receiving team is randomly selected by the computer. The camera then takes you behind the kicking team. Once the ball is kicked, the view is the kick return specialist. Once the initial scrimmage takes place, you begin to note the big differences. As soon as the ball is snapped, you see the field as the quarterback. In a unique approach, you can, with the joystick button, scroll through the five receiving players which are represented below with helmets (halfback, fullback, left and right wide receivers, and tight end). As soon as you choose the receiver you wish to use, the viewpoint changes to that of the receiver. Now you're waiting for the ball to be passed or handed off to you! Then, it's off (hopefully) to the goal line and a touchdown. Icons are used to help you keep track of who you're controlling. In the two-player mode, you and your friend can control two offensive or two defensive players against the computer. Between each play, there is a play selection screen with which you choose your next play.

Great gameplay, digitized sounds, and more

There are some gimmicks such as Frank Gifford making calls on key plays with great voice synthesis,

but if you think that's all there is, you're wrong as it's an excellent football game to play, with all the penalties, fumbles, and the really unique approach to how the offensive players are used. The sounds and graphics are very realistic, with several viewpoints as you move through the game. There's even a halftime trivia game with questions about ABC Monday Night Football. Of course, there are also cheerleaders and other halftime festivities. This is a very strong entry for football lovers and bodes well for this new sports line promising, among others, a basketball, baseball, and car racing game in 1990. By the way, this game includes 6 disks (!) so you'll find it much easier to handle if you have a hard drive (although you can run it in floppy disk). (one player; two player simultaneous; joystick recommended; reviewed on MS-DOS; coming for Commodore 64)

Recommended (MSR \$49.95)

1990 Winter CES overview

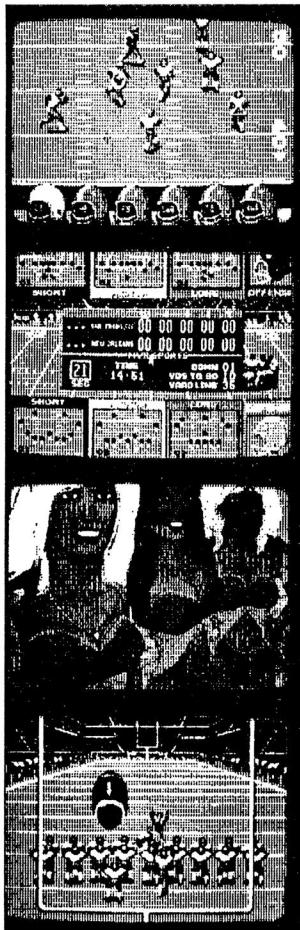
No excitement in consumer electronics industry

Another show behind us, it's time to look at the highlights of this Consumer Electronics Show (CES). Many in the consumer electronics industry were not excited going into this CES. Excitement is generated by new products and product categories likely to get store owners fired up, such as compact discs a few years ago. There were interesting new products, such as Sharp's 100-inch projection TV and Blaupunkt's electronic car navigation system with maps on CD-ROM, but no major developments with the potential of widespread benefit for the industry. Nevertheless, exhibitors contracted for a record 800,000 square feet of space. (To put that into perspective, it would equal 81 flight decks of the newest Nimitz-class aircraft carrier, or 16 times more than are currently in the entire U.S. fleet. No wonder our feet hurt!)

Trends, rumors and special moments

The West Hall of the Las Vegas Convention Center is home to most of the computer and videogame exhibits, and it was a very busy place throughout the show. Nintendo took the biggest chunk of real estate (51 licensees take up a lot of space), followed by Sega and then NEC. Fewer computer software companies than usual were on the show floor, with many of them opting for nearby hotel suites instead. Now that we've seen the show, written about most of it, and had a chance to soak our feet, here are some of the trends. Auto racing games for NES were everywhere, most of them endorsed by professional drivers. There were also lots of pinball games, role-playing games, and more monster truck-mashing games than we really need. (Lesson from the past: consumers can be confused by too many choices. If they're too confused, they tend not to buy anything.) Most Nintendo licensees have discovered TV in the past few months; watch for a flood of game commercials. Puzzle games are looming as a major trend, showing up in numbers on the NES, Game Boy and computers. On the computer side of the aisle, the buzzword was "interface." Everyone was talking about making games more accessible to players, and several developers are doing something about it. Brian Moriarty's LOOM for Lucasfilm did the most about it. A continuing trend that's getting stronger: popular computer games licensed to video game companies for conversion to NES and now Sega Genesis and NEC TurboGrafx-16 formats. Also, many

...turn to page 7



MS-DOS

Interesting concept for puzzle lovers

LIVING JIGSAWS (★★★1/2★★) brings jigsaw puzzles to life with animated pictures moving through the various pieces. You can choose from very easy to difficult with pictures including 9 pieces up to 256. There are many puzzle shapes in this game from **Miles Computing** (distributed by Electronic Arts) included on four disks. You manipulate a hand to move the pieces around (they can be flipped also) and, if you get stuck, you can knock on Help Elf's door and he will come out and properly place puzzle pieces where they belong. There are other help menus which can help either a little bit or totally place a border for you.

Manipulation too slow

The concept is great as there are many puzzle lovers out there. The graphics are very crisp, colorful, and have plenty of movement with the animated objects such as birds, animals, and even a flying clock. The problem is the manipulation of the hand moving the puzzle pieces around. We found ourselves going crazy with the slowness of pushing puzzle pieces around the board. We wanted to grab a piece and quickly move it to the right place. Instead, the movement is incredibly slow. While we were working with a very small puzzle, we can imagine the frustration could become almost unbearable working with a large puzzle. It's too bad as the elf animation, graphics, and concept are great. (one player or group; reviewed on MS-DOS; joystick optional)

Not Recommended (MSR \$39.95)

THEIR FINEST HOUR: THE BATTLE OF BRITAIN (★★★★★★) is a beautifully crafted air combat simulation from **Lucasfilm Games** which recreates the World War II period of the summer of 1940. Nazi Germany was preparing for Operation Sea Lion, which was the land invasion of England planned for the fall of that year. Hitler had ordered his Luftwaffe to "pound them into submission," but the pilots of the Royal Air Force (RAF) put up such a valiant fight in the Battle of Britain that Winston Churchill referred to the battle as "their finest hour." In this simulation, the player can fly a variety of aircraft on either side of the battle, each one programmed to perform just as the real one did in that period. There are two British fighters (Hawker Hurricane

and Supermarine Spitfire), two German fighters (Messerschmitts 109 and 110), and four German bombers (Junkers 87 Stuka, Junkers 88, Dornier 17 Flying Pencil, Heinkel 111 Spade). The program includes training flights, combat flights, and the ability to create custom missions. You get to assign pilots and crews to fly your missions, and they gain experience and advance in rank as they become veterans, possibly even earning decorations. The "replay camera," first seen in Lucasfilm's "Battlehawks 1942," is back, but with more camera angles (even putting a camera in a bomb) and extras like freeze-frame and slow motion. The graphics are outstanding, sound is realistic, and the attention to detail is incredible. The manual is full of period photos, historical

Subscription rates rising

Rates to increase on May 1

It's always a difficult announcement when we have to raise rates, but, due to increased paper and printing costs which we have absorbed (and are now facing more), we have to bite the bullet and increase subscription rates, effective May 1, 1990. With the increase, however, we are adding more features for you. First, as you can see in this issue, we will offer a special **EXPANDED** issue each January. Also, we will be offering a larger software line at special purchases. Of course, our normal subscriber buying service continues (you can pay the price of a subscription in just a few purchases), as well as special blowout sales at least twice a year. And, you won't find information and reviews like what we feature anywhere else. After all, now in our eighth year, we have never given you less than 300 reviews per year!!

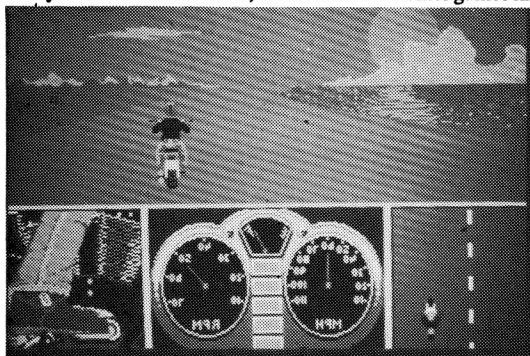
Until May 1st, you can renew for one year at the old rates, regardless of whether your subscription is running out or not. Don't delay...renew before the prices go up!

background, and eyewitness accounts from British and German pilots. Best of all, **BATTLE OF BRITAIN** has seemingly endless depth of play. On Battle of Britain Day last year, we were fortunate to meet Robert Reynolds, a man who flew with the RAF in World War II. He said it best: "This is not a game. I recognize every bit of scenery. I am tremendously impressed with the accuracy and results of Lucasfilm's research." (Solo play; Joystick, mouse or keyboard; VGA/EGA/CGA/MCGA; supports AdLib sound card; Not copy protected.) MS-DOS version reviewed. Also planned for Amiga and Atari ST.

Recommended. (MSR \$59.95)

Enter various biker races

HARLEY DAVIDSON: THE ROAD TO STURGIS (★★★1/2) takes you cross-country to the year's biggest biker rally in Sturgis, SD. Before taking off down the road, you can adjust your abilities in various areas such as riding ability, mechanical ability, brawling ability, wealth, and charisma. Then as you head down the road, there are various biker games in this simulation from **Mindscape** as you can go for a slow ride, hill climb, poker run, drag race,

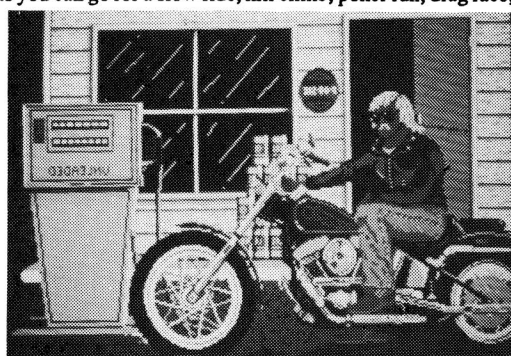


or weenie run contests. Many towns along the route to Sturgis which you pass through have these special biker events in anticipation of the big rally. You can pick up some cash in these events so you can customize your bike in one of the biker shops along the way.

Nothing out of the ordinary

There's nothing really special to lift this from others in the same genre and we found the biker language a little silly (although, if you're a biker, you can probably identify with the "how much hair ya got?" question-

ing what skill level you want). Overall, we found this is a game which probably wouldn't come down off the shelf too much once you've made a run through it. (one player; reviewed on MS-DOS; joystick optional; coming for Amiga and Atari ST)



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Not Recommended (MSR \$39.95)

Commodore to participate in Tech 2000

Nation's capital to be site of America's first multimedia museum

Tech 2000, said to be the world's first interactive multimedia gallery, is set to open this month in Washington, D.C. with Commodore Business Machines as one of its participating sponsors. Tech 2000 is located near the Washington Convention Center at Techworld Plaza, and the gallery will feature the most advanced applications and demonstrations of interactive multimedia computing by Commodore and other leaders in the field. The gallery was developed by Techworld Plaza and the Interactive Video Industry Association (IVIA). Ten Commodore Amiga computers form an integral part of the exhibit, operating interactive kiosks which will direct visitors through the facility. The developers of Tech 2000 expect that the gallery will attract more than one million visitors annually.

THE RATING SYSTEM:

- 4 STARS = Excellent
- 3 STARS = Good
- 2 STARS = Fair
- 1 STAR = Poor

1st Set of Stars = quality of graphics
2nd Set = quality of game play and entertainment value
NA = Not Applicable (i.e. all-text programs not rated for graphics)

MS-DOS

Digitized footage from movie included in game

DIE HARD (★★★★★1/2) is another game based on a movie, with you assuming the role of John McClain, an off-duty New York police officer suddenly thrown into a rescue mission because he happens to be in the building visiting his estranged wife. The game from



Activision begins with an international group of terrorists taking over Los Angeles' Nakatomi Plaza on the night of a company Christmas party. Taking the head of the company hostage along with his employees there for the party, they demand the code to the vault where there are millions of dollars in bonds. McClain heads through the building defeating terrorists, taking weapons and tools needed to make it to the end. He must stop Hans Gruber from blowing up the building, as well as rescuing his wife. Each floor is a maze of rooms and hallways with the things you'd

normally find in an office building such as desks, file cabinets, etc. You can check the map of the floor to see where you are. There are "pop-up" animations showing stairwells, air vents, and close-up battles with the terrorists.

Nice 3-D effect

The building environment is nicely depicted in a 3-D effect and the full-screen animation inserts really pull you into the action. What's interesting is the digitized film footage that has been taken from the film and inserted in the game for added realism, especially for anyone who saw the flick starring Bruce Willis. The game, in some ways, remind of of last year's *Hostage*, another game which used interesting animation. The game will take some strategy on your part as you carefully move through the building making certain you're finding the terrorists, with enough action to satisfy your desire for that aspect of gaming. (one player; joystick recommended; reviewed on MS-DOS)

Recommended (MSR \$39.95)

Interlocking puzzles lead to more puzzles and more...

THE FOOL'S ERRAND (★★★★★) is a puzzle-lover's delight by Cliff Johnson for Miles Computing. What makes it such a delight is not that there are so many puzzles of different types (80) or that each solved puzzle reveals a piece of a map (which is a puzzle itself), but that the whole complex and intertwined set of puzzles is related to a story that figures directly in the overall solution. The story is that of a fool, a poor, unsuspecting soul who happens onto a quest that will require him to name the 14 lost treasures of the land. He's not really up to that much of a challenge. (He is a fool, after all.) So it's up to you to help him solve the enchantments, restore the Sun's Map, and reach his goal. There are puzzles of every imaginable



kind in this game, from word searches and jigsaws to logic tests and many more. And the designer of the game gives you absolutely NO instructions for the puzzles. Some of them take quite a bit of thinking before you understand what the puzzle is about, and then you still have to solve it. THE FOOL'S ERRAND grabbed us and absolutely refused to let go. Don't miss this one! (Solo play; Keyboard, mouse or joystick; EGA/Tandy; Not copy protected.) MS-DOS version reviewed; also available for Macintosh. Recommended. (MSR \$39.95)

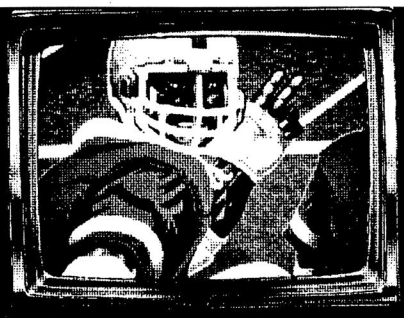
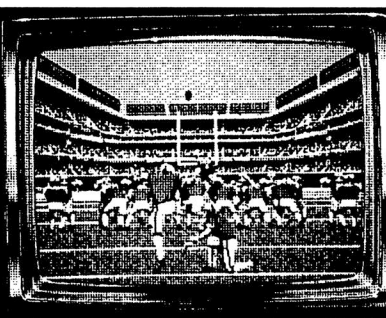
Football game from TV point of view

TV SPORTS FOOTBALL (★★★1/2) has been converted for MS-DOS by *Cinemaware* in a month which finds two strong football games (see review of Data East's *Monday Night Football* elsewhere in this issue) which inevitably have to be com-

pared. This version is skewed to the television personalities announcing the game. The various modes of play are available as league play including a 28-team, 16-game schedule with playoffs. You can create a league also and you can edit your team at the beginning of the season in such areas as player names, rankings, or ratings. Once you're on the gridiron, you find a playcalling screen which comes up between each play allowing you to choose a running or passing play, punt,

passes. What we did notice, in a moment that we were distracted from the screen while we were on offense, was something a bit disturbing. The computer defense should have blitzed our quarterback as we took our eye off the screen to a distraction; however, the front line of both the offense and defense simply wrestled against one another, with no giving either way. We tried it again and again and found, except for an occasional cornerback sweeping around for a blitz, we

had way too much time to make a decision. Only when we started running or made a pass did the defense go into the type of action we would have expected. Graphically, the game is very good, with gameplay good, but not quite as varied as Monday Night Football. (one player; two-player simultaneous; joystick optional; reviewed on MS-DOS; also available for Amiga)



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1989 Computer Entertainer Awards of Excellence announced

The editors of Computer Entertainer have battled it out and we're now ready to announce the 1989 Awards of Excellence. As usual, some categories were extremely easy to choose as the winner simply "jumped out at us" while other categories were tough while we discussed various ins and outs of the various games trying to choose the best of the best. As in past years, some categories have not been awarded as our philosophy is that unless there is a truly outstanding game in the category, the award is not given (i.e. no Sports Award was given in the Atari ST category as we did not feel there was a program outstanding enough to warrant the recognition).

So...presenting the best of the best...plaques presented at our reception held in Las Vegas at the C.E.S.

1989 Computer Awards **Entertainment Program of the Year**

Amiga: Shadow of the Beast (Psygnosis)
Apple II: Prince of Persia (Broderbund)
Atari ST: Powerdrome (Electronic Arts)
Commodore 64/128: Windwalker (Origin Systems)
MS-DOS: Budokan: The Martial Spirit (Electronic Arts)
Macintosh: Cosmic Osmo (Activision)

Sports Program of the Year

Amiga: TV Sports Football (Cinemaware)
Apple II: John Madden Football (Electronic Arts)
Commodore 64/128: Kings of the Beach (Electronic Arts)
MS-DOS: Grave Yardage (Activision)
Macintosh: Playmaker Football (Broderbund)

Designer of the Year (all systems):

Will Wright of Maxis Software
for
SimCity

Most Innovative Program (all systems):

Populous (Electronic Arts)



**The Best
of 1989**

Flanked by CE editors, winners of the 1989 Computer Entertainer Awards of Excellence show off their plaques

Exceptional Achievement in Graphics and Sound (all systems):

Shadow of the Beast
(Psygnosis)

Best Adventure/Fantasy (all systems):

The Third Courier
(Accolade)

Best Simulator (all systems):

Vette!
(Spectrum HoloByte)

Best Action/ Arcade-Style Game (all systems):

Blood Money
(Psygnosis)

Best Strategy/Wargame (all systems):

Sands of Fire
(Three Sixty)

Most Humorous (all systems)

Caveman Ugh-Lympics
(Electronic Arts)

1989 Video Game Awards

Game of the Year:

Nintendo: Teenage Mutant
Ninja Turtles (Ultra)
Sega: Spellcaster (Sega)
Genesis: Ghouls 'N Ghosts (Sega)
TurboGrafx-16: Dungeon Explorer
(NEC)

Sports Game of the Year:

Nintendo: Goal! (Jaleco)
Genesis: Tommy Lasorda Baseball (Sega)

Most Innovative Videogame:

Romance of the Three Kingdoms
(Koei for Nintendo)

Origin shows two new adventures

Racial tensions lead to brink of war in post-holocaust world.

Origin had two very impressive new programs at CES: **BAD BLOOD** by Chris Roberts, author of last year's "Times of Lore," and **ULTIMA VI** by Richard "Lord British" Garriott. **BAD BLOOD** (MSR \$49.95 for MS-DOS and Commodore 64/128) offers an interesting blend of arcade-style action and the challenge of role-playing adventure at a time well after a nuclear holocaust which ravaged the face of the world. The descendants of the men who destroyed the world are divided into two groups: the pure humans who live in towns built from the ruined cities and the mutants who live in villages on the open plains. Racial tensions between the pure humans and the mutants, many of whom are enslaved by the humans to build and maintain their towns, have escalated to the point when war seems inevitable. The player has a choice of mutant characters, each of whom must employ different strategies to succeed in preventing racial warfare. Developed in MS-DOS format, the game has stunning VGA graphics, full sound board support, and an easy interface.

Ethical dilemmas in Britannia

Equally exciting is Origin's sixth and newest installment in the much-loved **ULTIMA** series, the first to be developed on and for MS-DOS systems with magnificent VGA graphics and full sound board support. **ULTIMA VI: THE FALSE PROPHET** (\$69.95) is at once familiar and yet quite different from previous Ultimas. Although the moral and ethical tone of the previous two Ultimas continues in this one, which is the largest Ultima yet, the command structure has been tremendously simplified to make the game more accessible to the player. As a result, the player can become more involved in his or her role as the Avatar who is summoned back to Britannia to quell the violence that has erupted again between Gargoyles and humans. Richard Garriott's talent has obviously matured, and this appears to be the best Ultima of the series. And congratulations to Garriott and Origin on the 10th anniversary of **ULTIMA**!

The Software Toolworks to acquire Mindscape

Last month a merger agreement between The Software Toolworks and Mindscape was announced. The merger, in which Mindscape will become part of The Software Toolworks, is expected to be completed in March, 1990. Roger Buoy, Chief Executive Officer of Mindscape, will become the President of the entertainment and international divisions of The Software Toolworks, and he will also serve as Creative Director of the combined companies.

Okay, race fans, this is a "must own!"

INDIANAPOLIS 500: THE SIMULATION (★★★★★★) is a really terrific race car simulation from **Electronic Arts** which features some incredible perspectives – from a sky view and track view to TV view, behind your car, in your car, or the leader/crash view. After a few practice rounds (yes, you will need those), you can go into Weekend 2 and 3: qualifying rounds. Here is where you must try for the best position in the race you can. By the way, while



you can race your car with the configurations given, you can also adjust wings, gear ratio, tire pressure, and more in one of three different team cars. You can also create and save up to three custom cars.

Gentlemen, start your engines

It's time for the big race – 500 miles – where you must worry about, in addition to crashing, such things as fuel, engine temperature, tire wear, and more. Make sure you make strategic use of the pit stops. As you race around the track, switch among the various perspectives in a fast animation frame rate for

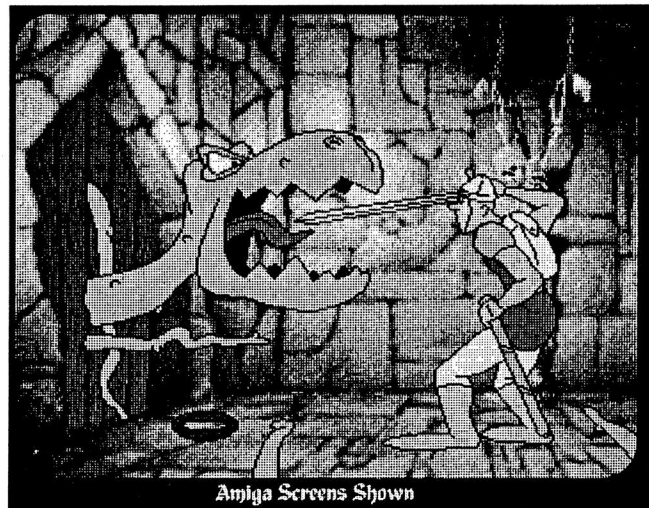
very realistic animation. There's an instant replay feature which will playback your last 20 seconds. Analyze that crash from several perspectives and save it to disk if you want. Or, keep that instant replay of you in the #1 position crossing the checkered flag for all your friends to see. All the thrill and excitement of the Memorial Day classic is here with wonderful 3-D modelling (reminding us of Spectrum HoloByte's *Vette!*) depicting the pit row, bleachers, grandstands and more. If you're a race fan, this has to find a place on your shelf! (one player; joystick optional; reviewed on MS-DOS)

Recommended (MSR \$49.95)

Dragon's Lair adventure coming

Looks to be a winner in graphics and gameplay

We received a demo disk in-house for **Dragon's Lair: Escape from Singe's Castle** which, we couldn't get to run on our Amiga (happens sometimes, unfortunately), but if you're caught by the game screen as much as we were, you'll be as anxious as we are to get our hands on the game for review! Coming from Visionary Design Technology, they boast a game which could be a must-own for all Amiga owners. Based on the fabulous Don Bluth game which was available on videodisc a few years ago for the short-lived **HALCYON** videodisc gaming system, they promise you'll never play the same game twice, as well as saving and restoring up to 5 previously played games, **Burstloader™** technology allowing loading 10x faster, room flipping option to increase difficulty; Helper guide for difficult or unknown rooms, and more. Watch for a review as soon as we have the completed game!



Amiga Screens Shown

Lucasfilm's LOOM to be available soon

Unique fantasy allows gamers to cast musical magic

There have been delays in the release of LOOM, a game we've told you about in past issues. At Winter CES we saw the nearly completed program, and this extraordinary fantasy game is worth the wait. Set for release first in MS-DOS format, additional versions for Amiga and Atari ST will be available by mid-year (MSR \$59.95 all versions). Vowing to avoid the stereotypes of "orcs, trolls and glowing rings of power," the game's creator, Brian Moriarty, set out to create a genuinely fresh fantasy environment. This is accomplished by providing a 30-minute audio drama which was produced in conjunction with Lucasfilm's Academy Award-winning Sprocket Systems. The cassette sets up the background of the story and immerses the player in the environment of the Age of Great Guilds, a mythical time when Shepherds, Blacksmiths and Glass-makers ruled the world. Bobbin, the hero of the story, is a young member of the Guild of Weavers. At the opening of the game, the Elders of his Guild have disappeared mysteriously, and he must search for clues.

What fantasy gamers really enjoy is Power

Bobbin finds a Weaver's distaff, and the magic of LOOM begins. The distaff is the Weavers' "magic wand" and the key to the game's unique interface. It is divided into eight segments related to separate musical notes and is capable of both detecting and weaving magical spells. Moriarty has put this distaff into the player's possession as part of the game interface. "So many actions in most fantasy games are mundane," explained Moriarty. "A lot of time is spent managing inventories, juggling statistics and resolving ambiguities in the interface. What fantasy gamers really enjoy is Power. They want to stride fearlessly across vast, exotic landscapes, casting magic on things to see what happens. So I distilled the LOOM interface to just three operations: moving from one place to another, selecting objects and weaving magic spells." Moriarty added that his goal was "to break down the barrier between the interface and the experience of the fantasy, that is, the game itself." The fantasy experience of LOOM is further enriched by music excerpted from Tchaikovsky's "Swan Lake" and the sumptuous graphic settings drawn by award-winning fantasy artist, Mark Ferrari. Since this was Ferrari's first experience with drawing on a computer, we asked him if he had any difficulties. He replied, "The challenge was to turn those 16 horrible EGA colors into something good." We can assure you that Ferrari met that challenge splendidly.

Evening of mystifying magic

In honor of LOOM, Lucasfilm hosted a party during CES, and it was held in a room decorated to mimic the moody atmosphere of the game. Brian Moriarty showed everyone more of LOOM and then turned the stage over to Lance Burton, World Champion magician and winner of the coveted Grand Prix Award. Within moments, he had everyone enthralled with his beautifully choreographed movements and superb sleight of hand. He made live birds appear and disappear, eliciting muted gasps of disbelief from the audience. (Given the significance of swans in LOOM, the birds were the perfect touch.) Lance Burton's magic was over all too soon, but the magic of LOOM is just about to begin for fantasy gamers. We've only seen portions of this game, and it has affected us deeply. We can't wait for our review copy to arrive!

Moved???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest. And, don't forget to note that WE have moved so write down our new address (our phones remain the same)



Brian Moriarty, creator of Loom, with magician Lance Burton who provided enchanting magical entertainment at LucasFilm party.

Mindscape debuts one for ST, one for Mac

Ride a hot bike or

take over a continent.

At CES Mindscape showed pre-release versions of two new programs from respected designers. SUPERBIKE SIMULATOR for Atari ST by Chris Gray ("Infiltrator," "Fiendish Freddy") is a very detailed game that allows the player to ride any of six sportbikes under varying conditions on the street or one of 12 famous racetracks around the world. The player's view of the game is from behind the handlebars with full view of the gauges. Adjustable difficulty levels, tire types, weather conditions, hazards, curves and hills make the game almost infinitely adjustable. Additional versions are planned for Amiga and MS-DOS (MSR \$39.95 all versions). Chris Crawford, author of the award-winning "Balance of Power," adds an economic twist to global politics in GUNS & BUTTER for Macintosh (\$49.95). Also planned for MS-DOS, the program lets the user rule a small country with an eye on taking over the whole continent. Because a takeover requires both weapons and manpower, the user must allocate resources between military production (guns) and domestic goods (butter). The program features three difficulty levels and gives the user a chance to examine the implications of modern macroeconomic and geopolitical theories in a very direct and understandable manner.

Popularly priced "Hall of Fame" games announced

Mindscape announced that nine of the company's best-selling games have been reduced to \$14.95 each on all systems for which they were released. Games in the Hall of Fame include GAUNTLET (MS-DOS, Apple IIGS and IIe/c, C64/128, Atari ST and XE/XL, Macintosh), PAPERBOY (MS-DOS, Apple IIGS and IIe/c, C64/128, Amiga, Atari ST), ROAD RUNNER (MS-DOS, C64/128, Atari ST), POLE POSITION II (MS-DOS, C64/128) and 720 (C64/128). The remaining Hall of Fame titles are all available for MS-DOS, C64/128, Amiga and Atari ST: INDIANA JONES & THE TEMPLE OF DOOM, HARRIER COMBAT SIMULATOR, COMBAT COURSE and CAPTAIN BLOOD.

Meet Konami Mom

Advice to parents on topics relating to video games and the family

Konami recently announced that Charlyne Robinson, 41-year-old educational psychologist and mother of two, will begin visiting major U.S. markets as "Konami Mom" this fall. She will offer advice to parents on learning how to buy and care for games, integrating playtime with homework and using the games as incentives. She will also tackle issues such as the child who isolates himself or herself from the rest of the family.

C.E.S. overview...contd. from page 1

respected computer game designers are now doing video game design work as well. Rumor heard most often at CES: both NEC and Sega are working on hand-held color video game systems. Neither company will confirm nor deny at this point. Among our special memories from this CES: the fun of hosting another reception for subscribers and industry friends...the "Hollywood spectacular" put on by Cinemaware and NEC to tell the world about IT CAME FROM THE DESERT and CD-ROM games...and the puppy named Shinobi ("mom and dad" are CE subscribers Leslie and Renwick Thompson) who visited the Sega booth and later "crashed" our CE reception.

What we liked at CES

And now for our answer to the perennial question, "what did you like at the show?" (If we had a quarter for every time we were asked that one during CES, we would have fared much better than we did at the airport quarter slots on the way out of town.) Some of our favorites among the computer games were the magic woven by LOOM (Lucasfilm), the stunning transformation of ULTIMA VI (Origin), the flair of WINGS (Cinemaware), the auspicious debut of the DRACONIAN games (Data East), the suspenseful realism of GUNBOAT: RIVER COMBAT SIMULATION (Accolade), and the sheer fun of BATMAN: THE MOVIE (Data East). There were video game highlights as well, including the beautiful PHANTASY STAR II (Sega for Genesis), the whimsical A BOY AND HIS BLOB (Absolute Entertainment for NES), the realistic TV SPORTS FOOTBALL (Cinemaware for TurboGrafx), the unique PINBALL QUEST (Jaleco for NES), the pageantry of ULTIMA IV (Sega for Master System), the originality of SOLSTICE (CSG for NES), the delightfully frustrating PIPE DREAM (Bullet-Proof for NES), the perfect animation of MICHAEL JACKSON'S MOONWALKER (Sega for Genesis), the mystery of DUNGEON MAGIC (Taito for NES), and the personality of BATTLE CHESS (Data East for NES). When it comes to hand-held gaming, we still love Atari Lynx.

Gaming milestones of the '80s

Developments in the 1980s that had a major effect on computer and video gaming, as chosen by the editors of *Computer Entertainer*.

ADVENTURE CONSTRUCTION SET by Stewart Smith of Electronic Arts (complexities of adventure game design simplified for non-programmers)

AMIGA COMPUTER (rich graphic environment and stereo sound on home computer)

ATARI 2600 CRAZE (although developed in late '70s, Atari 2600's popularity in early '80s brought video games into significant number of American homes for first time)

B-17 BOMBER by Mattel (first use of voice synthesis in video game)

BALANCE OF POWER by Chris Crawford of Mindscape & SIMCITY by Will Wright of Maxis (innovation pointing to simulations of the '90s)

DEFENDER OF THE CROWN by Cinemaware (first program to exploit fully the graphic and sound capabilities of Amiga computer; first of genre of "interactive movies")

DR. J & LARRY BIRD GO ONE-ON-ONE by Electronic Arts (first use of realistic sound in sports simulation)

FLIGHT SIMULATOR by Microsoft (beginnings of computer simulations)

KING'S QUEST series by Sierra On-Line (first use of 3-D animated graphics in adventure gaming)

LEGEND OF ZELDA for NES and **PHANTASY STAR** for Sega Master System (true role-playing adventure shown possible on videogame systems)

LITTLE COMPUTER PEOPLE by David Crane of Activision (first home computer program with a seeming life of its own that allowed interaction unlike traditional game-playing)

MANHOLE by Activision (first successful use of computer as interactive storytelling and exploration medium)

MYSTERY HOUSE by Roberta Williams of Sierra On-Line (first use of graphics in an adventure)

NINTENDO ENTERTAINMENT SYSTEM (rebirth of home video games)

PAC-MAN (arcade craze, then huge hit for Atari 2600; over-production of title contributed to crash in videogame market)

PC CLONES (ready availability of inexpensive IBM-compatibles led to MS-DOS becoming the number-one format for computer games)

PINBALL CONSTRUCTION SET by Bill Budge of Electronic Arts (first time gamers without programming knowledge could design their own games)

PRINT SHOP by Broderbund (encouraged creativity as new and easy-to-use function of home computer)

SEGA GENESIS (first true 16-bit videogame system with advanced graphics & stereo sound)

STAR LEAGUE BASEBALL by Gamestar (first sports simulation to foreshadow complexity and realism of future)

WHERE IS CARMEN SANDIEGO series by Broderbund (ground-breaking education and entertainment for all ages)

ZORK by Infocom (birth of text adventure for home computers)

One of our editors suggested this category, and we couldn't resist.

Most Spectacular Flop of the '80s: **ADAM COMPUTER** by Coleco

Key industry people vote for their gaming milestones of the 80's...see page 10

Taito expands lineup of computer games

Chase criminals at high speed or rescue hostages.

At Winter CES, Taito Software showed new conversions of coin-op games in a variety of computer formats, expanding what is already one of the largest lines of arcade-based computer games from any software company. They showed a few new versions of titles added to their line in 1989, most notably the just-released MS-DOS version of QIX (MSR \$34.95), complete with AdLib and CMS sound support, and an upcoming Apple IIGS version of the arcade adventure favorite, RASTAN (\$39.95), which has beautiful graphic detail and excellent sound effects. The new-for-1990 titles include a pair of fast-action games shown on Amiga (\$34.95 each) and also planned for MS-DOS (\$34.95) and Commodore 64/128 (\$29.95). CHASE H.Q. adds interest to the usual car racing game theme by casting the player as cop in a series of five high-speed chase missions to catch criminals. OPERATION THUNDERBOLT is a sequel to "Operation Wolf" which sends the player's commando on any of eight hostage rescue missions into a hostile African country. Improvements on the original game include 3-D forward scrolling and the addition of simultaneous two-player capability, a very attractive feature for many game players.

Family appeal and nonviolent fun

With the success of games like "Qix" and "Bubble Bobble," Taito has received many requests from consumers to design more nonviolent games that appeal to the whole family. In response to those requests, Taito showed the 147-stage puzzle game, PUZZNIC for C64/128 (\$29.95) and Amiga, Apple IIGS and MS-DOS (\$34.95 each). Taito designers took a turn to the sillier side of gaming with NEW ZEALAND STORY for C64/128 (\$29.95) and Amiga and MS-DOS (\$34.95 each). This action-adventure contains five worlds of four levels each in which Tiki the kiwi pursues an agitated seal and assorted other meanies who kidnapped his friends from the zoo. NEW ZEALAND STORY appears to be a delightfully humorous game. It convinced us that theater of the absurd has just come to computers. Taito also announced two additional titles that were not shown: NINJA WARRIORS (\$29.95 for C64/128, \$34.95 for Amiga), a game that features half-human, half-machine fighting characters, and WHERE TIME STOOD STILL (\$34.95 for MS-DOS, Amiga).

Coming next month...

CES review continues with news from Cinemaware, SSI, Electronic Arts, SubLogic, Sierra, Accolade, and more.

Reviews include a special preview of Phantasy Star II for Genesis!
Boy & his Blob, Flying Dragon, Battle of Olympus for Nintendo
Day of the Viper for Amiga
.....and that's just for starters!

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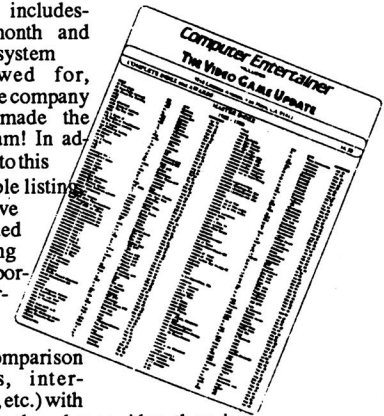
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1982-1988 Index with awards,

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move to larger quarters

Please be sure to make a note of our new address as we have just moved to larger quarters to better serve you. Our phone numbers remain the same...just the address has changed. We're now at 14614 Raymer Street, Van Nuys, CA 91405.

Gaming Milestones of the '80s, Part 2

We asked several important people in the computer and videogame industry to share their thoughts with our readers about major gaming developments in the '80s.

Richard "Lord British" Garriott, creator of "Ultima" series
"First would be the emergence of the Apple Computer, which made personal computing a reality. Second, the U.S. market in the 1983 era was the first market to see that the coin-ops were in trouble. People turned to adventure gaming, and Sierra deserves some credit for that. Third, Nintendo led the re-emergence of video games. That turned out to be a double-edged sword because it brought a resurgence of action gaming which cut into computer game sales. But it brought new people into gaming and made us realize that players shouldn't have to struggle through a difficult interface. We learned that it was important to make games more accessible. Nintendo's popularity also led to the resurgence of audio and visual 'hooks' in games."

Ken Wirt, NEC Vice President, Home Entertainment Division
"PAC-MAN for its popularity, E.T. for its excess and failure. And more off the beaten path, CENTIPEDE because I was always amazed at how many women would name that one as their favorite. It happened that it was designed by a woman, but it doesn't have a 'woman's theme.' I've never solved the 'why' of that one, but it sticks in my mind." (Wirt was at Atari in the early '80s.) "An obvious milestone is the rebirth of the videogame business with Nintendo. One that surprises me is the staying power of the Amiga, designed in 1982. Here it is 1990, and it's amazing that the hardware can still be considered leading edge. What other hardware has endured that way in this environment of rapid technological change? Another milestone is the Atari 2600, which predates the '80s but wasn't really popular until 1980. The 16-bits today are like the 2600 in the late '70s. I see 1990 as a year of transition, and I think that more than half the units sold in 1991 will be 16-bit. In the '90s we can look forward to more of a TV look on the screen and less of a computer graphics look. Then games will appeal to a broader group as we move away from video games to interactive home entertainment."

Brian Moriarty, designer formerly at Infocom, now at Lucasfilm
"The end of Infocom and text games...the rise of Nintendo, the fall of Atari. The '80s brought a change in traditional distribution, with arrangements like Electronic Arts and its affiliates now representing the bulk of software distribution. The '80s also saw the end of the solo programmer as lone wolf, doing the entire design alone." Moriarty sees the team approach to game design as a major outgrowth of the 1980s. Another of his choices for milestones of the '80s is "the pre-eminence of the IBM PC as a game machine—not because of IBM itself, but because they forgot to close the architecture."

Ron Stringari, Atari Home Entertainment President
"In the early '80s, it was the Atari phenomenon, the dawning of PAC-MAN and the real thicket of bringing out home versions of arcade games. The most interesting period on the consumer side was 1983 to 1985, when people said that video games were dead, but somehow all the inventory left was purchased by consumers. They never stopped playing video games. The consumer has accepted video games and has stayed with video games, responding favorably to the new but still buying the old. We will always have the new and fashionable, but we will also have staples. Video games are an enduring market. I see '90 and '91 as the period of the hand-held game, with '92 to '93 bringing the next wave of technology."

Will Wright, designer of "SimCity"

"PINBALL CONSTRUCTION SET, because it was one of the first games to be constructive rather than destructive. And you have to include LODERUNNER because it was one of the first games to let players design their own screens."

Bing Gordon, Electronic Arts Vice President

"The evolution of game soundtracks to a sound interface [Lucasfilm's LOOM]...the growth of scenario and data disks. Then there's the change in the way celebrities are used for games. It used to be just a licensing arrangement. Now celebrities are participating in the game design, with the programmers and designers acting as ghostwriters. Another milestone would be construction sets, such as PINBALL CONSTRUCTION SET, and edit-your-own games like LODERUNNER. And Cinemaware—I guess DEFENDER OF THE CROWN would be the best example—designing interactive movies vs. Infocom's storytelling approach or the Dungeons & Dragons style of role-playing. Cheap IBM clones were another big influence in the '80s."

Ivan Manley, independent developer and designer of "The Third Courier"

"Females in the industry—more are developers, programmers or designers now than ever before. Carol [Manley's wife and business partner] did much of 'The Third Courier.' She gets so furious at marketing people who think that the way to get females to play is to do games about things like cooking or sewing. We both believe that the market being missed is women." Manley added that the '80s were also notable for puzzle games. "We're seeing more of them now, like 'The Fool's Errand,' but it all began with SHANGHAI and TETRIS."

Steve Hanawa, Sega Director of Product Development

"The growth of simulation games like flight simulators and others because it tells us that more people in the older age groups are playing games than before. Simulations will be an important market for us with Genesis because we focus on an older age group than Nintendo, which is more for the younger players. We have been aware of the older players, which is why we did the first role-playing game, PHANTASY STAR, in the '80s. Now in the '90s, we are doing PHANTASY STAR II for those people."

Brad Fregger, founder of Publishing International

"Some things jump to mind right away, such as FLIGHT SIMULATOR and the expansion of text adventures to the interactive movie kind of product. The first adventure I really felt good about moving through was DEJA VU. We're all looking for the user interface that makes us feel more a part of the game. MURDER ON THE MISSISSIPPI—it didn't sell much here, but it was a hit in Europe—that kind of stuff is exciting." (Fregger's previous position was at Activision.) "SHANGHAI was important because it showed us that there was interest in a wider spectrum of product than just what would appeal to the 10 to 16-year-old boy. In hardware, Amiga led the way for a lot of us in several different ways. It called us to better graphics on the IBM. The same is true of sound. We haven't yet begun to stretch the abilities of the Amiga on home product, although it is happening with arcade product based on the Amiga 500. This may not be what you're looking for, but the release of E.T. and RAIDERS OF THE LOST ARK by Atari single-handedly destroyed the videogame industry. The public was NOT tired of video games. And Nintendo must be recognized for putting fun back into the business and for bringing fun and entertainment back to the consumer."

Mediagenic group highlights Activision, Infocom, Interplay

Activision showed a new MS-DOS version of F-14 TOMCAT (MSR \$44.95), the flight simulator that lets the player go through "Top Gun" school. Translations of Sega's arcade hit, POWER DRIFT, were shown for C64/128 (\$29.95) and MS-DOS (\$39.95). The high-speed car racing game includes five different courses with five tracks each, fast-scrolling scenery and very rough competition from other drivers who try to run you off the road. In the Infocom section of the Mediagenic booth, we got our first look

at CIRCUIT'S EDGE (\$44.95 for MS-DOS), a role-playing game derived from science fiction novels by George Alec Effinger. Set in the Budayeen, a dangerous ghetto within an Islamic city, the game casts you as a private investigator in the year 2202. Your task is to recover a notebook stolen from the Budayeen's crime lord. The program is geared to adult players and looks quite interesting.

"Lord of the Rings" from Interplay

Exciting news for Tolkien fans: LORD OF

THE RINGS is coming for MS-DOS and C64/128. The player becomes Bilbo Baggins in an adventure promised to adhere faithfully to the book. The game is projected as part of a trilogy. The design crew at Interplay Productions is also working on soon-to-release new versions of BATTLE CHESS for Apple II and MS-DOS with VGA graphics. A Macintosh version is projected for late in the year, and a CD-ROM version with entirely new animation and sound is also in development.

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

Nintendo and licensees show huge number of new games

Emphasis on car races, pinball, role-playing and Game Boy titles

We've become accustomed to the tendency to feel overwhelmed when first stepping into Nintendo's giant CES booth, and this year's Winter CES was no exception. Nintendo's stable of licensees, most of which exhibit within Nintendo's booth, has now grown to fifty-one (NES software and Game Boy software) plus seven licensees which produce accessories only. Nintendo showed six new games of its own plus two new accessories. Leading the software lineup was SUPER MARIO BROS. 3, in which Mario is out to rescue the princess again. There are new characters and obstacles in this three-megabit game, and Mario has now learned how to fly and swim. Will it be a hit? Just as surely as Mario has a brother named Luigi! (The game has sold 2.6 million copies to date in Japan.) The company also showed PIN BOT, an arcade pinball game with a robot opponent and a ball-gobbling monster. (Our resident pinball aficionado gave this one high marks for keeping the flipper portion of the screen steady while the playing field scrolled vertically.) Nintendo also introduced two new role-playing adventures, FINAL FANTASY (restore light to a darkened orb; for advanced players) and STAR TROPICS (find your kidnapped uncle on a South Seas island). The new accessories are the NES SATELLITE and NES FOUR SCORE. Both permit up to four players on games programmed to take advantage of this feature and have turbo buttons to give all attached controllers turbo power. The Satellite has infrared technology, converting any attached controller to "wireless" use. The Four Score is hard-wired and plugs directly into the two ports of the NES Control Deck. Complementing the new accessories were the new games SUPER SPIKE V'BALL (beach volleyball) and NES PLAY ACTION FOOTBALL, both of which can accommodate up to four players. And now to the licensees...

Absolute shows just-released A BOY AND HIS BLOB

It looks like a case of "David Crane strikes again" with Absolute's A BOY AND HIS BLOB, a game that captivated us when we first saw it at Summer CES last year. Crane, one of the giants of the industry, is well known for such titles as "Pitfall," "Ghostbusters" and "Little Computer People" when he was at Activision. Again at Winter CES this year, his whimsical adventure about a little boy helping a Blob from the planet of Blobolonia stands out in a sea of NES software as a game that is original, endearingly humorous, and likely to be a hit with gamers. The talented Absolute crew has another NES game in development which will be shown in Chicago at Summer CES.

Acclaim debuts NES and Game Boy titles, hand-held games

The NES software lineup from Acclaim was headlined by the newly released IRON SWORD: WIZARDS & WARRIORS II (the further trials of Kuros in a challenging action-adventure) and DOUBLE DRAGON II (nine martial arts fighting missions on three skill levels plus two-player simultaneous action). The company also showed upcoming titles including BIGFOOT, which features five Monster Truck events and split-screen graphics for head-to-head competition. DESTINATION EARTHSTAR, designed by Garry Kitchen, is a first-person space flight simulation with plenty of battle action controlled from your starship's cockpit. The arcade hit NARC with its anti-drug message is coming this spring, complete with a simultaneous two-player mode in which the second player can join the action at any point. TOTAL RECALL, based on the summer movie starring Arnold Schwarzenegger, has a science fiction theme and is expected to be available at the time the movie is released. Acclaim has three titles for Game Boy: KWIRK, a maze game starring a tomato who wears a mohawk and high-top sneakers; WIZARDS & WARRIORS X: FORTRESS OF FEAR with more adventures of Kuros (What happened to III through IX?); and WWF SUPERSTARS for singles and tag-team action with eight WWF stars. Acclaim is also expanding its hand-held game line with NARC, BIGFOOT, IRON SWORD, ARCH RIVALS (basketball), COMBAT ZONE and RING KING (boxing).

Strategy, more Ghostbusting and volleyball from Activision

The next NES release from Activision will be ARCHON, the chess-like game of strategy licensed from Electronic Arts. GHOSTBUSTERS II, based on the movie, should be available in early spring. TOMBS & TREASURES, a role-playing adventure, will be released on the Infocom label, which is the story-telling division of Mediagenic. Activision also showed the Game Boy title, MALIBU BEACH VOLLEYBALL, which features two-on-two action with men's and women's teams from four countries.

Formula One racing from American Sammy

Joining this year's frenzy for race-car action, American Sammy showed MICHAEL ANDRETTI'S WORLD GP Formula One simulation. Other new titles from this company are ARKISTA'S RING, a 125-level action-adventure, and SILK WORM, based on the military-themed coin-op title.

American Technos features high school heroes vs. drug bosses

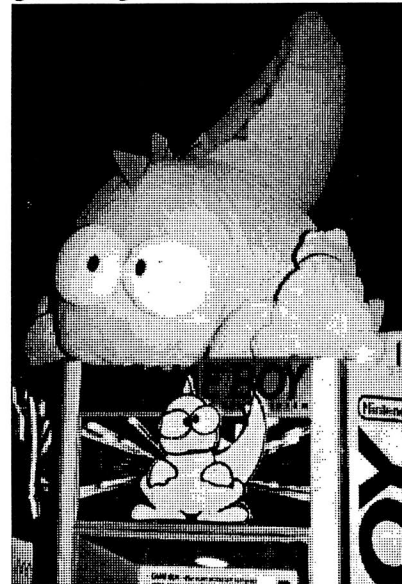
The company name may be unfamiliar for now, but American Technos is a division of Technos Japan, developers of "Double Dragon," "Double Dragon II," "Renegade" and others. The company showed its first NES game, RIVER CITY RANSOM, in which two high school students battle their way through the gangs and drug bosses who control the high school and the city. The company also announced a future release based on the computer puzzle game by California Dreams, BLOCK OUT.

Arcadia's Spot attack & Marvel Comics

New licensee Arcadia, a division of Virgin Mastertronic, showed SPOT: THE VIDEO GAME. This bit of zaniness is based on the Seven-Up Company's Spot character and includes the ability to customize the playing screen. Arcadia also announced a game featuring the popular Marvel Comics character, SILVER SURFER.

Asmik shows tennis and space adventure

EVERT & LENDL'S TOP PLAYERS TENNIS, the recently released Asmik game of world class tennis competition, was highlighted along with COSMIC EPSILON, a



Asmik's mascot pink dragon perches atop GameBoy display

future release with robot and jet action in eight different worlds. The company also showed BOOMER'S ADVENTURE IN ASMIK WORLD for Game Boy.

Dragons, cyborg dinosaurs and Gilligan from Bandai

Bandai introduced an NES version of DRAGON SPIRIT, the arcade game by Namco which has also been done for NEC's TurboGrafx-16. Bandai's two-megabit version appears to compare favorably to the TurboGrafx one. It features two difficulty levels and text interludes that put more emphasis on the storyline. DYNOWARZ is a Bandai original, an action-adventure that features two-stage action as a warrior becomes a mighty cyborg dinosaur. The company's third new game is an adventure based on the TV show, GILLIGAN'S ISLAND. And for Game Boy, Bandai showed HYPER LODGE RUNNER, which is based on the classic computer game by Broderbund.

Puzzle games from Bullet-Proof Software

Bullet-Proof Software is another newcomer to the U.S. Nintendo scene with a well established background in the Japanese software market. The company's philosophy favors games which stimulate intelligence and strategic thinking rather than glorifying violence. Consistent with that philosophy, the company showed the newest game by Alexey Pajitnov, the Soviet

...turn to page 13

Sega for the 90s

New Genesis games debut at CES with theatrical flair

Riding high after a very successful Genesis launch in late 1989 (one-half million units sold), Sega showed off its new games at CES under the theme of "Sega for the 90s: The New Generation." The Sega booth concealed much of its exciting news within the walls of a maze-like theater in which the company presented a well orchestrated show. At the entrance to the theater, visitors could view a display of operating video game machines spanning the history of gaming from the 70s (Pong and Atari 2600) through the early and late segments of the 80s (Mattel Intellivision, Nintendo Entertainment System, Sega Master System) and into the dawn of the 90s (Sega Genesis). The first stop within the interior of the theater was a brief video overview showing a few major historical and entertainment figures of the 70s and 80s, along with the game systems of each decade. Then it was on to the 90s and Genesis, as we moved to the next room of the labyrinth.

Golden hero, menacing beast, and realistic simulations

Sega showcases videogaming history, from Pong of the 70's to Genesis for the 90's



Hero of Sega's Golden Axe

Turning a corner in the maze, we were greeted by the hero of GOLDEN AXE, who was brought to life in the form of a muscular young actor clad in a golden breechclout and wielding a mean-looking axe. He showed a few new Genesis games, including GOLDEN AXE which has two new levels not found in the original coin-op game. The hero's performance was capped with the appearance of a creature from ALTERED BEAST which suddenly loomed menacingly above us.



Creature from Altered Beast looms menacingly above Sega Theater



Electronic Arts' Abrams Battle Tank to appear on Genesis

Following the maze, we arrived in the next chamber to be greeted by a man in quasi-military attire. Here we were introduced to four major computer titles which have been licensed to Sega for conversion to the Genesis format. The games shown were ABRAMS BATTLE TANK (tank warfare simulation) and 688 ATTACK SUB (submarine warfare simulation) from Electronic Arts, F-15 STRIKE EAGLE (air combat simulation) from MicroProse, and VETTE (driving simulation set in San Francisco) from Spectrum HoloByte, a division of Sphere. Other titles licensed to Sega for conversion to Genesis format, but not demonstrated, include a portion of the Epyx "Games" series (SUMMER GAMES, WINTER GAMES and CALIFORNIA GAMES) and CYBERBALL, the arcade robot football hit from Atari Games. (CYBERBALL will be designed for TeleGenesis Modem play by two people, but it will also include a one-player mode.)

...The maze continues on Page 14



...contd. from Page 11

mathematician and designer of "Tetris." HATRIS involves pairs of hats falling down the screen and requires the player to arrange them in stacks by type. CES also marked the debut of the NES version of PIPE DREAM, licensed from Lucasfilm Games. We loved the computer versions of this timed game which challenges the player to build the longest possible pipeline, racing to stay ahead of the flow of flooz in the pipe. It's a natural for the Nintendo system.

Broderbund shows U-FORCE again

The newly released BATTLE OF OLYMPUS was the software highlight of their display, along with the unique, hands-off U-FORCE controller which has finally begun to ship in small quantities. Future games for specific use with U-FORCE are in development.

More Disney coming from Capcom

Capcom has done well with its Disney titles "Mickey Mousecapade" and "Duck Tales," and two new ones are coming this year. ADVENTURES IN THE MAGIC KINGDOM is an action-adventure set in Disneyland where the player must search for silver keys, answer Disney trivia questions and survive a variety of trials set in locations such as Space Mountain and the Haunted Mansion. RESCUE RANGERS is based on the delightful Chip and Dale cartoon series and sets the miniature detectives off on a quest to save the city from the evil Fat Cat. The company also showed CODE NAME: VIPER, an eight-level commando mission into the jungles of South America to free hostages and capture a Drug Lord. Capcom also plans GARGOYLE'S QUEST, an action-adventure for Game Boy.

Pinball and adventure from CSG Imagesoft

CSG Imagesoft had SUPER SUSHI PINBALL on display again, a game which could find itself lost in the sea of pinball simulations planned for 1990. However, their SOLSTICE was one of the standouts in the Nintendo booth. The game has over 250 rooms rendered in three-quarter perspective for good 3-D effects. The intriguing game combines strategy, adventure, magic and puzzle-solving. CSG also showed SOCCER MANIA for Game Boy, which features international competition in six cities.

Culture Brain USA shows fantasy, programmable baseball

THE MAGIC OF SCHEHERAZADE, a fantasy adventure loosely based on the tales from the Arabian Nights, was on display in Culture Brain's booth along with BASEBALL SIMULATOR 1.000. Scheherazade looks quite lovely and features five chapters of adventure with over 750 screens. The baseball game is fully programmable, allowing complete editing for up to six teams participating in a 165-game pennant race. Culture Brain also plans a Game Boy version of KUNG-FU HEROES.

Variety of new games coming from Data East

Data East showed AL UNSER JR.'S TURBO RACING for the first time, a game which includes turbo control options and pit stops. DASH GALAXY IN THE ALIEN ASYLUM has the catchiest title of anything we saw at the show, and the fast-paced adventure promises many hours of entertainment at a low suggested price of \$29.95, a rarity in today's NES market. Coin-op fans can look forward to HEAVY BARREL, a strategic combat favorite in the arcades. And Data East has licensed the computer hit, BATTLE CHESS, from Interplay Productions. We see this as the ideal chess simulation for the NES because it combines a complete chess simulation with 3-D graphics and the allure of chess pieces that have individual personalities and engage in unique, animated battles when meeting an opposing piece on the board.

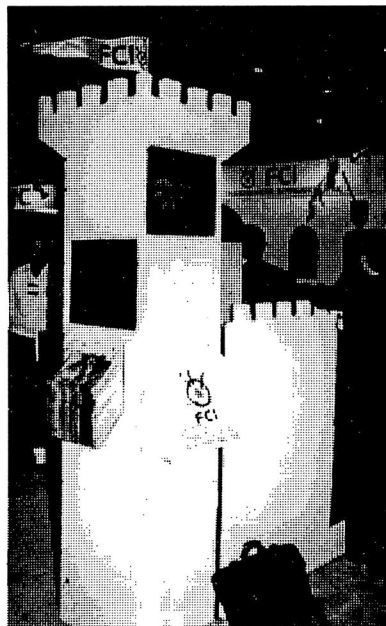
Electro Brain, another new licensee

Brand-new Nintendo licensee Electro Brain had two games in their display. PUSS'N BOOTS-PERO'S GREAT ADVENTURE is for the NES, and FIST OF THE NORTH STAR is another new title for Game Boy.

FCI has two major adventure licenses

Two games which were previewed at Summer CES were shown again in FCI's booth: WORLD CHAMPIONSHIP WRESTLING with 12 stars of the NWA and lots of wrestling moves and PHANTOM FIGHTER, an intriguing martial arts strategy adventure. And for gamers who loved ULTIMA: EXODUS, the good news is that FCI will have an NES version of Origin's ULTIMA IV: QUEST OF THE AVATAR toward the end of the year. FCI also announced that the company has acquired the license from TSR and Strategic Simulations for all Advanced Dungeons & Dragons games for the NES. The first will be HEROES OF THE LANCE, a challenging action game based on the Dragons of Despair Dragonlance module which has eight warrior characters and plenty of monsters, weapons and magic. FCI also showed BOXXLE, the box-moving warehouse puzzle game, for Game Boy.

More TV game shows from GameTek
GameTek's forte is TV game show simula-



FCI booth sported a castle motif, celebrating Advanced Dungeons & Dragons license

tions, and they showed DOUBLE DARE, WHEEL OF FORTUNE GOLDEN EDITION and JEOPARDY! 25TH ANNIVERSARY EDITION for gamers who like to play their own versions of the TV shows. GameTek also previewed the first of a line of NES games for pre-schoolers: FISHER-PRICE I CAN REMEMBER and FISHER-PRICE PERFECT FIT.

Hal America shows pinball, adventure

In the Hal America booth, he soon-to-be-released ROLLERBALL, a multi-screen pinball game, was joined by LOLO II (sequel to "Adventures of Lolo") and VEGAS DREAM, a game featuring Vegas favorites like blackjack and keno. The company also has two Game Boy titles on the way, REVENGE OF THE 'GATOR (pinball) and SHANGHAI, which is based on the successful Activision computer puzzle game derived from Mah-Jong.

Games for the whole family

Hi-Tech has a variety of new titles, from TV game-show offerings (FUN HOUSE, MTV'S REMOTE CONTROL, WINLOSE OR DRAW) to strategy games (THE CHESSMASTER chess simulation, THE HUNT FOR RED OCTOBER submarine simulation based on Tom Clancy's novel). For the younger set, Hi-Tech plans MUPPET ADVENTURE-CHAOS AT THE CARNIVAL and BIG BIRD'S HIDE & SPEAK (a "talking" game). Other titles announced by Hi-Tech include ORB-IT, touted as a stereoscopic 3-D game, ROBIN HOOD'S ADVENTURES IN SHERWOOD FOREST and WAR IN MIDDLE EARTH (based on J.R.R. Tolkien's fantasy trilogy).

Hot-B USA shows fishing simulation

THE BLACK BASS, a recently released fishing simulation, was shown in Hot-B's booth. The company also announced the future release of SHINGEN.

Vegetable fantasy from Hudson Soft

Hudson Soft previewed XEXYZ, a space adventure with gigantic mechanical beasts, and the space shoot-'em-up STARSHIP HECTOR. Our favorite is PRINCESS TOMATO IN THE SALAD KINGDOM, a role-playing game with vegetable characters that's ostensibly for young players. We think many adults will enjoy the originality of this one, too.

Irem America finally announces titles

First announced as a Nintendo licensee several CES's ago, Irem has finally announced its first two games: IMAGE FIGHT and KICKLE CUBICLE.

Adventure & off-beat pinball from Jaleco

Jaleco is setting off in a new direction with its first adventure games, ASTYANAX (high school boy becomes hero in a mythical world) and TARO'S QUEST (player controls and switches between two characters in a quest of the "Dragon Warrior" type). BASES LOADED II: SECOND SEASON updates Jaleco's sports hit with a variety of new features, and BASES LOADED GB brings the original favorite to Game Boy, complete with separate perspectives from behind the pitcher and the catcher. The company also introduced PINBALL QUEST, a cartridge that contains three standard pinball games and a fourth that adds role-playing elements.

...contd. on Page 16

...The Sega Genesis maze continues!

Phantasy Star II heroine introduces her game



Phantasy Star adventure continues

Our next stop was the chamber of role-playing adventure, where our guide was the lovely heroine of PHANTASY STAR II. This sequel, already eagerly awaited by the many fans of the original 8-bit "Phantasy Star," looks like a sure winner. The game boasts six megabits of memory with battery backup for saving games and will be packaged with an extensive manual and a separate 110-page book of maps and hints. According to the heroine of the game, PHANTASY STAR II features 19 different mazes with up to 16 levels per maze and should occupy most gamers for more than 200 hours of playing time. The game will take players through futuristic science fiction worlds, planetary systems, dungeons, cities and mazes. (All of the extra features will come at a higher-than-usual price for a video game. Although Sega does not suggest retail pricing for its games, we expect this one to sell for approximately \$75.)

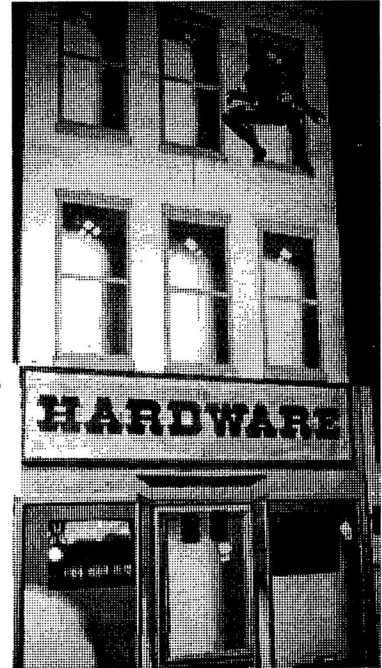


Spiderman coming to Genesis

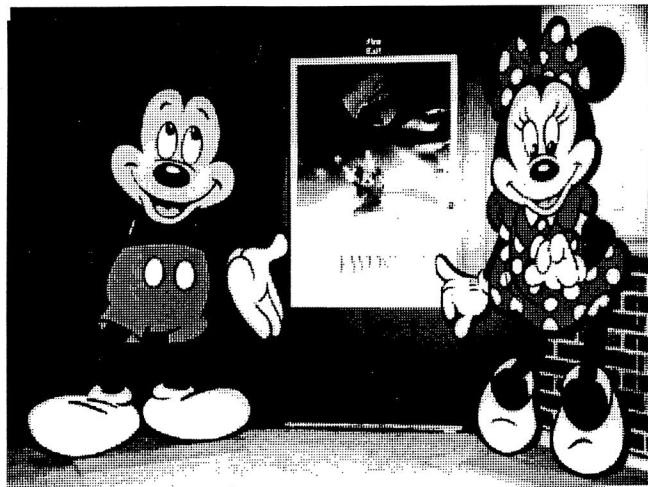
Spiderman, Dick Tracy to appear on Genesis

As we moved deeper into the Sega Theater maze, we learned why we had seen Spiderman handing out posters at the entrance to the Sega booth. The fourth stop revealed Sega licensing agreements with both Marvel Comics and Disney Pictures. As a result of the first agreement, gamers can expect to see a Genesis game featuring Spiderman, hero of an upcoming summer movie, later this year. As explained by the friendly cop on the beat, another major summer movie will be the inspiration for the Genesis DICK TRACY game. The movie from Disney Pictures stars Warren Beatty as the famous crimestopper, with pop star Madonna as Breathless Mahoney. Other characters who will also appear in the Genesis game are the criminals Flattop and Pruneface.

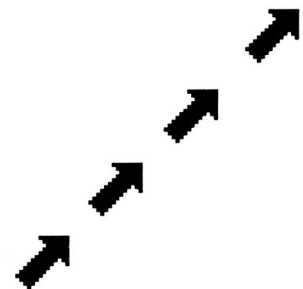
The Disney license also gives Sega the rights to create a game based on *Fantasia*, the enduring full-length Disney animated classic that celebrates its 50th anniversary this year. According to a Sega spokesman, the FANTASIA game is planned for the second half of the year and is likely to be previewed at the June CES in Chicago. Since the movie does not have a single storyline, the GENESIS game is likely to be a

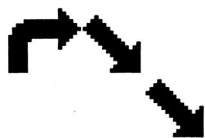


Cop on the beat near Sega "jail" introduces Dick Tracy



Mickey & Minnie Mouse point to Fantasia 50th Anniversary poster.

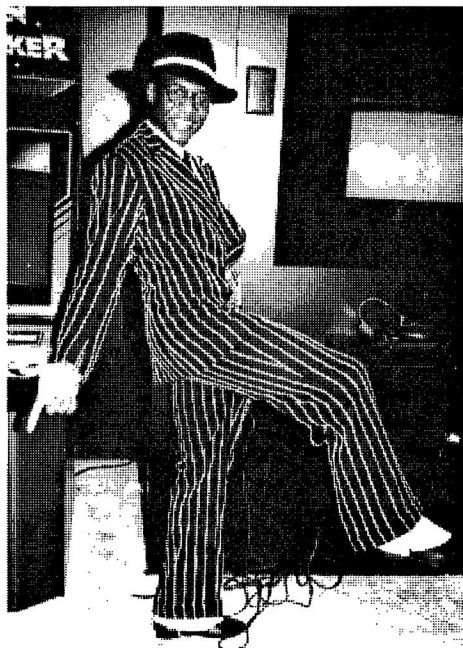




fantasy adventure with an original story weaving together elements of the movie. (This is admittedly little more than speculation, since development of the FANTASIA game has barely begun.)

New move in gaming: Moonwalking

We were impressed by the major Sega licenses we had just learned about, but the next stop in the maze revealed what had to be the biggest licensing coup at CES. Sega revealed both a coin-op and a Genesis game with the hero's



moves instantly recognizable even though they've never been seen before in a video game: MICHAEL JACKSON'S MOONWALKER. Our guide to the new games was dressed for the part in a slick, pinstriped suit accessorized with fedora and spats as he told us of the game's derivation from Michael Jackson's "Moonwalker" film and "Smooth Criminal" music video. (There is also a computer game from U.S. Gold entitled MICHAEL JACKSON'S MOONWALKER. The Genesis and coin-op games designed by Sega are not the same as the computer game.) In the Sega game, Michael is out to save the children of the world from the kidnap attempts of Mr. Big. Michael's incredible dancing moves are the mode of combat in this game, along with the entertainer's "magical powers," such as his ability to transform himself into a giant robot. The game features hit songs written by Michael Jackson, including "Beat It," "Bad," and "Dirty Diana." The fluid animation in the game captures the star's dancing moves perfectly, which is understandable because Michael was deeply involved in the concept and graphic design of the game. We were interested in learning how Sega and Michael Jackson got together on this project. We were told that Michael has been an avid video game fan for a long time, and he's especially fond of Sega arcade games. (He has a collection of Sega arcade games in his home, including AFTER BURNER.) At the end of his Japanese tour in 1988, Michael contacted Sega of Japan and requested a tour of the company. Michael's tour of Sega marked the start of a relationship that led to the development of the game. According to a Sega spokesman, Michael insisted from the beginning that the game had to be fun to play—a game that would be good even without his name.

Get ready to Moonwalk with Michael Jackson in upcoming Genesis Game

Shooting hoops with Sega

Michael Jackson is a tough act to follow, but there was still more to see in the Sega theater. The Genesis sports lineup took center stage in the next room of the maze. A small basketball court and a host given to dribbling a ball and shooting baskets between remarks made it clear that the spotlight was on the upcoming SUPER BASKETBALL. This one offers full-court, five-on-five action with excellent animation. The gamer's view of slam-dunks is up close and personal, to borrow the phrase of a well known TV sportscaster. Sega also featured the already released Genesis sports games (TOMMY LASORDA BASEBALL, WORLD CHAMPIONSHIP SOCCER, ARNOLD PALMER TOURNAMENT GOLF) and a new commercial with Tommy Lasorda touting the Genesis sports lineup.

Gaming by phone

The last stop in the maze brought us to a demonstration of the TeleGenesis Modem with TELEGENESIS BASEBALL (both already available in Japan as of about two months ago). A spring to summer release in the U.S. looks likely, but pricing was not yet available from Sega. Two additional games were announced for TeleGenesis: CYBERBALL (arcade robot football hit licensed from Atari Games) and BATTLING WORLDS. The prospect of being able to play games by phone with a friend on the next street or even in another town or state should be very attractive to Genesis owners. As we moved out of the maze, we got our first look at the Genesis Arcade Power Stick. The arcade-style joystick has a very good feel, a sleek design in black that matches the Genesis system, and it includes Megafire which permits varying, individual rapid-fire settings on each of the three action buttons.

Time to play

The end of the theater maze opened into a large playing area with plenty of Genesis systems for trying out the new games. Here there were a few other new titles not specifically highlighted within the theater. Two are due this month: ALEX KIDD-ENCHANTED CASTLE, the fourth game to star this popular Sega character, and ZOOM!, a 3-D action game on a suspended grid. Sega also showed HERZOG ZWEI, a fly-over mission above a battle-scarred planet and a new version of GHOSTBUSTERS which seemed to have new sequences not seen in previous versions of the game on other systems. The company also introduced Genesis versions of three Sega arcade hits: SUPER MONACO GP, E-SWAT and CRACKDOWN. Sega put on quite an impressive show on behalf of its new 16-bit Genesis system, but there was plenty of substance behind the showmanship. Those of us from *Computer Entertainer* who checked out the upcoming Sega lineup agreed that the newest batch of games looks even better than last year's initial releases for Genesis. Considering the overall high quality of the initial releases, that bodes well for Sega's continued success with Genesis in 1990.



SNEAK PREVIEW Nintendo Software

Sequel to popular baseball game readies for Spring

BASES LOADED II: SECOND SEASON (★★★★★1/2) follows in the footsteps of the highly popular *Bases Loaded*, also from *Jaleco*, released in September of '88. They've done a good job of adding more realism to this follow-up, with better graphics and gameplay. As in its predecessor, there are twelve teams playing (6 for the East, 6 for the West). Unlike the first one, however, you can completely juggle your line-up around, as well as still choosing your pitcher. Each player has statistics which cause them to go through streaks and slumps and are rated in three categories: physical, sensitivity, and intellectual. Those statistics are detailed down to a biorythm chart which appears onscreen whenever a new batter steps up to the plate. When your pitcher takes the mound, you can, with manipulation of the controller, add curve to the ball (the ability to move or curve the ball will be determined greatly by the pitcher's ability to do so); however, you do not have control over the speed of the ball. As batter, you can swing away or bunt. Fielding has been greatly improved since the original version as you have much more control and you can dive for a low grounder or jump into the air for that long fly ball. There are pick-off plays, stolen bases, and hit and runs. Graphically, the game has been enhanced with more viewpoints, giving you that "television" feel. The shot of the pitcher and batter is very well detailed with the pitcher even checking the runner — no balks here! Voice is still here with the announcer calling strikes, balls, and plays at all the bases. A graphic feature we liked a great deal was the automatic re-positioning of the infielders in back-up positions — just like the real game, with the pitcher moving over to first to cover the first baseman as he dives for that ground ball. We would have liked to see a couple of things...first, control over the speed of the ball pitching. Also, we were a bit disconcerted that we could not move our batter around in the batting box, nor could we move the pitcher around on the rubber. You may find, also, that the background "music" drives you a bit buggy after awhile and you may want to turn the sound down. However, these are small complaints on a game which has been very nicely "tweaked" to provide several great outings at the ballpark. Now, if we could just get that bag of peanuts delivered during the game! By the way, there's a password feature allowing you to continue your season against the computer. (one player; two-player simultaneous; password) **Recommended**

Coming from Nintendo Licensees...contd. from pg13

Easily the most off-beat pinball game we've ever seen, this variation casts you as the ball and sets you on a quest through multiple pinball screens. This summer *Jaleco* will release an NES version of one of the great computer adventures, Lucasfilm's clever and humorous *MANIAC MANSION*.

JVC translates computer classic

New licensee *JVC Musical Industries* announced that their first NES title will be an adaptation of a computer classic, *BOULDER DASH*.

Daring adventure from Kemco-Seika

Kemco-Seika's 1990 releases begin with *SNOOPY'S SILLY SPORTS SPECTACULAR*, in which the beloved beagle is joined by his brother Spike and his buddy Woodstock for six rounds of zany sports fun. This one looks delightful. *Bugs Bunny* celebrates 50 years in 1990, honored in *THE BUGS BUNNY BIRTHDAY BLOWOUT*. A few *Looney Tunes* characters were left off the invitation list, and they're out to keep Bugs from getting to his big party. On a slightly more serious note, *Kemco-Seika's* adaptation of *Cinemaware's* *ROCKET RANGER* puts the player into the middle of a master race's 21st-century plan to rule the world. (Nazis, the villains of the original computer game, have become *Leutonians* in the NES version.) *Kemco-Seika* also showed two *Game Boy* titles, *BUGS BUNNY CRAZY CASTLE* and *HEART ATTACK* (avoid a bouncing ball within a maze).

More epic wargaming from Koei

Koei has two respected historical wargames adapted from computer versions which are already available for the NES. The company showed its third, *GENGHIS KHAN*, an advanced economic, military and diplomatic simulation of empire building for one to four players which includes battery backed memory. *Koei* also has a team of U.S. developers currently at work on additional titles which are being designed specifically for the U.S. market.

Squels and computer hit from Konami

Konami showed its upcoming NES games *TOP GUN-THE SECOND MISSION*, *SUPER C* and *JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF* and previewed the auto racing game on a variety of famous speedways, *BILL ELLIOTT'S NASCAR CHALLENGE*. *TOP GUN 2* promises even more challenging play than the first game, complete with split-screen graphics for simultaneous two-player action. *SUPER C* is an eight-level sequel to "Contra," and *JACK NICKLAUS GOLF* (based on the *Accolade* computer hit) gives one to four players a variety of golf challenges. For *Game Boy*, *Konami* showed *NFL FOOTBALL* and announced *BILL ELLIOTT'S NASCAR FAST TRACKS* (a working title which could change).

More licensed titles from LJN Toys

LJN showed a variety of new NES games in its tradition of licensing titles from other sources. Expected during the first half of the year are *A NIGHTMARE ON ELM STREET*, a game for up to four players who want to eliminate *Freddy Krueger* (with NES Satellite or NES Four Score) and *PICTIONARY*, a video adaptation of the popular boardgame. Later

in the year, *LJN* plans an action-adventure starring *Marvel Comics' THE PUNISHER* and games based on the movies *BACK TO THE FUTURE II* and *BETLEJUICE*. *Game Boy* titles in the works are *SPIDER-MAN*, *NBA ALL-STAR SHOOT OUT*, *TOWN & COUNTRY SUPER SKATE*, and *BETLEJUICE*.

Toy trucks to video trucks with Matchbox

Matchbox Toys showed off a pair of games that seem logical coming from a company known for toy cars and trucks: *URBAN CONVOY* and *MONSTER TRUCK RODEO*. (The second one looked especially good.) The company also plans to release *WEB WORLD* this year for the NES.

Mattel shows Power Glove and games

The *Power Glove* was demonstrated continuously during CES, primarily showing off *Mattel's* upcoming *SUPER GLOVE BALL* designed to take special advantage of the *Glove's* features. It's a 3-D game similar to handball that looks intriguing.

Meldac of America supports Game Boy

New Nintendo licensee announced a single title at CES. *HEIANKYO ALIEN* is an old favorite in Japan which is due in a *Game Boy* version this spring.

Time travel from Milton Bradley

Milton Bradley introduced a pair of arcade conversions: *ABADOX*, a colorful scrolling space battle, and *CABAL*, a military action game. *CAPTAINSKYHAWK*, which puts you at the controls of a jet fighter that can even fly into outer space, looks especially good. Later in the year, the company will release *TIME LORD*, a fantasy adventure involving time travel to the past and future in order to stop an evil force that threatens to change the course of history. Also shown were a *Game Boy* version of *JORDAN VS BIRD ONE ON ONE* plus *MOUSETRAP HOTEL* and *SUPER SCRABBLE* for *Game Boy*.

Plenty of action from Mindscape

Coming soon from *Mindscape* for NES are *ROADBLASTERS* (high speed racing and shooting in armored cars) and *INFILTRATOR* (air combat in an attack chopper and ground missions in the *Mad Leader's* camp). The company also has a number of movie-based NES games in the works. *MAD MAX* features destructive car chases plus action in the mine shafts and dueling arenas. *DAYS OF THUNDER* is a stock-car racing game based on *Paramount's* upcoming movie starring *Tom Cruise*. Others in development are *DIRTY HARRY* and *BRUCE LEE LIVES*. The company is also working on NES versions of the arcade hit, *GAUNTLET II*, and the computer strategy classic, *M.U.L.E.*, which will accommodate up to four players with the NES Satellite or NES Four Score.

NTVIC introduces two new games

In addition to its recently released *ROCK'N'BALL* pinball game, *NTVIC* introduced *ISOLATED WARRIOR*, a 3-D fighting and strategy game which will feature "surround sound." *NTVIC* also plans *POWER MISSION* for *Game Boy*, a game of anti-submarine warfare.

Adventuring with Nexoft

Nexoft announced that it has acquired the license to bring *WIZARDRY*, one of the great computer adventure classics, to the

NES. They also showed FARIA: A WORLD OF MYSTERY AND DANGER, a role-playing adventure with a female lead character. For Game Boy, the company introduced PENGUIN WARS and ISHIDO: THE WAY OF THE STONES (an adaptation of the game of Go).

Parker Brothers is another new Nintendo license

Although not exhibiting any NES games at CES, Parker Brothers announced HEAVY SHREDDIN', a snowboarding sports game that combines elements of downhill skiing, skateboarding and sailing. Other NES titles listed by the company are MONSTER TRUCK RALLY and WORLD TROPHY SOCCER.

More bowling from Romstar

Romstar's booth highlighted the recently released CHAMPIONSHIP BOWLING for NES, which takes advantage of the NES Satellite or NES Four Score to allow four players to compete. The company also showed its first Game Boy title, WORLD BOWLING for one or two players. ROMSTAR announced that its next NES game will be RALLY BIKE, expected to be available at mid-year.

IKARI III coming from SNK

The big news from SNK is that the company will release IKARI WARRIORS III: THE RESCUE this year, along with another arcade conversion, MECHANIZED ATTACK. Other titles for 1990 announced by the company were LITTLE LEAGUE BASEBALL: CHAMPIONSHIP SERIES and CRYSTALIS.

Seta USA shows rescue game and puzzler

CASTLE OF DRAGON is a rescue-the-princess game in which the player is a knight whose chief adversary is a dragon. Seta also introduced Q-BILLION for Game Boy, a move-the-block game for one or two players.

Making money with Sofel

WALL STREET KID is Sofel's newest NES entry, a simulation game that promises real-life situations as you attempt to make your fortune and figure out how to spend it.

Square Soft takes you racing

RAD RACER II, a sequel to one of the great NES favorites, was on display at Square Soft's booth. This one looks terrific, with great scenery and day-to-night changes as you're driving. The company also announced the first role-playing game for Game Boy: THE GREAT WARRIOR SAGA.

BATMAN due soon from Sunsoft

The long-awaited BATMAN game based on the hit movie should be available next month from Sunsoft, and it certainly looks like a winner. We're looking forward to the review copy! Sunsoft also announced SUPER SPY HUNTER, an upgrade of the original NES hit which promises more action and better special effects. The company announced NAVYBLUE, its first Game Boy title, at CES.

Taito shows action and role-playing games.

TARGET RENEGADE, a street fighting sequel to Taito's hit game, "Renegade," has much better graphics than the first game and has been enhanced with an original rock soundtrack to give it the beat of the street. DEMON SWORD is an epic tale of good vs. evil in a seven-level, three-world quest to recover the missing pieces of the Demon Sword which will allow the hero to defeat the forces of darkness. WRATH OF THE BLACK MANTA looks promising: a mystery adventure starring a powerful Ninja character who tracks down informants and gathers clues leading to the ruthless drug lord who is kidnapping kids and forcing them to transport drugs between New York, Tokyo and Rio de Janeiro. The Black Manta begins with four Ninja arts and earns new ones at the end of each level. (Watch for a call-in sweepstakes promotion for this game. Grand prize is a Black Manta Live Action party for the winner and 100 friends.) Taito ventures into fantasy role-playing with DUNGEON MAGIC, which casts the player as a hero foretold by ancient prophecy. With an overall quest to recover an enchanted sword and many sub-quests, the game features first-person, 3-D scrolling within many locations, interaction with other characters, the use of spells and a battery-backed memory to save games. This one will be packaged with maps and hints. Also announced but not shown was an NES version of INDIANA JONES AND THE LAST CRUSADE, which is licensed from Lucasfilm and based on the movie and computer games of the same name. Taito also showed two titles for Nintendo's Game Boy: a reincarnation of the classic SPACE INVADERS and a shoot-the-blocks puzzle game, FLIPULL.

Taxan shows fighting game

In addition to showing the recently released 8-EYES, Taxan introduced BURAI FIGHTER, a heavy-action fighting game with lots of weaponry. The company also announced LOW-G-MAN.

Martial arts and wrestling shown at Tecmo

The big news from Tecmo was NINJA GAIDEN II, a sequel to one of 1989's most popular games. This one will feature new bosses, special weapons and ten animated storyboards for a cinematic look. The company also showed TECMO WORLD WRESTLING with more than 30 wrestling moves and close-up action shots.

Toho goes to the circus

CIRCUS CAPER from Toho appears to be a delightfully colorful action adventure set under the big top. The company also showed GODZILLA, which was released recently.

Racing action and basketball from Tradewest

Tradewest showed IVAN "IRONMAN" STEWART'S SUPER OFF-ROAD, which takes advantage of the NES Satellite or NES Four Score to allow up to four off-road racers on the track at the same time. MAGIC JOHNSON'S FAST BREAK, a two-on-two basketball contest, also permits up to four players at a time. The game permits slam-dunking and a variety of special plays, such as Magic's "alley-oop." The company also showed the first of four projected Game Boy titles, DOUBLE DRAGON. This is one of the best Game Boy titles we saw at CES.

Ultra shows lots of action gaming

SNAKE'S REVENGE should make a lot of gamers happy, because it's a sequel to Ultra's 1989 hit, "Metal Gear." It looks as if Ultra has done a good job of bringing the popular TV series, MISSION: IMPOSSIBLE to the NES with a wild series of challenges including speedboat chases through Venice canals and hand grenade ski runs in the Swiss Alps. For Game Boy, Ultra showed a graphically detailed NEMESIS, a space shooting game that's a little reminiscent of "Gradius." The company also announced Game Boy derivations from Ultra hits: SKATE OR DIE: BAD'N RAD and TEENAGE MUTANT NINJA TURTLES; FALL OF THE FOOT CLAN.

Golgo 13 in new adventure from Vic Tokai

KID KOOL and TERRA CRESTA, announced some time ago by Vic Tokai, are finally due in the early part of this year. The first is an adventure that sends a modern-day rockin' rebel back in time to retrieve seven wonder herbs and save a dying king, while the second is based on a classic arcade space shooting game. The company also showed a pair of brand-new titles for 1990. CONFLICT is the first modern-day strategic wargame for the NES, and it looks as if it should be appealing to the typically older player who enjoys this sort of game. THE MAFAT CONSPIRACY brings back the Golgo 13 character for globe-spanning action as a "Star Wars" satellite has been snatched out of Earth's orbit and the inventor of satellite capture technology has disappeared. The company also showed two titles for Game Boy: DAEDALIAN OPUS, a mind-teasing puzzle game that has done well in play-testing, and DWEEBERS, a humorous game aimed at the younger age group who use the term "dweeb" for someone that an older individual might call a "nerd."

Some licensees have no titles yet

Nintendo third-party licensees which have not yet announced any titles are American Softworks and INTV (the same company that has kept Intellivision alive by releasing new games periodically).

New games for NES from Color Dreams

Color Dreams showed several new games for the Nintendo system at CES. RAID 2020 is a secret agent mission against a drug kingpin in which your goal is to destroy his distribution network. METAL FIGHTER pits your character against an enemy alien army that intends to wipe out all civilization on the planet. MASTER CHU AND THE DRUNKARD HU is a quest to find and destroy the incarnation of Shiva, God of Destruction, who has cursed your village with evil spirits. P'RADIKUS is a game of space exploration with hundreds of planets, space stations and solar systems. The overall graphic look of these games is not outstanding, but we have not had the opportunity for extensive play-testing and therefore cannot comment on gameplay quality. Color Dream's games are independently produced and neither sponsored nor endorsed by Nintendo.

ShareData to enter Nintendo market

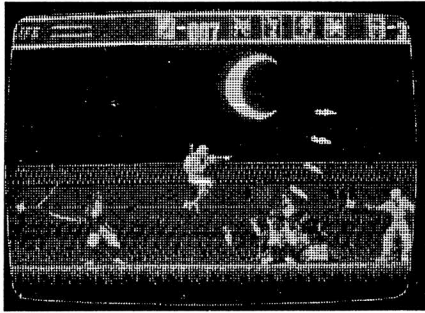
Three arcade-based titles licensed from Exidy

Citing the need for more affordable video games, ShareData has announced CHILLER (MSR \$19.95) licensed from Exidy, its first title for the NES. Set in creepy graveyards and moldering castles, this is a shooting game that uses either light gun or control pad and permits simultaneous two-player action. The company also announced but did not show NES versions of two additional Exidy games, CROSSBOW and DEATHRACE. ShareData's games are independently produced and neither sponsored nor endorsed by Nintendo.

Sega Genesis Software

Ninja master takes on international gang of terrorists

THE REVENGE OF SHINOBI (★★★★★) is a very satisfying sequel to the 8-bit *Sega* game that we reviewed just a year ago. Musashi, the master ninja, returns to battle the terrorists of the Neo Zeed, a group that intends to take over the world. They have enraged Musashi by assassinating his sensei and kidnapping his sweetheart, the beautiful Naoko. He sets off on a quest that will take him through 24 scenes in eight different international locations. Beginning in the Ibaraki Province of Japan and moving on through Tokyo, Detroit, southern California, New York and other areas, Musashi tracks the Neo Zeed relentlessly. His weapons include his incredible agility, his Shuriken, and his knowledge of Shinobi (the art of stealth) and Ninjitsu (ninja magic). But the ninjas,



soldiers and spies of the Neo Zeed can be more than a match for his skills if he's not constantly alert.

Not strictly a martial arts game

THE REVENGE OF SHINOBI is a very challenging game, no matter which of the four difficulty levels you choose. It is not strictly a martial arts game, for there is much more to do than kicking, leaping, and throwing shurikens. Many of the scenes require a lot of strategic thinking to find your way through and survive. You have four types of ninja magic, but their use is limited. (The ninja magic is a lot of fun to use because it creates some great effects.) The game offers a wonderful variety of formidable enemies, great depth of play, and the satisfaction of having to solve some puzzles as you progress through the various scenes. (The instruction booklet states that you can start in any of the scenes of the game, but we could not make that choice as instructed. We assume that the booklet is incorrect and that you must progress through the scenes in sequence.) Graphics, animation and original music are outstanding. **THE REVENGE OF SHINOBI** is one of the best games yet for Genesis. (Solo play; Pause; Continue feature.)

Recommended.

First showing of third-party games for Genesis

Eight developers show variety of new games for 16-bit system

A portion of Sega's CES booth was devoted to games from the first eight developers to design new titles for the Genesis system. (Two of the eight, Activision and Hot-B USA, are also Nintendo licensees, which should dispel the worries of a few readers who have asked us whether or not Nintendo licensees are permitted under their licensing agreements with Nintendo to design games for other systems. It is our understanding that the only restriction is that they are not permitted to create new versions of the same games which are already under license to Nintendo.) The new Sega licensees and their first games are listed alphabetically by company.

Activision shows football and bizarre fighting

HARD YARDAGE, planned for a spring release, will round out the Genesis basic sports lineup with the system's first football game. **TONGUE OF THE FATMAN** is a truly bizarre fighting game based on Activision's game of the same name for MS-DOS systems. Starring a cast of screwball aliens with some of the weirdest fighting techniques ever seen in this or any other galaxy, this game includes plenty of laughs with the action.

DreamWorks debuts puzzler and space epic

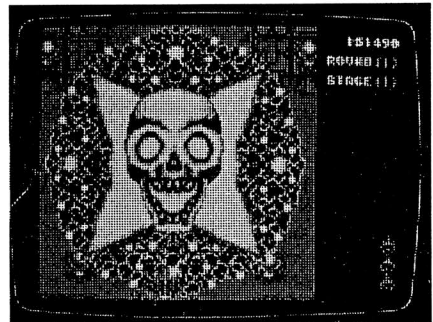
One of the increasingly popular genre of puzzle games was on display from DreamWorks. Titled **SHOVE IT-THE WAREHOUSE GAME**, this sliding box game is very well liked in Japan. (Spectrum HoloByte brought a version of this game to the U.S. for computers under the title, "Soko-Ban.") As a warehouseman, your job in the game is to set the boxes in order within 16 levels of 160 warehouse rooms. Each room is a puzzle requiring strategy to complete. The company's second game is **TARGET EARTH**, a space epic with a wide array of weaponry and eight different missions. Text screens between action sequences keep the story moving.

Martial arts and insect aliens

Hot-B USA showed two arcade-based games for Genesis at CES: **KA-GE-KI** and **INSECTOR-X**. The first is a martial arts game that pits the player against nine bosses who use everything from sumo to martial arts to a ball and chain. The second takes the player into

We got hooked on this one

TRUXTON (★★★★★) is a no-holds-barred shootout in space. It's a classic vertical scroller from *Sega* that keeps your trigger finger busy while you're trying to save the planet from Gidans. You control the Super Fighter and its awesome arsenal of weapons powerful enough to stop anything in the galaxy. Starting in space, the Gidans test you by sending a few easy targets to shoot. Once they lose a few ships, they begin sending in the heavier stuff—ships that dodge and dance out of range while shooting sprays of fireballs that are very difficult to elude. And then there are the Gidan flying fortresses: eight giant asteroids full of deadly surprises. There is a lot to keep you busy in this game, from shooting at the alien craft to dodging their fire and picking up special Borogon energy weapons and power boosters. We got hooked on this game, and it's difficult to explain why. There is nothing truly original in **TRUXTON**. We've played many a similar shootout in space with power-up weapons and fast-paced challenges. This one does have very nice graphics and great sound effects, but that's not enough to keep



gamers playing over and over again. It has three difficulty levels, but even the "easy" level kept us hopping. In spite of its lack of originality, **TRUXTON** is just plain fun to play. You'll just have to take our word for it! (Solo play; Pause; Continue feature.)

Recommended.

the underground insect empire ruled by giant half-insect, half-machine creatures for a shooting battle.

Arcade game from Namco, role-playing from Seismic

Namco, one of the coin-op veterans, showed a Genesis version of its arcade game, **PHELIOS**. This one appeared to be a fairly straightforward scrolling and shooting game. Seismic displayed its Genesis version of a Japanese computer favorite, **SUPER HYDLIDE**. (This is the same game that was rumored last year under the working title of "Holo Fighter.") This is a role-playing game with quite a bit of action.

Dazzler from Tecno Soft

Tecno Soft showed the Genesis version of **THUNDER FORCE III**, a sequel to you-know-what. Like its predecessor, which was licensed to Sega by Tecno Soft, the new game is full of razzle-dazzle graphics and great sound. If **THUNDER FORCE III** plays

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as well as II, Tecno Soft should have a winner on its hands.

Pirates and hot racing action from Tengen

Promising "to give you all the power of Genesis," Tengen showed two games: SKULL & CROSSBONES and HARD DRIVIN'. The first features swashbuckling swordplay action for one or two in a chase on the high seas and through ancient castles and caves. The second is a Genesis version of Atari Games' number-one arcade hit of 1989, described as the ultimate race car driving simulator. Tengen also announced, but did not show, planned Genesis versions of PAPERBOY, ROADBLASTERS and KLAX. You may not be familiar with KLAX yet, because the coin-op version just hit the arcades earlier this month.

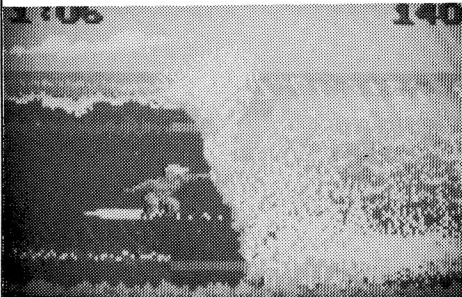
Treco introduces scrolling and shooting adventure

ATOMIC ROBO-KID from Treco was shown as the company's first Genesis game. This graphically detailed action-adventure scrolls both horizontally and vertically as the Kid battles a wide array of mutated life-forms.

Atari Lynx color system

More games coming in 1990.

The good news about Atari Lynx in 1989 was that nearly everyone who saw it fell in love with it (diehard videogame haters excluded). The bad news was that shipments were limited in number and went almost entirely to the New York City area. (This was relatively good news if you live in that area, of course.) At CES we learned that distribution will spread to five additional major markets (Chicago, Los Angeles, Phila-



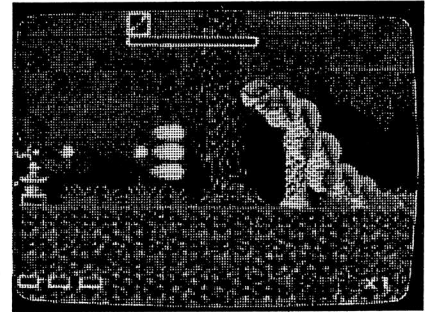
California Games on Lynx

delphia, Boston, San Francisco) in the next couple of months. Atari expects that full nationwide distribution will be achieved by mid-year, with a software library of 25+ titles available by the end of the year. Some of those games will be from third-party developers. Key arcade licenses will be the source of a number of games for Lynx, the first of which is XENOPHOBE, currently in development. Atari Corporation announced at CES that they had just signed a licensing agreement with Atari Games (the arcade game developer—the two companies are totally unrelated). This license means that many Atari Games coin-op hits will be available for Lynx, including GAUNTLET (1-4 players), CYBERBALL, VINDICTORS, 720, PAPERBOY and HARD DRIVIN'. Another arcade favorite coming to Lynx is NINJA GAIDEN.

Sega Genesis Software

Warrior battles spectacular monsters with magic

MYSTIC DEFENDER (★★★1/2/★★★1/2) from *Sega* appears to be a sequel to last year's 8-bit Sega game, *Spellcaster*. (In fact, we understand that its working title was "Spellcaster II" while it was in development.) In MYSTIC DEFENDER, your character is Joe Yamato, another warrior who possesses magical abilities. He needs every bit of those abilities as he pits his talents against Zareth, the Devil's Disciple. Zareth holds the beautiful Alexandra prisoner at Azuchi Castle, and he intends to steal her soul in order to restore life to Zao, the Emperor of Evil. To reach Alexandra at Azuchi Castle, Yamato must battle his way through eight increasingly difficult levels: Forest, Staircase Maze, Fiends' Machine Room, Lava Lake, Spider Pit, Ghosts' Machine Room, Elevator Maze and Zao's Lair. Everywhere there are monsters, some of them quite spectacular. Zareth's minions of evil make the journey a treacherous one, calling for the most skillful use of his four different types of magic. (We especially like his fire magic, as he can shoot a long string of fire balls and even sweep the string in great arcs of flame.) In addition to his magic, Yamato depends on his warrior skills of deft movement. The game calls for quick reflexes, but strategy also comes into play as you learn when it's best to use each type of magic. We enjoyed the challenges of this game, which can be played at any of three difficulty levels. However, we missed the interactive and puzzle-solving interludes that we found so intriguing in *Spellcaster*. Even without those interludes, however, MYSTIC DEFENDER is an involving action-adventure with lots of graphic detail and very good music. (Solo play; Pause; Continue feature.)



Recommended.

Nameless Ones attempt to reclaim ravaged planet

FORGOTTEN WORLDS (★★★★★) is *Sega's* version of the Capcom coin-op hit, and it's a conversion that will definitely please fans of the arcade version. The action takes place in the future when Earth is a devastated planet, ravaged by the fire and napalm attacks of predatory aliens who have turned it into a Forgotten World. The player is a Nameless One—one of two human children raised as super-powered warriors in order to reclaim the planet from the aliens. In the one-player game, your Nameless One faces the alien onslaught alone; but two can play cooperatively, effectively more than doubling the strength of attack against the myriad alien creatures. There are seven levels to survive from the Ransacked Cities, dilapidated machinery room, Doomed Harbor and Wasteland of the Dust Planet to the stone corridor mazes of the Pyramid of Terror and then the Miasma of the Cosmic World and the final confrontation with the War Tyrant in the Tower of Dread.

Interesting Movement Possibilities

The Nameless Ones have been trained in the use of lethal weapons, especially their ever-present and ingenious satellites which move in the Warriors' orbits. From the outset, the aliens throw everything they have in the path of the Warriors, whether you choose to play the game at "normal" or "hard" difficulty. Additional weapons, armor, potions and other items can be purchased at Mirabella's Store, which appears at strategic times during the game. You can play the game as a very standard shootout by simply moving your Warrior in the usual four directions while firing his weapon (or letting the program do part of the work with Auto fire). However, the game becomes much more interesting when you learn to control the Warrior's rotation in addition to the basic four directions. When the Warrior circles to the left or right, his satellite circles in the same direction around him. However, his satellite can also be caused to spin around its own center while the Warrior and satellite rotate in a larger circle. With practice, all of this movement possibility can lead to some impressive attacking ability on the part of the Warrior. FORGOTTEN WORLDS is a good shooting game with some interesting twists in the character movement. As we're coming to expect from this system, graphics are very nicely detailed, and there is a variety of musical themes in the accompanying stereo soundtrack. This is a good conversion of the arcade game that fans of the coin-op will want to add to their collection (Solo or 2-player cooperative; Pause.) Sega Genesis version reviewed. Also available from Capcom for Amiga, Commodore 64/128, MS-DOS.

Recommended.



Nintendo Software

Submarine simulation includes six convoy scenarios

SILENT SERVICE (★★1/2/★★1/2) is a submarine simulation translated from computer versions by Microprose a few years ago. This latest, from *Ultra Games*, puts you in control of a submarine in World War II sea patrols in the South Pacific. Once you take some torpedo/gun practice, you are ready to try one of the various "convoy actions" in which you recreate a variety of actual submarine attacks on a convoy. In "war patrols" you will command an entire patrol from your base on Midway Island. Difficulty levels can be adjusted in such areas as convoy zig-zags, expert destroyers in enemy convoys, limited visibility, etc. Your menu screen is controlled via the man on the conning tower. Move him around the tower area and go into the map, view through the periscope, check gauges, or check damage throughout your sub. When you're at your periscope/battle station, you control your attack with torpedoes and guns (only when you're surfaced). As you continue your mission, there are various messages and sounds which indicate things such as your speed, running aground, sonar sounds for depth charges dropped, etc.

Not as good as computer predecessors

While computers, by their nature, can include more features, we found this translation lacking a bit more than we would have liked. While the conning tower menu was clever, other versions seemed to manage a bit more excitement in their approach to the subject matter. Submarine simulations are popular; you'll have to be a real fan of the genre to truly enjoy this one. (one player)

Good action in game from Japan

CLASH DEMONHEAD (★★★☆☆) is an action game from *Vic Tokai* which has a decidedly "Japanese" feel to it. In a rather funny opening sequence ("funny" in the Japanese viewpoint of Americans), Bang and Mary, two American teenagers in bathing suits (looks to be set in the '50's or '60's), are apparently lolling about at the beach. Bang is called off to head a daredevil mission to rescue Professor Plum and deactivate the Doomsday Bomb. Mary, according to the game, must stay behind deeply concerned for his life! * Anyway, back to the game...as Bang, you must find the shortest route to the summit of Demonhead Mountain where the professor is being held. You can do that by taking the correct route on the route map. That map pops up whenever you reach a junction. That way you can confirm your current route, or change. As you kill the enemy forces along the way, you can pick up money which can be used to buy items in the Super Shop screen. These items include weapons, special clothing, jet pack, and more. On Demonhead mountain, you must locate the seven enemy leaders, their fortresses, and the enemy camp. The game has a main story and two sub-stories, allowing for two different endings.

Good action with different ways to play

This is a good action game which has enough variation to keep it interesting. You must keep your wits about you, pick-up money in order to buy all-important equipment, and choose the right path for your journey. The graphics are good with the action screen scrolling both vertically and horizontally. Action fans should enjoy the fast action here. (one player; continue feature) **Recommended**

First CES showing of TurboGrafx-16

Lots of new games planned for first half of 1990

Appearing for the first time on the convention floor with the TurboGrafx-16, NEC had a colorful display and plenty of games. Many of the 19 games released by the end of 1989 were there, along with 11 scheduled for the first half of this year in the U.S. and as many more which are released or planned for the NEC PC-Engine in Japan. (Some of the Japanese titles may become available in the U.S., while others probably will not.) New U.S. games shown included PAC-LAND, FINAL LAP TWIN and SPACE HARRIER which we have already reviewed. There were two new shooting games, ORDYNE (save a damsel in distress and the universe, too) and DEEP BLUE (underwater shooting adventure), both of which have exceptionally good graphics. TAKIN' IT TO THE HOOP, a



basketball game, was the only new sports game from NEC to be shown. NEC also introduced its first game in the strategy category, MILITARY MADNESS, a classically styled wargame set on the surface of the Moon. For fans of role-playing games, NEC has NEUTOPIA, full of magic and monsters. CRATERMAZE is an action game in which creature-filled mazes must be navigated to reach and free your captured friends. The remaining two action-adventure games are of the "personality" type. J.J. AND JEFF are a pair of comical detectives attempting to find a kidnapped VIP. The game is loaded with slapstick humor and what NEC's Vice President of Home Entertainment describes as "total

Translation from popular movie for action lovers

ROBOCOP (★★★☆☆) is based on the movie of the same name and should appeal to those who liked the flick. From *Data East*, also behind the coin-op version, the game puts you in control of the super-hero RoboCop as he walks through the streets of old Detroit, eliminating the thugs shooting at him. These thugs have taken over the city and you must destroy them as well as the private company O.C.P. Your main weapon is the special-issue Auto-9 gun but you can also use your body kicking, punching, and jabbing the various attacking enemies as they come at you. In addition, along the way you'll find additional power and energy you can pick up, as well as additional weapons. There are battles with the kingpin of crime, Clarence Bodicker; the evil robot, Ed 209; and, finally, the deadly vice president of O.C.P., Dick Jones.

Follows movie nicely

Certain to attract the action lovers out there, it does a nice job of following the movie storyline. The further into the streets of old Detroit you go, the more enemies come at you from every which way. The graphics include depictions of old Detroit, as well as City Hall, a warehouse, and the O.C.P. headquarters. You'll have the chance to use plenty of weapons as well as your hands and feet as you try to outwit the enemy. It's fun for all you crime fighters out there. (one player; continue feature) **Recommended**

Easter eggs." The other, BONK'S ADVENTURE, stars a bald-headed little character in a prehistoric world who bonks enemy creatures to death by hitting them with his head. This one is also humorous, but in a strange sort of way. No new CD games were shown.

Third-party support begins

Independent companies which have signed on to create games for the TurboGrafx-16 include Cinemaware, Tengen, Lucasfilm Games, ICOM Simulations and Incredible Technologies. Others are expected to be announced soon. Tengen announced RBI BASEBALL 2 and XYBOTS, a robot shooting game that puts you inside a 3-D maze. Cinemaware was the only company to show a game. They showed TV SPORTS FOOTBALL, which will allow up to five players to control characters on the screen. (TurboTap and additional controllers required.) Cinemaware was also responsible for one of the high points of the show as they recreated a soundstage in a ballroom at the Bally Hotel to demonstrate the making of IT CAME FROM THE DESERT on CD-ROM for TurboGrafx. Lauren McKim, a regular on the TV soap opera "Santa Barbara" and one of the principals in DESERT was there, along with David Riordan, director of Cinemaware's Interactive Entertainment Group. By videotaping the actress (and some volunteers from the audience) against a "green screen" backdrop and then combining the results with computer-generated giant ants, Riordan's crew was able to show viewers what the player will see in the completed CD-ROM game. The game will have TV-like video action and real sound combined with computer graphics. Trust Cinemaware to be out on the cutting edge of new technology every time!

Sega 8-bit gaming - Lots of new games, lower pricing highlight CES showing

Underscoring its continuing commitment to the Master System, Sega showed a variety of new 8-bit games and announced a policy of making the new titles "more affordable." Owners of the Master System should be aware that distribution and marketing of 8-bit Sega games are in transition at this time. Tonka, which has been handling 8-bit Sega distribution and marketing for about two years, will continue to distribute the existing 8-bit titles through the early part of this year. At the end of the transition period this Spring, Sega will distribute all of its own 8-bit and 16-bit product and begin introducing new 8-bit games shown at CES. We mention this only because some older 8-bit titles may be difficult to find until the transition is complete.

All-new sports lineup

Sega showed four new 8-bit sports games at CES. BASKETBALL NIGHTMARE offers strange twists on the familiar game. TENNIS ACE lets you practice or play singles or doubles in exhibition matches and tournaments. This one has a password feature to save your standings in tournaments. SLAP SHOOT brings hockey back to the Master System. GOLFAMANIA is the new name for the previously announced "Super Golf," and it includes all the features that gamers want in a golf simulation with a battery-backed memory for saving games. Existing sports games that remain in the 1990 8-bit lineup are ROCKY, CALIFORNIA GAMES, WALTER PAYTON FOOTBALL and REGGIE JACKSON BASEBALL. All other sports games have been discontinued.

Lots of new action games

Whatever kind of action you're looking for, you're sure to find it in the new 8-bit Sega action games for 1990. There's shooting action in DEAD ANGLE, which puts you up against crimelords as a government man, and in ASSAULT CITY where you're faced with robots in revolt against the human race. (The latter game requires the Light Phaser.) SCRAMBLE SPIRIT lets you take to the sky on a series of bombing missions. R.C. GRAND PRIX, a licensed third-party game from Seismic, lets you control the racing action of radio-controlled cars. Action takes a humorous turn in DYNAMITE DUX, with beak-blasting craziness as you rescue a girl duck from weird creatures. And there's humor in PSYCHO FOX, a bouncing and punching game in which your character can change from a fox to a tiger, monkey or pink hippopotamus. Sega has combined two classics in SHINOBI KIDD, as Alex Kidd becomes a ninja warrior to take on the bullies of the world. Action in the Middle Ages is the theme of JUNGLE FIGHTER, in which your Barbarian character hacks his way through forests and castles. And the action every Master System owner is looking for is in GOLDEN AXE, which looks exceptionally good.

Prove your worthiness in quest

Another eagerly awaited 8-bit title is the Sega version of ULTIMA IV. Based on the best-selling role-playing game for computers by Lord British, this one sets you on the

Quest for the Avatar, in which you must prove your worthiness. ULTIMA IV comes with battery backup memory so that up to five games in progress can be saved. The game looks wonderful and should please fans of "Phantasy Star" who are looking for another great adventure. Owners of the 8-bit Sega system may have to wait a bit, but they can look forward to an extensive lineup of new games.

Tengen announces new games for NES

Games based on arcade favorites and movies

Tengen showed a wide variety of new arcade and movie-based games scheduled for the first half of the year. XYBOTS puts the player into a 3-D maze full of nasty robots, and it includes a two-player mode with split-screen graphics. POLICE ACADEMY brings the zany characters of the movie to your NES screen and lets you be any one of them on a quest to save Commandant Lassard's prize possession—his goldfish. MS. PAC-MAN hardly needs a description, but this version for one or two players allows jumping to different levels of difficulty. Tengen is also offering the updated RBI BASEBALL 2 with the ability to play with any major league team, using current players' names and statistics. LICENCE TO KILL features lots of James Bond derring-do from barefoot waterskiing to death-defying parachute jumps. SKULL & CROSSBONES sets you on a pirate adventure of revenge and swordplay on the high seas and inside ancient castles. FANTASY ZONE, licensed from Sega, lets you play the delightful character of Opa-Opa as flies around in a solar system of eight planets. HARD DRIVIN' is an adaptation of last year's number-one arcade hit, a high-speed racing game. Also announced but not shown was an NES version of the just-released coin-op, KLAX. Tengen's games are independently produced and neither sponsored nor endorsed by Nintendo.

Nintendo Software

Engrossing adventure based on Lucasfilm movie

WILLOW (★★★★★) is a very nice adventure from *Capcom* which finds you in the role of Willow, the chosen protector of a child who, legend foretells, will destroy the wicked ruler. Of course, the Queen vows to slay the child first. The villagers band together to help Willow as you travel through mysterious forests and villages as you attempt to destroy the queen. As you go along and "talk" to villagers, etc., you accumulate swords, shields, clues, as well as the all-important magic. You'll find yourself in swordfighting duels, avoiding skulls in pathways, confronting Trolls and more. The maze that is the forest and various villages must be negotiated in order to reach your final confrontation with the evil Queen before it's too late.

Should engross you for several sessions

It should take you quite some time to make your way through the forest mazes, collecting information as well as weapons and magic. There are some very interesting people along with way such as Madmartigan, a warrior of the Daikini Clan. If you meet up with him, he will be a strong ally. Also, there is Fin Razile, a messenger from the Spirit of the Earth who is in the form of an opossum. Willow can help her change back to a human. Once that's done, she can aid in the battle to overthrow the evil Queen. Sorsha, the evil Queen's daughter must be won over in order to help Willow destroy the evil. Other characters include the Brownies, a rather comical pair who suddenly appear and can help with valuable information. All in all, there's a good deal here to keep you involved for several sessions of good gameplaying. (one player)

Recommended

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 Carthage (PSY)
 Colony, The (MIN)
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 Downhill Challenge (BRO)
 Federation (SPO)
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 Gue (PSY)
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MAY
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 Ferrar Formula One (EA)
 x-John Madden Football
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 Orel Henhiser's Strike Zone (MH)
 FT-109 (SFB)
 x-Rick Dangerous (MED)
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 x-Rolling Thunder (TEN)
 x-Sentinel Worlds I: Future Magic (EA)
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AMIGA

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 x-Weird Dreams (MED)
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 Altered Beast (SEG)
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 Turbo Out Run (SEG)

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 Xybots (TEN)
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 Pool of Radiance (SSI)
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 Starlord (MED)
 Superbike Simulator (MIN)
JULY
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SEPTEMBER
 King's Bounty (NWC)
THIRD QUARTER
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 Golden Axe (SEG)

APPLE II/III

DECEMBER
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 First Over Germany (SSI)
 x-Heavy Barrel (DE)
 Indiana Jones & Temple of Doom (MIN)
 Manhunter-New York (SIE)
 x-RoboCop (DE)
 Superstar Ice Hockey (MIN)
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 Qix (TAI)
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MARCH
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 Rastan (TAI)

MACINTOSH

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 Arkamoid II (DIS)
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 Fidelity Chessmaster 2100 (ST)
 Hostage (MIN)
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FIRST QUARTER
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 Karnov (DE)
 Stangliger II (MED)

MS-DOS

DECEMBER
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 x-Arthur: Quest for Excalibur (INF)
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 x-Krystal, The (CIN)
 KyBo (BS)
 x-Manhole, The (ACT)
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 x-Mech Warrior (ACT)
 Menace (PSY)
 Nevermind (PSY)
 Orel Henhiser's Strike Zone (MH)
 Overrun (SSI)
 x-Populous (EA)
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 x-Rick Dangerous (MED)
 Rick Davis World Trophy Soccer (MH)
 Scooby-Doo (MI)
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 Storm across Europe (SSI)
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 I'Go (SHA)
 Loom (LF)
 Power Drift (ACT)
 Rollogames (SHA)
MARCH
 At Earthrise (INS)
 Bad Blood (ORI)
 Circuit's Edge (INF)
 F14 Tomcat (ACT)
 Gue & Butler (MIN)
 Heat Wave (ACO)
 Puzzie (TAI)
 Second Front (SSI)
 Ultima VI (ORI)

FIRST QUARTER
 Batman, Caped Crusader (DE)
 Blastroids (TEN)
 Bo Jackson Baseball (DE)
 Day of the Viper (ACO)
 Gumbout: River Combat Sim (ACO)
 Hard Drivin' (TEN)
 Knights of Legend (ORI)
 Prince of Persia (ORI)
 RBI Baseball 2 (TEN)
 Shuttlepack Cade (BRO)
 Strike Aces (ACO)
 Toobin' (TEN)
 Weird Dreams (MED)
APRIL
 Caesar (EA)
 Golden Age of Railroads (MIC)
 LHX Attack Chopper (EA)
 Silent Service II (MIC)
 Ski Or Die (EA)
 TV Sports Baseball (CIN)
 MegaTraveller I (PAR)
JUNE
 Dragon Force (INS)
 King's Bounty (NWC)
 Lord of the Rings (IP)
 Married with Children (SHA)
 Operation Thunderbolt (TAI)
SECOND QUARTER
 Altered Beast (SEG)
 B.A.T. (UBI)
 Cyberball (TEN)
 Escape/Planet of Robot Monsters (TEN)
 Midwinter (MED)
 Nuclear War (NWC)
 Punisher, The (PAR)
 Starford (MED)
 Superbike Simulator (MIN)
 Trivial Pursuit (PB)
 Turbo Out Run (SEG)
 TV Sports Basketball (CIN)
 War (MIC)
 Xybots (TEN)
JULY
 Where Time Stood Still (TAI)

NINTENDO

DECEMBER
 x-Afterburner (TEN)
 x-Alien Syndrome (TEN)
 x-All-Pro Basketball (VT)
 x-Claah at Demon Head (VT)
 x-Cyberoid (ACM)
 x-Dig Dug II (BAN)
 x-8 Eyes (TAX)
 x-Ironsword (ACM)
 x-Kings of the Beach (ULT)
 x-Knight Rider (ACM)
 x-Marvel's X-Men (LJN)
 x-NES Satellite (NIN)
 x-Rescue: Embassy Mission (KS)
 x-River City Ransom (AMT)
 x-RoboCop (DE)
 x-720 (MIN)
 x-Shadowgate (KS)
 x-Shinobi (TEN)
 x-Short Order/Eggsplode! (NIN)
 x-Silent Service (ULT)
 x-Toobin' (TEN)
 x-Twin Cobra (AS)
 x-U-Force (BRO)
 x-Willow (CAP)
JANUARY
 x-Battle of Olympus (BRO)
 x-Boy & His Blob (ABS)
 x-Championship Bowling (ROM)
 Crystal Mines (CD)
 Demon Sword (TAI)
 x-Double Dragon II (ACM)
 MTW's Remote Control (HT)
 Magic of Scheherazade (CB)
 Raid 2020 (CD)
FEBRUARY
 Archon (ACT)
 Al Unser Jr's Turbo Racing (DE)
 Batman (SUN)
 Bigfoot (ACM)
 Chiller (SHA)
 Code Name: Viper (CAP)
 Destination EarthStar (ACM)
 Escape from Atlantis (CD)
 Genieus Khan (KOE)
 P'Radix (CD)
 Phantom Fighter (PCI)
 Rollerball (HIAL)
 Target Renegade (TAI)
 Top Gun 2nd Mission (KON)
 World Champ Wrestling (FCT)
 Wrath of the Black Mages (TAI)
MARCH
 Asyanax (JAL)
 Baseball Simulator (CB)
 Code Blue (CD)
 Crossbow (SHA)
 Deathrace (SHA)
 Dragon Tale (CD)
 Fun House (HT)
 Ghostbusters II (ACT)
 Hunt for Red October (HT)
 Jack Nicklaus Greatest 18 (KON)
 Kid Kool (VT)
 Drakken (DE)
 Magic Johnson's Fast Break (TW)
 Muppet Adventure (HT)
 NES Four Score (NIN)
 Police Academy (TEN)
 Snake's Revenge (ULT)
 Sneaky Silly Sports (KS)
 Super Mario Bros 3
 Super Spike V Ball (NIN)
 Terra Cresta (VT)
 Vegas Dream (HAL)
 Xybots (TEN)
FIRST QUARTER
 Chessmaster (HT)
 Dash Galaxy in Alien Asylum (DE)
 Double Dure (GT)
 Evert & Lendi Tennis (AK)
 Fantasy Zone (TEN)
 Heavy Barrel (DE)
 I Can Remember (FP)
 Infector (MIN)
 Jeopardy Silver Anniv Ed (GT)
 Ms. Pac-Man (TEN)
 Perfect Fit (FP)
 Princess Tomato (HS)
 RoadBlasters (MIN)
 Super Glove Ball (MNT)
 Super Spy Hunter (SUN)
 Wheel of Fortune Golden Ed (GT)
 Win Lose Or Draw (HT)
APRIL
 Abador (MB)
 Adventures in Magic Kingdom (CAP)
 Bases Loaded II (JAL)
 Conflict (VT)
 Mission Impossible (ULT)
 Nae (ACM)
 Pin Boi (NIN)
 Pinball Quest (JAL)
 Super C (KON)
 Tano's Quest (JAL)
MAY
 Dragon Spirit (BAN)
 Dungeon Magic (TAI)
 Dynowars (BAN)
 Hard Drivin' (TEN)
 Mad Max (MIN)
 Mafia Conspiracy, The (VT)
 Rocket Ranger (KS)
JUNE
 B Elliott NASCAR Challenge (KON)
 Cabal (MB)
 Captain Skyhawk (MB)
 Chilling Island (BAN)
 Rally Bikes (ROM)
 Solstice (CSG)
 Tombs and Treasures (INF)
 Total Recall (ACM)
SECOND QUARTER
 Battle Chess (DE)
 Final Fantasy (NIN)
 I Stewart Super Off-Road (TW)

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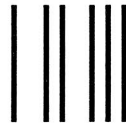
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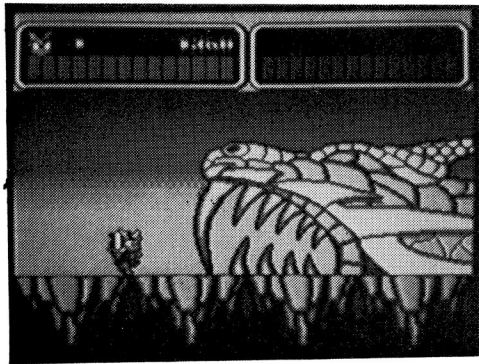
TurboGrafx-16 Software

Cute monsters romp through colorful settings

MONSTER LAIR (★★★★★) from *NEC* is the second game to appear in CD format specifically for the TurboGrafx-CD system. Like *Fighting Street* (reviewed December, 1989), this new game was also designed by Hudson Soft. Fortunately for TurboGrafx-CD owners, however, the second CD game has better graphics and sound than the first. It appears that the designers are learning a little more about utilizing CD capability, although there is still far more potential than is being used.

Cute monsters

Despite the ominous title, MONSTER LAIR turns out to be a very whimsical and light-hearted game. According to the story, the young hero of the game is a boy named Adam who wields magical weapons to rid the land of hordes of evil monsters. But the monsters tend to be cute rather than scary, and the brightly colorful graphic rendering of the game creates a festive look instead of provoking fear. The little hero bounds across the screen in the "action scene" portion of each level, shooting at monsters and grabbing pieces of fruit for increased life force. In the "shooting scene" finale of each level,



young Adam rides what appears to be a pink dragon in a fast-moving, horizontally scrolling shootout against the boss monster of the level. There are 14 levels in all, playable by one person against the computer or two friends cooperating or competing. Stereo music is bright and lively, some of it with a Latin American flavor. The game itself is reminiscent of *Wonder Boy* for the 8-bit Sega system and *Hudson's Adventure Island* for the NES. MONSTER LAIR is undeniably cute and charming. Except for the music, however, the game does not offer the definitive superiority over TurboChip games that we expect to see in a CD-ROM game. It is certainly an improvement over *Fighting Street*, but NEC has yet to show players a game that makes the TurboGrafx-CD System a "must-have," especially for an additional investment of \$399. (Solo play; 2-player cooperative or competitive; Pause; Continue feature; CD system required; TurboTap required for 2-player game.) MSR approx. \$50-\$60

**Flash...
Pup crashes Computer
Entertainer party!**



After an obviously exhausting day playing games on the C.E.S. convention floor, "Shinobi," an Akita pup, joins the party with mom (and CE subscriber), Leslie Thompson

...more photos from the Computer Entertainer party next month.

*Expanded coverage of the C.E.S.
convention inside*