

Computer Entertainer

the newsletter

5916 Lemona Avenue, Van Nuys, CA 91411

© January, 1988

Volume 6, Number 10

\$3.50

In This Issue...

A Complete Review of C.E.S....
The first In-depth Look Available!
1987 AWARDS OF EXCELLENCE
1987 Index of Product Reviews
REVIEWS Include...
SNEAK PREVIEWS OF...
Gun,smoke
Ikari Warriors II
...for Nintendo
Apache Strike
...for Macintosh
Wizards and Warriors
Mega-Man
...for Nintendo
QBall
...for Amiga
Mini-Golf
Hat Trick
...for Commodore 64
Maxx Yoke
Superbike Challenge
...for IBM
Great Basketball
Fantasy Zone II
...for Sega
Barnyard Blaster
Star Raiders II
...for XE Game System

THE TOP TWENTY

1. California Games (Epy/Co)
2. Test Drive (Aco/Co)
3. Maniac Mansion (Act/Co)
4. Gauntlet (Min/Co)
5. Skate or Die (EA/Co)
6. Echelon (Acc/Co)
7. Mini-Putt (Aco/Co)
8. Gunship (Mic/Co)
9. Street Sports Basketball (Epx/Co)
10. Paperboy (Min/Co)
11. 4th & Inches (Aco/Co)
12. Beyond Zork (Inf/Ap)
13. Sierra 3D Helicopter Sim (Sie/I)
14. Sub Battle Simulator (Epx/I)
15. Earl Weaver Baseball (EA/Am)
16. C. Yeager Flight Simulator (EA/I)
17. Lurking Horror (Inf/Co)
18. Bard's Tale II (EA/Ap)
19. Silent Service (Mic/Co)
20. Superstar Soccer (Min/Co)

TOP TEN VIDEOGAMES

1. Punch-Out (Nin/NES)
2. Top Gun (Kon/NES)
3. Legend of Zelda (Nin/NES)
4. Goonies II (Kon/NES)
5. Outrun (Sega/Sega)
6. Double Dribble (Kon/NES)
7. Ikari Warriors (SNK/NES)
8. Side Pocket (DE/NES)
9. Great Basketball (Sega/Sega)
10. Mega-Man (Cap/NES)

COMING...

REVIEWS include...

Penguin Land
for Sega
SNEAK PREVIEW - Fighting Golf
Renegade
Karnov
for Nintendo
Wizardy: Return of Werdna
for Apple II

C.E.S. Impressions

We're still sorting through mounds of press kits, colorful descriptions of new games, and sore feet.

It was a busy show, but, again, much of the action was off the floor in private suites around Las Vegas. Anyone who just attended the show at the Convention Center missed over half of the new product shown in hotels throughout the city.

Nintendo's booth was so large that they may need their own hall next time! Sega was rocking with *Afterburner*. Atari and Commodore were nowhere to be found (reportedly, both were in hotel suites). Very little Macintosh and Atari ST software shown (one software executive telling us that ST sales in Europe have flattened considerably and software developers are looking very carefully at the system at this point for plans in additional development dollars). Amiga still the darling of developers, but not much software until there's more hardware in place. No Atari XE/XL software. Two software companies saying "that market is dead for us...we can't sell enough to make it worth our while."

Meanwhile, potentially the most innovative software was from Activision in the form of *Infocomics* (see separate story) which had many people buzzing.

Up to twenty-two (count 'em!) third party developers for Nintendo with tooooo many baseball games planned (come on guys, we thought you were "controlling" what's coming out—how many versions of the great American pastime do we need???)

Private meetings behind closed doors as licenses were secured for blockbuster titles. There's *PLATOON*, *INDIANA JONES*, *ROBOCOP*, and a few more we can't talk about!

So, let's get to the news...there's enough here to keep you busy until next month's newsletter!

Infocomics from Tom Snyder Productions & Infocom

A creative partnership between Infocom and Tom Snyder Productions (TSP) is about to result in something very different in computer entertainment: *Infocomics*. Pay attention to that new word, folks, because we think you're going to be hearing a lot more about it. *Infocomics* are interactive, and they run on computers, but they are NOT computer games because there are no puzzles to solve, goals to achieve, or arcade sequences to master. They tell a story—more accurately a group of interlinked stories—with minimal graphics and cinematic effects such as pans, wipes, and fades. In our opinion, the most winning feature of *Infocomics* is the user's ability to change viewpoint and pick up a part of the story through a different character's eyes. Each *Infocomics* disk contains at least ten times the images in a standard comic book, provides about four to five hours of entertainment, and costs a mere \$12.00. The first three titles are *LANE MASTODON VS. THE BLUBBERMEN* (spoof of 1930's pulp science fiction written by Steve Meretzky), *GAMMA FORCE* in *PIT OF A THOUSAND SCREAMS* (superhero tale written by Amy Briggs) and *ZORKQUEST: ASSAULT ON EGRETH CASTLE* (fantasy adventure about travelers manipulated by an evil magician, written by Elizabeth Langosy). All will be available for C64/128, Apple II and IBM/compatibles. This form of computer entertainment came about because Tom Snyder wanted to create something he "could at least get mom to play"—something with a "low nerd factor" (not a lot of options), and something that provided "at least three to five hours of entertainment." TSP provided the concept, the technology, and the artists, while Infocom developed storylines and wrote scripts. Both companies are happy with the initial results of the collaboration, and we expect to see more fascinating developments in the future from *Infocomics*.

Sega Shows New 3-D and Lots More

Sega's 3-D Glasses and initial game (*MISSILE DEFENSE 3-D*) have been such a hit that they'll soon be packaged with a Sega Power Base, Control Pads and Light Phaser and sold as the "Sega Super System" (MSR approx. \$149-\$159). And speaking of 3-D, Sega had four new 3-D games on display at CES. Could we resist playing them? Of course not! *ZAXXON 3-D* is a first-person version of the classic arcade hit and features absolutely eye-popping 3-D graphics. The 3-D effect is much stronger than in the early version we saw last June at the Chicago CES. Brand-new 3-D titles were *SPACE HARRIER 3-D* (essentially the same game as the standard Space Harrier, but with all new backgrounds and enemies), *BLADE EAGLE 3-D* (a very challenging, multi-level space shoot-out), and *MAZE HUNTER 3-D* (27-level alien maze that requires as much thinking as it does eye-hand coordination). *MAZE HUNTER* is a one-megabit cartridge; the other three have two megabits of memory.

Sneak Preview

We got a private showing of two games which were not shown publicly in Sega's booth. Both are true fantasy role-playing games in which your characters have many options, a quest, and stay alive

ISSN #0890-2143

contd. on Page 13

AMIGA Software

QBALL (★★★/★★★) is a truly three-dimensional game from *English Software*, distributed by *Mindscape* which is a hybrid version of pool, nine-ball, and billiards. It's a pool game inside a cube. You'll line up your shots in three dimensions (try that for awhile before you run out of the room babbling) with no gravity and eight pockets. Then, adding to the uniqueness, you can rotate the table in three dimensions in real time as you're making the shot! Let's see how good your depth of perception is! We strongly suggest you sit and watch the demo screen for a bit before attempting this addictive game. Then, as you try your hand at it, rotate the cube with the direction keys to get an idea of where you want to position the cue ball. Once you've lined up the shot you want to make, you can set cue spin for the amount of "English" you wish to have (nothing more than a bold guess until you have an idea of what you're doing). Then you choose whether you wish real or planer mode. The real mode is the full 3-D effect, while the planer mode takes the shot as if you were playing on a real pool table. You'll also have to set the power you wish to hit your ball at and the amount of friction in the air around the balls. Once you've got everything set up, a countdown time begins, set to 60 seconds. When it reaches zero, the shot will be taken, whether or not you're ready. The amount of time left on the timer directly affects your scoring.

Absolutely Absorbing

This is the type of game which shows off the Amiga and what it can do, from phenomenal graphics to great music. What looked to be a simple game in 3-D turned into a game which fascinated us as well as frustrating us as we tried, again and again, to accomplish the task of sinking balls into the seemingly impossible holes. It is absolutely wild to spin the cube around, seeing how different the shot looks from the various angles. The packaging boasts 263,144 different viewing angles and, based on our time spent with the game, we won't even begin to challenge that statement! Anyone who enjoys pool or billiards will find this game a whole new dimension guaranteed to hook you for hours on end! (one player; two player alternating)
Recommended (MSR \$29.95)

COMMODORE 64/128 Software

MAGNETRON (★★1/2/★★★) is a space action game from *Broderbund* in which you must pilot your photon fighter through and around fifty orbiting war bases. You'll be maneuvering in some pretty tight spaces as you get pulled and pushed through the various magnetic forces around these alien bases which are seemingly everywhere. Within the alien fortresses there are four types of walls: solid which your fighter will explode against; brittle which you can destroy but will also explode your fighter if you hit it; elastic which your fighter and weapon fire will bounce off of; and the permeable walls which you can pass through. It will take you some time to master the movement of your fighter as the feel is definitely one of no gravity. You'll find yourself constantly overshooting your destination as you learn how to fly, turn, and shoot.

Galaxy Editor Included

If fifty alien fortresses aren't enough, you can design your own in an endless variety of easy to impossible enemy war bases. You can design the layout, types of walls, placement of the Magnetron Generators, as well as the location, aim and firing power of the alien cannons.

Straight-Ahead Action

While there are fifty alien bases, the action remains pretty much the same from base to base. The control of the fighter is interesting as you must overcome that feeling of weightlessness. The main plus of the game is the ability to design your own enemy bases, allowing for as much creativity as you can muster. Overall, it's a good, but not great space game. (one player; joystick required)

HAT TRICK (★★★1/2/★★★1/2) is one-on-one ice hockey at its best from *Capcom*. The game's perspective is from high above the arena so you're viewing the players from overhead. The premise is quite simple, with the pace of play as frantic as you want. Skate as hard and fast as you can, controlling the puck and shooting it into the opponent's goal. Do whatever you have to do because there's no fouls in this one. You can high-stick your opponent, body-check...whatever means it takes. With your joystick you'll control the one skater as well as your goalie who protects your net.

Fast and Furious

Hockey fans should enjoy this one-on-one action as there's no slowdown moving from screen to screen. The whole layout is below you and you can keep up a lightening pace. Graphically it's simple but extremely effective, and we especially liked the extra touch of the blade marks that began appearing in the ice as the action continued. As the game wore on, the amount of action was borne out by the cuts in the ice! Sports fans will enjoy adding this to their library. (one player; two player simultaneous; joystick required)
Recommended (MSR \$29.95)

MINI GOLF (★★★/★★★) is *Capcom's* version of the popular game of miniature golf. The course includes 18 holes which are reminiscent of some of the courses we've all played. Unlike any other golf game out there, this one requires split-second timing to aim your shot. There's a moving cursor which

whirls around your ball, starting in a wide circle and quickly closing in on your ball. If you do not select the angle (by hitting the joystick button) before the cursor reaches your ball, you lose your turn. While we initially looked for a traditional cursor line-up (where you carefully move the cursor to the angle you want it), we quickly found this to be quite challenging as we found, over and over, that our timing was off by a hair and suddenly our aim was straight into the side, a barrier, or something else which just added strokes! Once you hit the joystick button, there's no changing of the cursor. You just adjust for the power of your swing and hit the button again. The game is excellent for hand-eye coordination and we found it challenging as well. You should have lots of fun with this one! (one to four players; joystick required)
Recommended (MSR \$29.95)

Carmen's on the Loose Again!

The irrepressible Carmen Sandiego is up to her dirty tricks once more. This time she and her gang of thieves are loose in Europe, providing players a new series of challenges in Broderbund's **WHERE IN EUROPE IS CARMEN SANDIEGO?** (MSR \$44.95 for Apple II and IBM/Tandy, \$39.95 for C64/128). The program package has several new features, including a "Crimestopper's Notebook" and "Factfinder's Database," along with a copy of the Rand McNally "Concise Atlas of Europe." In conjunction with the release of the new game, Broderbund is sponsoring a consumer sweepstakes (March 1 through May 31, 1988, no purchase required). The Grand Prize is a trip for two to Europe, with four days in London and four days in Paris. The prize includes round-trip airfare, hotel accommodations, sightseeing tours, and reserved theater seats.

More New Titles from Broderbund at CES

Broderbund also previewed the **ARCADE GAME CONSTRUCTION KIT** (\$29.95) for C64/128, an easy-to-use tool for designing your own games. The program includes a complete game, **LABYRINTH MASTER**, along with six "starter kits" plus tools for creating games of up to 50 levels from scratch. Users can design their own enemies, tactics, backgrounds and characters, with up to seven animated objects on the screen at the same time. Broderbund also showed Apple IIGS versions of **FANTAVISION** and **THE PRINT SHOP** (\$59.95 each). And sharing space with Broderbund was their newest affiliated label, **Origin Systems**. Lord British himself (Richard Garriott) was on hand to explain the intricacies of **ULTIMA V** (\$59.95 for Apple II and C64/128) and the futuristic **2400 A.D.** (\$39.95 for Apple II), which pits the player against hostile robots.

Broderbund Also Shows at MacWorld Expo

New, Macintosh versions of Broderbund's **THE ANCIENT ART OF WAR AT SEA** (\$44.95) and **WHERE IN THE WORLD IS CARMEN SANDIEGO?** (\$39.95) made their debut at the MacWorld Expo held earlier this month. Both programs are scheduled for release in March.

New Arcade Conversions from Data East

Data East recently announced the release of computer versions of three arcade favorites. **KID NIKI** is a ninja action/adventure game for C64/128 (MSR \$29.95) and Apple II (\$34.95). (This title is also available for the Nintendo Entertainment System at \$44 available for C64/128 (\$29.95) and Atari ST (\$44.95).)

Coming from Microdeal

Microdeal, the game-playing division of MichTron, has announced several new titles for the Atari ST, including **TANGLEWOOD**, which is reviewed in this issue. Other new games on the schedule for early 1988 include **SLAY-GON**, a graphics adventure featuring a 3-D maze and **LEATHERNECK**, a combat adventure that permits the simultaneous use of up to four joysticks with a special adapter. Microdeal also plans to release the real-time simulation, **INTERNATIONAL SOCCER**, a futuristic arcade-style game called **OMEGA RUN**, a space game sequel to an earlier release, **GOLDRUNNER II**, and **FRIGHT NIGHT**, a game based on the movie of the same name. Suggested retail on all titles is \$39.95.

THERATINGSYSTEM:

4 STARS = EXCELLENT

2 STARS = FAIR

3 STARS = GOOD

1 STAR = POOR

★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)

★ = APPLICATION PROGRAMS (1st set of open stars=quality of graphics; 2nd set=quality of performance and suitability of use in home)

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

THE HUNT FOR RED OCTOBER Coming

The star of DataSoft's display at CES was unquestionably their newly-acquired license for U.S. distribution of the game based on Tom Clancy's best-selling book, THE HUNT FOR RED OCTOBER. Set to ship at the end of this month for Atari ST, Amiga, IBM (\$49.95), and C64/128 (\$39.95), conversions of RED OCTOBER are already in the works for Atari XE/XL, Apple II (\$39.95), and Macintosh (\$49.95). Following the plot of the book, the game puts you in the role of Soviet submarine Captain First Rank, Marko Ramius, who wants to defect to the U.S. and take his state-of-the-art submarine, Red October, with him. However, he must keep his crew in the dark about his plans if he is to succeed. DataSoft also showed three other new games. Two are action/strategy games. BATTLEDROIDZ (\$24.95 for C64/128, \$34.95 for Amiga, Atari ST) is a 3-D game somewhat reminiscent of "Marble Madness," but with 37 different landscapes to explore. TIE RUBICON ALLIANCE is a first-person space game for C64/128, Apple II (\$19.95) and IBM (\$29.95). The third new DataSoft game, GLOBAL COMMANDER, is a strategic simulation of resource, military, and political management. The game will be available for C64/128, Apple II (\$29.95), IBM, Amiga and Atari ST (\$39.95). DataSoft also announced that their existing program, VIDEO TITLE SHOP, for C64/128 (\$29.95) and Apple II (\$39.95) now has additional value to the user because it comes packaged with GRAPHICS COMPANION I, which used to be a separate purchase at \$19.95. The company also announced the release of GRAPHICS COMPANION II (\$19.95), an add-on disk for VIDEO TITLE SHOP with a variety of school and business-oriented graphics plus dozens of clip-art items for many different subjects.

Activision Shows Variety of Products

The Activision suite at Las Vegas was bustling with activity, from the company itself and from its affiliated publishers (Infocom, Gamestar, Microworlds, New World Computing, Sierra, LucasFilm Games, Access Software, System 3, and newest Affiliated Publisher, Firebird). Fans of arcade games will be happy to learn that Activision has acquired the license for the humorous arcade hit, RAMPAGE, which will be available for C64/128, Apple II (\$34.95) and IBM (\$37.95). (IBM owners note: you will be seeing a \$3.00 higher price on your version of games from Activision and its affiliates as they will be providing both 5.25-inch and 3.5-inch disks in each package.) RAMPAGE may be the ultimate in all-out destruction, as players control monster-movie creatures on a coast-to-coast contest to see who can destroy the most buildings, smash the most tanks, swat the most helicopters out of the sky, and generally create mayhem. What we saw of this one looked very good. In a somewhat more serious vein, Activision announced IBM (\$42.95), Apple IIGS (\$39.95) and Apple II (\$34.95) versions of THE LAST NINJA. New from Gamestar is STAR RANK BOXING II (reviewed in this issue) for IBM (\$42.95), C64/128 (\$29.95) and Apple II (\$34.95).

New Solid Gold Titles

Recently added to the Solid Gold Software lineup of budget-priced software were HACKER II: THE DOOMSDAY PAPERS (Apple II and IIGS, Macintosh, IBM, C64/128), THE TRANSFORMERS: BATTLE TO SAVE THE EARTH (C64/128), Infocom's ZORK I and HITCHHIKER'S GUIDE TO THE GALAXY (IBM, Apple II, C64/128, Macintosh), and Gamestar's CHAMPIONSHIP GOLF (IBM) and a combination package of STAR RANK BOXING with ON-COURT TENNIS (C64/128). Pricing on all Solid Gold titles is \$19.95 for Apple IIGS and Macintosh, and \$14.95 for all other systems listed. New Presentation Tools from Activision Avoiding the term "productivity" that so many companies favor, Activision showed what it calls its "Presentation Tools," a category which includes graphics, sound, animation, text and integration. New to Activision's line of HyperWare for use with the Macintosh HyperCard, the company showed FOCAL POINT (\$99.95), described as "the ultimate organizer." FOCAL POINT contains 18 ready-to-use functions and allows you to create your own—plus it keeps them linked to each other in a way that keeps everything in sync, from agendas to budgets, from phone directory to customer lists, and much more. Continuing its strong commitment to the Apple IIGS, Activision showed the much-enhanced PAINTWORKS GOLD (\$99.95) with over 80 new features. (Owners of PAINTWORKS can upgrade for \$20 through May 31, 1988 and \$40 afterwards. Owners of ANY other Apple IIGS paint program can upgrade for \$40.) Also shown was the newly improved THE MUSIC STUDIO 2.0 for Apple IIGS (\$99.95) and Amiga (\$79.95) with full MIDI support. (Owners of the current THE MUSIC STUDIO can upgrade after April 15, 1988; \$10 upgrade for Apple IIGS, \$30 for Amiga.) And the company showed TELEWORKS PLUS (\$99.95), the first communications program developed specifically for the Apple IIGS. The program includes Macros, a variety of automatic features, communication at up to 9600 baud, and much more. Owners of ANY Apple II communications program can upgrade to TELEWORKS PLUS for \$50 (through June 30, 1988).

Original WIZARDRY Now Available for Commodore

SirTech is about to make a lot of adventure-loving C64/128 owners very happy. The company recently released the first WIZARDRY scenario, PROVING GROUNDS OF THE MAD OVERLORD in a C64/128 version (1541 or 1571 drive). Now all those Commodore owners can find out for themselves why Apple and IBM owners are so crazy about this program!

COMPUTER ENTERTAINER/ VIDEO GAME UPDATE

AWARDS OF EXCELLENCE ANNOUNCED

It's that time again when the editors of COMPUTER ENTERTAINER/VIDEO GAME UPDATE choose the winners of AWARDS OF EXCELLENCE. Chosen from the over 350 programs the newsletter has reviewed in the last twelve months, this is the Sixth Annual time we've met and slugged it out over the best of the best. As usual, some winners were easy to choose, while other categories were extremely tough because of several excellent programs. In some categories, as you can see, awards have not been given in all computer configurations due to lack of, in our opinion, a program deserving of our Award. Not surprising to anyone, there are more award categories in the VideoGame area due to the tremendous expansion of the category. We also found, as we went through all the programs reviewed, that we needed to establish the BEST SIMULATOR category due to the strength in that category, for several computers.

Congratulations to all the winners...

COMPUTERS

PROGRAM OF THE YEAR - ENTERTAINMENT

Amiga: **TEST DRIVE** (Accolade)
Apple II: **INFILTRATOR II** (Mindscape)
Atari ST: **SDI** (Master Designer Software distributed by Mindscape)
Atari XE/XL: **ACE OF ACES** (Artech for Accolade)
Commodore 64: **THE LAST NINJA** (Activision)
IBM PC/Compatibles: **POLICE QUEST** (Sierra)
Macintosh: **DARK CASTLE** (Silicon Beach Software)

SPORTS PROGRAM OF THE YEAR

Amiga: **EARL WEAVER BASEBALL** (Electronic Arts)
Apple II: **PURE STAT BASEBALL** (SubLogic)
Atari ST: **WORLD KARATE CHAMPIONSHIP** (Epyx)
Commodore 64: **CALIFORNIA GAMES** (Epyx)
IBM PC/Compatibles:
GBA BASKETBALL TWO ON TWO (Gamestar for Activision)

DESIGNER OF THE YEAR

Final Frontier Software

for
**SPACE M+A+X SPACE STATION
CONSTRUCTION SIMULATOR
MOST INNOVATIVE PROGRAM**

MANIAC MANSION

(LucasFilm Games distributed by Activision)

EXCEPTIONAL ACHIEVEMENT GRAPHICS/SOUND

APOLLO 18 (Accolade)

BEST ADVENTURE/FANTASY (Text Only)

NORD & BERT COULDN'T MAKE HEAD OR TAIL OF IT
(Infocom)

BEST ADVENTURE/FANTASY (with Graphics)

LEISURE SUIT LARRY (Sierra)

BEST SIMULATOR

Amiga: **FLIGHT SIMULATOR II** (SubLogic)

Atari ST: **FLIGHT SIMULATOR II** (SubLogic)

Commodore 64: **GUNSHIP** (Microprose)

IBM PC/Compatibles:

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

(Electronic Arts)

Macintosh: (tie)

FALCON (Spectrum-Holobyte)

SUB BATTLE SIMULATOR (Epyx)

BEST ACTION/ARCADE-STYLE GAME

CAULDRON (By Palace Software for Broderbund)

BEST STRATEGY/WARGAME

HALLS OF MONTEZUMA

(Strategic Studies Group distributed by Electronic Arts)

BEST EDUCATIONAL PROGRAM

PRESIDENT ELECT '88

(Strategic Simulations Inc.)

contd.

VIDEOGAMES

GAME OF THE YEAR

Nintendo: **LEGEND OF ZELDA** (Nintendo)

Sega: **OUTRUN** (Sega)

SPORTS GAME OF THE YEAR

Nintendo: **DOUBLE DRIBBLE** (Konami)

Sega: **GREAT BASEBALL** (Sega)

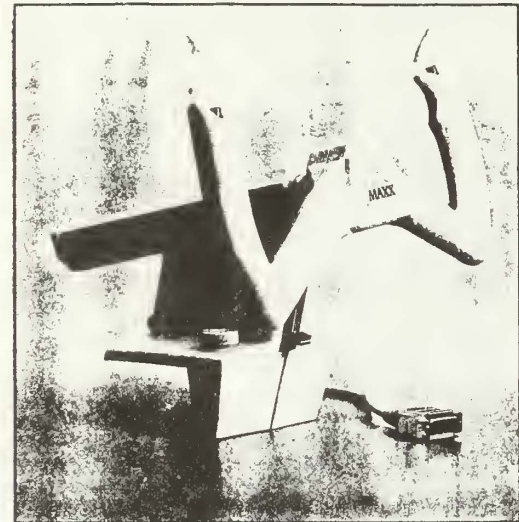
MOST INNOVATIVE PROGRAM

Nintendo: **FAMILY FUN FITNESS with ATHLETIC WORLD** (Bandai)

Sega: **SEGA 3D GLASSES and MISSILE DEFENSE 3-D** (Sega)

IBM PC & COMPATIBLES

MAXX YOKE sounds like a hybrid cousin to *Maxx Headroom*, but, in reality, is a fascinating new control device for all you flight simulator nuts out there. Designed by *Alturas Corporation* and distributed through the Affiliated Labels program of *Electronic Arts*, this multi-



function aircraft control yoke is perfect to finish off the complete feel of simulation for such games as SubLogic's *Flight Simulators* and Electronic Arts' own *Chuck Yeager's Advanced Flight Trainer*, as well as other simulators in helicopter, submarine, and even auto racing. The sturdy unit clamps onto your desk for additional stability. The unit is self-centering and turns 60 degrees left/right from center.

There's action buttons on each yoke arm which can be used for such things as weapon deployment, cursor control, trim, etc. (depend-

ing on the software). In a flight simulator (we tested it with *Chuck Yeager*), you'll begin by sliding the throttle control and then pulling your yoke back to begin your climb. Then, you're off into the wild blue yonder.

Get Out Your Flight Suit!

This device is the ultimate for the simulation lover (and there's lots of you out there...with more new games coming all the time to satisfy you) as, within seconds, you forget your surroundings and feel as though you've stepped into a jet cockpit for a flight at Mach 2. When we secured it to our computer desk we immediately felt how substantial the item is...you can fly with abandon and not worry about it falling into your lap or onto the floor, ruining the world you've created for yourself. The yoke has a terrific feel to it and we found ourselves quickly flying better than ever as this is the ultimate controller for this type of game. Frankly, we can't wait until we have a minute to break out a few favorite games in the auto racing genre so we can fly through our laps! Now...if only someone would come out with a capsule to sit in that rocks back and forth simulating the feel of flight (sorry, we're losing our sanity!)! With the hefty price, it's not for everyone, but for anyone who wants to spring for the cost, it is worth it! (available for IBM, coming for Apple II; works with most simulators using joystick control)

Recommended (MSR \$129.95)

SEARCH AND DESTROY (★★★) finds you in command of your own Fletcher class destroyer during World War II in a wartime simulation where you are looking for enemy submarines. From *Broderbund*, the game features two viewscreens, the first a chart view with your gauges below. The gauges include a radar screen, compass heading, message screen, as well as depth charge information, throttle, etc. You can then move to a Zoom view which is an overhead view of your destroyer with the ship centered on the screen. The message screen gives you information such as what sector the enemy submarine is in, when to change bearings, etc.

Nothing Special

There's a lot of submarine/destroyer type simulations out there, and this is just one more. The graphics are simple, as well as the sound. The gameplay really doesn't have any unusual twists to raise it above the other games of the genre that are already out there. The plus side is the price of the game for value-conscious players. (one player)

Not Recommended (MSR \$14.95)

SUPERBIKE CHALLENGE (★★★★) is the latest motorcycle racing game, featuring split-screen graphics allowing for some heated two-player contests (you can also play solo against the computer). You have your choice from among twelve Grand Prix races with six bikers on each split-screen (the computer controls the other bikes) in this contest from *Broderbund*. Using either keyboard or joystick, you'll control your turning, acceleration, braking, as well as shifting up and down, and leaning your bike correctly into and out of turns. On the screen you'll find your gauges which include gear control, speed, RPM, as well as a lap counter, average time per lap, and an overview map of the course

you're running. You'll want to begin by some practice laps as you must learn how to correctly lean to get the most speed, without wiping out.

Racing Fans Will Enjoy

There's lots of fast action here, with lightning reflexes the key to success. The fact that you control all aspects of driving, including the shifting, makes this realistically challenging and fun to play. The graphics are quite good and we especially like the split-screen imagery, something that's been done before but adds excitement, especially to the two-player mode, whenever it's used. All in all, you should have some fun with this fast and furious biking race. (one player; two-player simultaneous; reviewed on IBM; coming for Atari ST and Commodore 64)

Recommended (MSR \$19.95)

STAR RANK BOXING II (★★★1/2/★★★1/2) is an updated and enhanced version of *Star Rank Boxing*, also from *Gamestar*. Now distributed through *Activision*, this updated program features better animation, as well as more player control over the boxers. There are three weight classes: welterweight, middleweight and heavyweight and you can create up to five fighters of your own in each class. At the beginning, you can choose one of three different modes of play (in addition to watching a demo). In Exhibition, you can play with a friend or computer with the boxers of your choice. In Tournament Play, you match your best fighter against the computer in one or more bouts leading up to the championship fight. In that mode, your boxer's stats are updated and saved for later fights. When you choose your fighter, you can pick one of the boxers on the disk or you can create your own. That newly created boxer will have no stats and will have to start at the bottom of the division you've chosen for him. Move on to Training Camp where your man can train on the Light Bag, Heavy Bag, or have him Spar and Run. Once you're in the ring, you will have a good deal of control over your fighter as the various movements of the joystick (you can re-assign the movements to the keys of your choice on the keyboard) control the various types of punches as well as covering up, ducking, moving, leaning, and more. Between each round, the three judges' scores for the two fighters are displayed for your information.

Very Good Action

The original boxing game, when introduced in late 1985 was one of our favorites and Gamestar has simply made a good game better. There's a great deal more fluidity in the movements this time around and any computer boxing fan will appreciate the added movements—both footwork and hands—that have been brought to the new version. As a result of these additions, the game has even more of a feel of a good fight. You'll enjoy being able to create your own boxers and then moving them up through the ranks by winning fights and saving the stats, building your very own stable of ring kings! (one player; two-player simultaneous; reviewed on IBM; coming for Apple II and Commodore 64)

Recommended (MSR \$39.95)

MIXED-UP MOTHER GOOSE (★★★★/★★★★) is billed by *Sierra* as a children's adventure (the first 3-D animated adventure game designed specifically for young children). Designed by Roberta Williams, the person behind the bestselling *King's Quest* series, the game has kids helping Mother Goose find missing pieces to some of her most popular rhymes. Once the child has helped Mother Goose correct the mistakes by locating the missing characters and objects and returning them to their rightful owners, the rhyme comes to life on the screen as the on-screen characters perform the rhyme in animation with accompanying music! When moving about the world of Mother Goose, the character easily moves about (joystick or keyboard) and disappears off the side of the screen, with the new screen popping up and the walk continues. If your child wants to enter a castle, house, or whatever, he/she simply walks up to the door and the door will open. The next screen finds the character inside that particular building. By going up to one of the Mother Goose characters, that character will tell the child what is missing or, if that person is a missing piece to the rhyme, the character will tell the child where he or she needs to go. There are many places to go (over 44 screens) so Sierra has provided a colorful map to help your child move around.

Simply Delightful Learning

Your child will not even know they are learning anything (but they definitely are learning a great deal) as they take an absolutely delightful trip through Mother Goose land. When the game starts, your child can pick a character that looks most like them, as well as typing in their name. That way, every time there's an encounter in the adventure, the child's name is used, adding to his or her interest and delight in what's going on. The graphics are very good, typical of Williams' graphics we've seen in the adult adventures she's designed. All in all, this is a game which is much more than a game and something your child will undoubtedly return to again and again. (one player; up to 12 children can save their game according to their name; joystick or keyboard; supports EGA, CGA and Hercules Graphic cards)

Recommended (MSR \$29.95)

Test Drive	IBM	12/87
Thezder	IBM	11/87
Thunder	Mac	1/87
Thunderchopper	Co	11/87
Tiger Heli	Co	12/87
Title Match Pro Wrestling	NES	11/87
Tomahawk	2600	12/87
Tomahawk	Co	12/87
Tomahawk	At	12/87
Tomahawk	Apl	12/87
Tor Fuel Eliminator	Apl	8/87
Top Gun	NES	12/87
Tower of Doom	Int	4/87
Track & Field	NES	4/87
Track & Field	Co	1/87
Tracker	ST	10/87
Trailblazer	Co	5/87
Trailblazer	At	5/87
Trailblazer	ST	9/87
Triple Challenge	Int	5/87
Trojan	NES	5/87
Tsai & Betrayal	Mac	12/87
Uchi Mata	Co	4/87
Ultima I	Co	5/87
Uninvited	Am	4/87
Up Periscope	Co	5/87
Uridium	Co	3/87
Uridium	ST	12/87
Vegas Video Poker	Apl	9/87
Video Tile Shop	Co	8/87
Video Vegas	ST	11/87
Volleyball	NES	5/87
War in So Pacific	Apl	2/87
War in So Pacific	Co	2/87
Wheel of Fortune	Co	1/87
Wheel of Fortune	Apl	7/87
Wico Command Control	NES	3/87
Winter Games	2600	11/87
Winter Games	NES	12/87
Wonder Boy	Sega	7/87
World Class Leader Board	Co	4/87
World Class Leader Board	Apl	6/87
World Games	Am	1/87
World Games	ST	1/87
World Games	IBM	1/87
World Karate Championship	ST	4/87
World Tour Golf	Co	5/87
Wrath of Deneheonor	Apl	2/87
Wrath of Deneheonor	Co	2/87
Xevious	7800	1/87
Xevious	ST	11/87
Xevious	Apl	11/87
Yie Ar Kung Pu	Co	2/87
Yie Ar Kung Pu II	Co	6/87
Z-Pilot	Co	1/87
Zanic	NES	10/87

Availability Update

(cont'd from Page 14)

- Skate Or Die (ULT)
- Speed Rumbler (CAP)
- JULY
- Tecmo Football (TEC)
- SECOND HALF
- Rampage (DE)
- Robot Cop (DE)
- Terminator (SUN)

- SEGA
- DECEMBER '87
- 1-Fantasy Zone II (SEG)
- 1-Great Basketball (SEG)
- JANUARY '88
- 1-Penguin Land (SEG)
- MARCH
- Aztec Adventure (SEG)
- Globi Defense (SEG)
- APRIL
- After Burner (SEG)
- Alien Syndrome (SEG)
- Maze Hunter 3-D (SEG)
- Monopoly (SEG)
- Rescue Mission (SEG)
- Zaxxon 3D (SEG)
- MAY
- Fantasy Zone: The Maze (SEG)
- Parlour Games (SEG)
- Wonder Boy: Monster Land (SEG)
- JUNE
- Alex Kidd: Lost Stars (SEG)
- Zillion II: Information (SEG)
- SECOND HALF
- Blade Eagle 3-D
- Cube Zone (SEG)
- Miracle Warriors (SEG)
- Phantasy Star (SEG)
- Space Harrier 3-D (SEG)

COMPANY CODES

- ABS...Absolute Entertainment
- ACC...Access
- ACM...Accolun Entertainment
- AGO...Accolade
- ACT...Activation
- AH...Avalon Hill
- ARC...Arcadia
- BAN...Bandai
- BAU...Baudville
- BO...Broderbund
- CAP...Capcom USA
- CIN...Cinemaware
- COS...Cosmi
- DE...Data East
- DS...DataSoft
- EA...Electronic Arts
- EPY...Epyx
- INF...Infocom
- IRM...Irem
- JAL...Jaleco
- KON...Konami
- LF...Lucasfilm Games
- LG...Leisure Genius
- LJN...LJN Toys
- MD...MicroDeal/MichTron
- MI...MicroIllusions
- MIC...MicroProse
- MIN...Mindscape
- NIN...Nintendo
- ORI...Origin Systems
- POL...Polarware
- PSY...Pygnosis
- SEG...Sega
- SI...Sierra
- SIL...Silicon Beach S/W
- SIR...SirTech
- SNK...SNK Corp
- SPE...Spectrum HoloByte
- SUN...Sunsoft
- TAI...Taito
- TEC...Tecmo
- TEN...Tengen
- TS...Three-Sixty Pacific
- TW...TradeWest
- ULT...Ultra
- USG...U.S. Gold

Epyx Designated Official Licensee of U.S. Olympic Team

You'll be seeing the familiar U.S. Olympic Committee logo on a new computer game, THE GAMES-WINTER EDITION, because Epyx is a licensee of the 1988 U.S. Olympic Team. We got a good look at work-in-progress on the C64/128 version of the program at the Winter Consumer Electronics Show (CES) earlier this month in Las Vegas. Fans of Epyx's earlier WINTER GAMES will be pleased to learn that THE GAMES-WINTER EDITION continues the company's tradition of multi-event sports programs with stunning graphics and plenty of play value. The program is set in Calgary, Alberta, Canada and includes seven events: speed skating, downhill skiing, slalom, luge, ski jump, figure skating, and cross-country skiing. Fortunately for gamers, what we saw is not just a re-make of WINTER GAMES. We were especially impressed by a figure skating sequence with incredibly smooth animation and finer detail than anything in the original WINTER GAMES. Figure skating also contains a selection of musical accompaniments, and the player earns extra points for keeping time with the music! And the downhill skiing event lets the player set TV camera positions on the course, so the player's first-person view of the downhill run is broken up with "TV coverage" of the action. THE GAMES-WINTER EDITION will be available for C64/128, Apple II and IBM/compatibles (MSR \$39.95). A portion of the sales proceeds will help support the U.S. Olympic Team.

New Sports Games from Epyx

Epyx's display suite at CES was a busy place because the company was showing many new titles. STREET SPORTS SOCCER (C64/128, Apple II, IBM \$39.95) is the latest in their casual sport series featuring neighborhood teams. This one offers especially fast action. And 4X4 OFF-ROAD RACING has its share of speed, too, along with mud and unpredictable terrain. Players choose their own rig and equip it just the way they want for a multi-race season. (\$39.95 for C64/128, IBM, Amiga.) And Epyx had yet another game for the sporting set, THE SPORTING NEWS BASEBALL (\$39.95 for C64/128, Apple II, IBM). The game is statistically enhanced and endorsed by the "Bible of Sports," THE SPORTING NEWS. The game combines action and strategy, features unique batting control, and includes 26 major league ball clubs and a wide variety of players.

And More Games from Epyx

Epyx also showed a sequel to a game from 1984. The malevolent Elvin returns in IMPOSSIBLE MISSION II (\$39.95 for C64/128, Apple II, Atari ST, IBM). Now ensconced in a high-tech office complex, Elvin plans to conquer the world. The player must avoid surveillance cameras, suicide robots, and lots of other dangers to foil Elvin's plot. We also got a look at the third in Epyx's Master Collection line of software for advanced game players. L.A. CRACKDOWN (C64/128, Apple II, IBM, \$39.95) is a topical detective adventure in which the player takes the role of a senior detective directing the actions of a promising young rookie who is hot on the heels of a major drug ring. The action of the game is influenced by how much the rookie has learned under the senior detective's tutelage. For their latest Maxx-Out action game, Epyx has turned to Palace Software of London for DEATH SWORD (\$24.95 for C64/128, Apple II, Atari ST, IBM). This one is pure hack-and-slash action set in the dark ages, featuring heavy combat and some violent moments. DEATH SWORD was a best-seller in Europe, where it was known as "Barbarian." ("Barbarian" earned quite a bit of notoriety for the sensational poster enclosed with the game: a muscle-bound man pictured with a very well-endowed and scantily clad woman. More than a few of the posters even made their way to the U.S.. The poster is NOT part of the U.S. version of the game from Epyx.)

Epyx Productivity Software

New to Epyx's line of home productivity titles is HOME VIDEO PRODUCER, a program that allows the user to add text, graphics, and special effects to home videos (\$49.95 for C64/128, Apple II, IBM). The program includes a number of pre-designed segments for the ease of "fill-in-the-blanks" use, or individual effects can be created from a variety of graphics, typefaces, and borders. STICKER MAKER for Apple II and IBM (\$34.95) lets the user create all kinds of stickers in a variety of shapes and sizes. The program includes more than 100 detailed graphics, fonts, borders, and background patterns, or the user can import graphics from "Print Magic," "Graphics Scrapbook," "PC Paintbrush," "Print Shop," or "Newsroom" compatible disks. Epyx also showed a new version of PRINT MAGIC for IBM (\$59.95), which includes a free add-on disk of holiday graphics.

Epyx Will Distribute Titles from U.S. Gold in U.S.

U.S. Gold, which has been distributing Epyx software in Europe, will now have some of its titles distributed in the U.S. by Epyx. The first three U.S. Gold titles will be DIVE BOMBER (\$39.95), a World War II torpedo bomber mission with the goal of sinking the Bismarck; STREET CAT (\$24.95), a whimsical contest of feline athletics to select the baddest cat in town; and METROCROSS (\$24.95), a very fast obstacle race through a three-dimensional, 24-level setting. All three U.S. Gold Titles will be available for C64/128 and Atari ST. DIVE BOMBER and STREET CAT will also be available for IBM and Amiga; DIVE BOMBER is the only one to be available for Apple II.

Still More from Epyx!

At CES, Epyx announced their new Consumer Electronics Division. Its first series of products is a line of VCR games and audio cassette board games. VCR CALIFORNIA GAMES, VCR GOLF, and PLAY ACTION VCR FOOTBALL (\$39.95 each) are the debut products for use with your video cassette recorder. Each includes a video cassette, gameboard, and cards. VCR CALIFORNIA GAMES has players competing in a race from San Francisco to San Diego, earning money when their car breaks down by competing in California-style sporting events. PLAY ACTION VCR FOOTBALL makes you the coach, choosing plays and watching the outcome, which is based on statistical probabilities. VCR GOLF lets up to four players call the shots and watch four separate pictures on a TV screen, showing each player's results simultaneously. HEAD-ON FOOTBALL and HEAD-ON BASEBALL (\$19.95 to \$24.95 each) are boardgames with play-by-play highlights on audio cassette to make the action more lively.

The Latest from Cosmi

Cosmi has announced three titles scheduled for early 1988 release. NAVCOM 6: THE GULF DEFENSE (MSR \$24.95 for C64/128) puts the player in charge of the futuristic Weapons Control Center aboard a U.S. Navy warship in the Persian Gulf. The goal is to escort oil tankers through the straits of Hormuz, detecting and destroying mines and defending against Iranian air and sea attacks. THE PRESIDENT IS MISSING is due for C64/128 (\$24.95) and IBM (\$29.95). The program is a mystery adventure accompanied by an audio cassette containing the kidnappers' demands and mystery clues. The player controls the central computer of the Counter-terrorist branch of the C.I.A. and must not only recover the missing president but also unravel the sinister plot behind the crime. The third in Cosmi's lineup of topical games is CORPORATE RAIDER (\$24.95 for IBM), a simulation of the world of corporate boardrooms, hostile takeovers, and modern-day financial empire-building.

Sneak Previews from Strategic Simulations

Away from the CES convention floor in Las Vegas, Strategic Simulations, Inc. showed sneak previews of the official computer version of the classic ADVANCED DUNGEONS & DRAGONS fantasy role-playing game, which will not be released until mid-year. SSI also plans a joystick-controlled action game based on AD&D, along with a dungeon masters utility program to be used with traditional, non-computer AD&D games. A pre-release version of QUESTRON II was also previewed by SSI.

Mindscape Shows CITADEL

CITADEL, a new fantasy role-playing game for Macintosh (MSR \$49.95) from Mindscape, made its pre-release debut at CES and MacWorld Expo earlier this month. Featuring three-dimensional graphics and digitized sound, CITADEL is set in an imaginary place and time and sets the player on a quest to explore the catacombs within a buried structure. Players who enjoy creating their own characters should have a good time with CITADEL, because it allows selection of the characters' lineage, race, social class and more, causing characters to be "born," and then developed through continued interaction with the story. Mindscape also showed a pair of titles for Amiga: IMPACT (described by a Mindscape spokesman as "an improved 'Arkanoid'") and HARRIER COMBAT SIMULATOR (the new name for the game formerly known on other systems as HIGH ROLLER).

New from Thunder Mountain

Mindscape's budget software division, Thunder Mountain, showed its first-ever games with retail pricing of \$14.95. (All previous Thunder Mountain titles have been priced at \$9.95.) Shown at the new price point were TAI-PAN (Atari ST, C64/128), based on James Clavell's novel of 19th century China; WINTER CHALLENGE (Amiga, Atari XE/XL & ST, C64/128, IBM), a series of five olympic-style sports events; TAU CETI: THE LOST SPACE COLONY (Atari ST, C64/128, IBM), a space adventure; IMPLOSION (high-speed action/adventure for C64/128); HEAD OVER HEELS (C64/128, IBM), a 3-D graphic adventure; WIZBALL (action game for Atari ST, C64/128, IBM); and MUTANTS (futuristic game in war-torn world for C64/128). Thunder Mountain also had some new \$9.95 titles, several of which were recognizable as re-releases of former titles from other companies. These include MURDER BY THE DOZEN and FELONY (Apple II, C64/128, IBM, Macintosh), ARMY MOVES and DOC THE DESTROYER (C64/128), and THE RAILROAD WORKS (Apple II, C64/128, IBM).

MicroProse Spotlights RED STORM RISING

Like many other software developers at CES, MicroProse showed its products in a hotel suite away from the convention floor in Las Vegas. The star of the MicroProse "mini show" was clearly the upcoming RED STORM RISING, based on Tom Clancy's best-selling book of the same title. The author himself was present, since he collaborated on the game with MicroProse designer/programmer Sid Meier ("Silent Service," "F-15 Strike Eagle," "Pirates!"). The partnership is a natural one, since Clancy is a computer gamer himself and already had played MicroProse games before working on RED STORM RISING with Meier. Slated initially for release on C64/128 (MSR \$39.95), the game of modern nuclear submarine warfare will also be available later for IBM and other systems. According to Sid Meier, the difference between "Silent Service" and RED STORM RISING (both games of submarine warfare) is "like the difference between the P-51 Mustang in World War II and today's F-15." The new game incorporates the high-tech gear of modern warfare, introducing totally new gaming elements. The realism of RED STORM RISING is further enhanced by the input of Larry Bond in bringing the book to the computer screen. Bond is the author of the boardgame, Harpoon, which was a significant part of the inspiration of Clancy's book.

New Releases Coming from MicroProse

The company showed new versions of several existing titles, including PIRATES! for IBM and 128K Apple II (\$39.95 each) and a much-enhanced version of GUNSHIP for Atari ST (\$49.95) with "state-of-the-art 3-D flight and combat simulation," improved cockpit configuration and a view out of the cockpit window that is 25% wider than the initial Commodore and IBM versions. GUNSHIP, already a solid hit (over 200,000 sold and certified "Gold" by the Software Publishers Association (SPA), is expected to be a good test of the game market for the Atari ST. According to several publishers with whom we've spoken, software sales have been somewhat below expectations in the Atari ST format. And although ST software sales have been stronger in Europe where the ST has achieved more market penetration than in the U.S., a number of software publishers believe that ST sales have decreased somewhat even in Europe since the introduction of the Amiga 500. Other new versions of existing titles coming from MicroProse include PROJECT: STEALTH FIGHTER and AIRBORNE RANGER for IBM and Atari ST, PIRATES! for Apple IIGS, and GUNSHIP for Apple II and Amiga.

MIGHT AND MAGIC Coming to Macintosh

New World Computing, one of Activision's Affiliated Publishers, has announced the release next month of a Mac version of MIGHT AND MAGIC: SECRET OF THE INNER SANCTUM (\$59.95). The new version will take full advantage of the Mac interface, allowing the player to explore 50 areas with 13,000 locations and experience the game's elaborate combat system.

TV-Based Games from Box Office

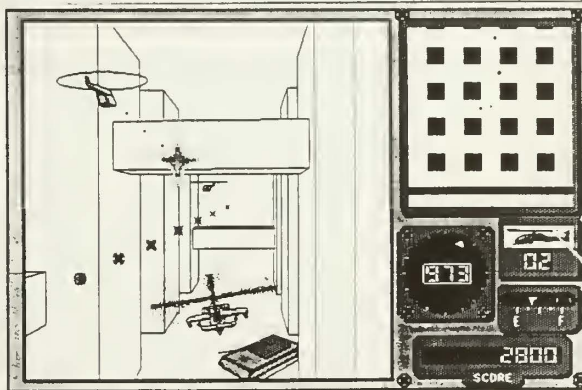
A new company, Box Office, showed four games based on TV shows: ALF, CAPTAIN POWER, HIGH ROLLERS, and THE \$100,000 PYRAMID. All are available for IBM, Apple II and C64/128 (MSR \$14.95 each).

MACINTOSH Software

SOLITAIRE ROYALE (★★★1/2/★★★1/2) has now shipped for Macintosh from Spectrum HoloByte. A collection of eight popular solitaire games, the Macintosh is an especially appropriate computer for the game due to the ease you can play the games with your mouse. The games included are Pyramid, Golf, Corners, 3 Shuffles & A Draw, Reno, Klondike, Canfield, and Calculation. The three children's games included are the classic game of Concentration, Pairs, and The Wish. Anyone who enjoys card playing will get hooked for hours in front of their computer with this program. The graphics are crisp and easy to read, and you can engage in tournament play. (one player; multi-player in tournament play; also available for IBM; coming for Amiga) Recommended (\$34.95)

APACHE STRIKE (★★★1/2/★★★) is a deceptively simple-looking game from Silicon Beach Software which we bet you'll have trouble walking away from! Simply pilot your helicopter through the canyon walls of enemy cities and destroy their Strategic Defense Computers (SDC) before they are used to launch a nuclear attack. With your mouse you'll climb, dive, careen around corners, and control your machine guns and missiles. There are enemy copters and tanks to be destroyed as you seek the SDC.

Some Designer Notes



With the review copy we received some interesting notes from designer Bill Appleton (the programmer of *Enchanted Scepters* and *World Builder*). With this game he's been able to produce 3-D animation at ten frames per second with hidden surfaces removed, meaning that surfaces behind others are not rendered on the screen (this is opposed to "wire-frame" imaging popular in many coin-op games such as *Star Wars* where all the lines are shown). It's a fascinating effect that provides a tremendous gaming experience. Meanwhile, *RealSound*, developed by Silicon Beach, is in strong presence here beginning with the opening screen and continuing in the game itself. The sounds of the helicopter blades is as real as it gets short of having an actual chopper in your living room. As we began, we had to learn how to control our mouse movement as the copter swayed side to side, perilously close to the building walls. As we got the hang of it we quickly found that we had a very real sense of flying our copter through narrow city canyons (just wait until you try to turn a corner the first time—a guaranteed slam into the side of a building!). You can begin on Level 1, Level 20, or Level 40. That way, if you have just a few moments before leaving for the office, you can enter at a level which suits your aggressiveness and expertise! We guarantee that you'll be late for work if you're not careful though...it's a tough game to quit! (one player; runs on the 512E, Plus, or SE—be sure to read the instructions regarding memory requirements when booting the game) Recommended (MSR \$49.95)

Byte Size Software: Computer Productivity the Easy Way

While wandering the miles of aisles at CES, we ran into a company called Publishing International whose founder, Brad Fregger, had a radical idea. While most other developers of software for the IBM/MS-DOS environment are trying to create bigger programs with lots and lots of features, Fregger reasoned that many computer owners just want to USE their computer easily and quickly, with a minimum of fuss (and expense). From this comes the concept of Byte Size Software: single-function packages at a reasonable price (most are \$19.95) which are very easy to use, require no technical knowledge, and are not copy-protected. The line includes Byte Size Word Processor, Stock Portfolio, Phone & Address Filer, Time & Expense Log, Calendar, Calculator, Floppy Disk Log, Hard Disk Log, Home Inventory, Recipe Finder, Coupon Finder, Gift List and Telecommunications. Nothing fancy: just programs that do one thing and do it well, so that the consumer can simply boot the disk and use the program right away. Fregger measures the success of the concept by the yardstick of phone calls to his company for help in using the programs—two or three a day instead of the 20 or 30 that would be considered "normal" for the number of programs sold. He just may be onto something good!

APPLE II Software

WINGS OF FURY (★★★★★★) is a beauty of a World War II air battle game from *Broderbund!* You're flying the F6F Hellcat, loaded with bombs, aerial rockets and machine guns as you must accomplish various missions. You'll have to defend your carrier against torpedo bombers, raid enemy islands, deal with enemy planes in dogfights, sink enemy ships, and more. You begin by taking off from your aircraft carrier, then, once airborne, you'll have to deal with the enemy. Your control panel will provide the various information you need such as fuel, amount of weapons left, 3D view which includes an artificial horizon indicator. Flying will require precise use of your joystick as you can maneuver, dive, climb (or stall) with movements in 8 directions. Once your mission is completed, you must return to your carrier and land safely, catching one of the "arrestor hooks" to bring you to a halt before careening off the other end of the flattop.

Beautiful Animation

We were enthralled immediately as we began our taxi off the carrier's deck. There were Navy Signal Officers on deck with flags giving us the go-ahead as we gained speed (if you don't get enough speed, you will end up in the drink). Then it was a precise lift-off with our joystick as we headed into the skies above. Once airborne, there were dogfights to engage in, enemy ships, and more...all with terrific gameplay action and great graphics. This is a game of action which any Apple owner should enjoy a great deal, especially with the fine graphic detail. (one player; joystick required; 128K) Recommended (MSR \$34.95)

DONDRA: A NEW BEGINNING (★★★1/2/★★★1/2) is a new graphics and text adventure by Sean Barger for *Spectrum HoloByte*. Designated as the first in the Questmaster Series, the game will let you take a character who has completed the game into future Questmaster modules. For now, however, the task at hand is to save the universe from the evil Colnar, which can only be accomplished by finding the Crystal Prism of Heheutotol. As the last of the Tellasian race, the task falls to you to journey through Dondra and release the undead of Dondra from their bonds. The game is a first-person trip through the many locales of Dondra, depicted in very attractive graphics with many animated sequences. Keyboard entry of text is your mode of interaction with the story. The parser is fairly sophisticated, accepting full sentences and multiple commands. Like most parsers, it falls short at times when it responds to an item just mentioned in the story with something like "you don't see that here." One of the qualities we liked best about the game is its way of adding urgency to the completion of certain tasks. There are times in the game when you must act—and act quickly—or certain disaster will strike. Your progress in the game is measured by experience, which is affected by elapsed time and the number of objects acquired. Your experience score is also negatively affected by the number of times your character is terminated and by the number of times you choose to save the game. This last feature makes the player think twice about those cautious "saves" typically made before entering what appears to be a dangerous situation. Altogether, we found DONDRA a very good adventuring experience with more than the usual feel of the importance of keeping a character alive and making all the right decisions in a real-time sense. The challenge is not just to complete the quest, but ideally to complete it as quickly as possible and with few (if any) saves. This emphasis makes you play DONDRA somewhat differently than you may have done with other role-playing adventures. (Solo play; Keyboard; 3 double-sided 48K disks; Blank disk required for saving.) Reviewed on Apple II; planned for C64/128, IBM, Apple IIGS. Recommended. (MSR \$34.95)

ATARI ST Software

TANGLEWOOD (★★★★★★) is an all-graphics adventure from *Microdeal* that requires absolutely no text entry. According to the story, your weird Uncle Arthur has just ten days to recover the documents which show that he owns the mining rights on the planet of Tanglewood. Of course, Uncle Arthur has turned to you for help because of your talent with computers. It seems that a rival company has stolen the documents and hidden them in the Opposition Center. To reach your eventual goal, you must control Arthur's five mobile units, all in various states of disrepair, to explore the surface and depths of Tanglewood. Along the way, you hope to discover Dog Crystals for their useful properties, and perhaps even the rare Ice Emerald. And you must follow the many (and strange) Tanglian rituals if you hope to be trusted by the locals. As you send the quirky little mobile units on their exploratory paths, you must avoid the Opposition's mobiles, along with many other dangers to be discovered. The game plays a bit like a maze on the surface of the planet, with more to be discovered within the buildings and beneath the surface. There is a vast territory to explore and plenty of puzzles to solve. The game is a bit eccentric and doesn't take itself too seriously, which makes it all the more fun to play. This is the best we've seen from Microdeal in some time. (Solo play; Mouse; Pause; Blank disk required for saving.) Available for Atari ST only. Recommended. (MSR \$39.95)

COMMODORE 64/128 Software

STRIKE FLEET (★★★★2/1★★★E1/2) is a modern naval task force simulator from *Lucasfilm Games* (distributed by *Electronic Arts*) that lets the player command an entire fleet of naval warships and their weaponry (including helicopters) in any of ten scenarios. To familiarize yourself with the game and the systems of your ship, begin with the "Stark Realities" scenario. This gives you a chance to practice such basics as setting your course, choosing and deploying weapons, and changing your viewpoint to a different ship (in this case, one of your helicopters). Those who have played Lucasfilm's "PHM Pegasus" will recognize similarities, such as the ability to slow down or speed up the pace of the game (often a very handy feature). Once you're familiar with the basics, you can try out a real mission—or even a series of missions in a full campaign. The missions are as current as today's news, with tasks such as escorting reflagged Kuwaiti tankers through the Persian Gulf or battling an Argentine task group for control of the Falkland Islands. Depending on the scenario, you may command up to 16 ships and four helicopters at a time, changing your viewpoint to the bridge of any ship in your fleet as circumstances and your overall strategy demand. You are in charge of outfitting the fleet for your chosen mission and then seeing the mission through. And you get plenty of choice for your fleet: 52 ships from 10 ship classes and a wide variety of modern weapons. At the end of each mission or campaign, you are awarded a rank based on your performance. (It is also possible to be court-martialed in the case of utter failure.) Fans of naval warfare will find that STRIKE FLEET offers them a wealth of options, timely mission scenarios, and many, many hours of satisfying play. (Solo play; Joystick & keyboard.) C64/128 version reviewed; coming soon for Apple II, IBM/Tandy. Recommended. (MSR \$29.95)

THE TRAIN (★★★1/2/★★★1/2) is an intriguing, first-person action/adventure from *Artech Digital Entertainments* of Canada for *Accolade*. Set in World War II, the game casts you in the role of a French Resistance leader who attempts to capture a Nazi-controlled war train and take it through enemy lines to your Allied friends at Riviere, Normandy. On board the train is a secret cargo: the entire plundered art collection of France, which is headed for Berlin. The game proceeds in stages, beginning with the taking of the train. Then its off on a dangerous ride, with you as engineer and chief gunner on the train. A fellow Resistance fighter accompanies you and offers hints as you take enemy stations and bridges, race through the countryside, shoot at attacking Nazi fighter planes, avoid treacherous ambushes, communicate with other members of the Resistance to switch tracks, and try to get the train and its precious art cargo in one piece to meet the advancing Allies. THE TRAIN has a wonderful blend of action, intrigue, strategy, and high adventure that's a lot like being in the middle of a World War II movie. (In fact, there was a movie with the same premise as this game.) It's an entertaining game with a very good story. We have just one complaint: the instructions could be a little more explicit on how to get the train started moving after it is taken at the first station. (Solo play; Joystick.) Available for C64/128 only; planned for IBM, Amiga, Macintosh. Recommended. (MSR \$29.95)

CARD SHARKS (★★★★★★) by Mike Lorenzen for *Accolade* takes the standard computerized card games and adds a little personality to them. The program offers Hearts, Blackjack, and three varieties of Poker (Five Card Draw, Seven Card Stud and Texas Hold'Em), an animated dealer, and a choice of animated opponents, each with his or her own personal style and strategy of playing cards. There is obviously nothing new in the card games themselves. What is different about CARD SHARKS is the choice of opponents. There are three members of the local card club and three famous world leaders: Reagan, Gorbachev, and Thatcher. The other players react to their wins and losses, employ their own strategies, and chatter freely. The world leaders are perhaps more amusing because they are familiar to all of us, and Mike Lorenzen has done a good job of capturing each leader's public personality in their comments during the games. The dealer, too, has his amusing moments when he gloats over a house win or frowns over a loss. There are an awful lot of card-playing computer simulations available, but at least this one has a fresh approach. (Solo play; Joystick.) Available for C64/128 only; planned for IBM, Apple II & IIGS. MSR \$29.95

New from Accolade

Accolade showed a variety of new products at CES, including CARD SHARKS and THE TRAIN for C64/128, which are both reviewed in this issue. The company also showed the C64/128 game, POWER AT SEA (MSR \$29.95), which is a strategy and arcade-style action game based on the World War II Battle of Leyte Gulf. The player's mission is to infiltrate and secure Leyte Gulf, which is under enemy control. The game's battle sequences cover the gamut of ship-to-ship, ship-to-air, air-to-ship and ship-to-land confrontations. Accolade's latest Advantage product, PLASMATRON (\$14.95) for C64/128 also made its debut. It is a multi-level, arcade-style action game with a science fiction theme. The object is to neutralize all enemy life on a hostile empire colony in space. Accolade also previewed a cute and colorful arcade-style game, BUBBLE GHOST for C64/128, Atari ST, Apple II/IGS, IBM and Amiga. This one has you directing a bubble-blowing ghost through 36 hazard-filled chambers.

Larry Bond and HARPOON

In last month's issue, we told you a little about the upcoming war simulation computer game from Three-Sixty Pacific which is based on the boardgame, HARPOON. At CES earlier this month, we were fortunate enough to get a look at portions of the game (IBM version) with Larry Bond as our guide. Bond was the creator of the boardgame on which the computer game is based, the very same boardgame that inspired Tom Clancy to write THE HUNT FOR RED OCTOBER and led to Bond's eventual collaboration with Clancy on his second book, RED STORM RISING. Bond is also involved with the design of the computer game, and he is obviously very excited about the project. As he told us, "This is my baby—and I've been waiting to get it on computer for eight years." It turns out that an attempt was made at a HARPOON computer wargame some years ago, but the existing systems simply couldn't handle the amount of data required to do justice to the game. It was not until the appearance of the more advanced 16-bit systems that a HARPOON computer game became possible. (The only systems for which HARPOON will be available are IBM, Macintosh, Amiga, Apple IIGS and Atari ST.)

Visually Oriented

Bond walked us through several features of the HARPOON game, emphasizing that it's not necessarily aimed at "hardcore wargamers." The designers' aim is to make HARPOON understandable, enjoyable, and accessible to even the average computer owner with little or no knowledge of traditional wargaming. The game is very visually oriented, with a multitude of pull-down menus for access to the game's many functions and its pictorial database of modern Soviet and NATO ships, planes and missiles. Bond took us through a portion of the database, which includes digitized photos along with descriptive text. We recognized many items as current as today's news—AWACS planes and Exocet missiles, for example. Bond lingered on the unique functions of the player's Staff Assistant in the program, a character who provides information and hints and can even direct portions of the action for the player. We were fascinated by what we saw and look forward to the opportunity to spend some time with the completed program in a few months.

Anniversary at Electronic Arts

Electronic Arts with its thirteen affiliated labels has become a Consumer Electronics Show in itself—and the company celebrated its five-year anniversary at this year's Winter CES. They threw a very nice party for themselves, invited lots of folks (even Jack Tramiel of Atari showed up), and put up a nifty display of program packaging artwork, promotional T-shirts and other EA memorabilia. (Only in the computer software industry can a five-year walk down memory lane qualify as "nostalgia!") And besides all that, they showed us lots of new programs. In the ever-expanding line of "Deluxe" creativity programs, EA announced an IBM/Tandy version of DELUXE PAINT II (MSR \$149.95) and the continuation of the "Desktop Video Revolution" for Amiga with DELUXE PRODUCTIONS (\$199.95) for combining high resolution graphics with simple animations to create professional-quality presentations and DELUXE PHOTO LAB (\$99.95) for creating and manipulating images of photographic quality. The PHOTO LAB uses all of Amiga's graphic modes, including the 4096-color HAM (hold and modify) mode and can handle images up to 20 times larger than the Amiga screen. The enhanced DELUXE PRINT II was also introduced for Amiga (\$79.95) and Apple IIGS (\$49.95).

Fun and Games

In the fun and games department, EA announced that two new celebrities have joined forces with the company in product development efforts: football coach John Madden and basketball star Michael Jordan. JOHN MADDEN FOOTBALL (\$44.95), initially to be available for Apple II this spring, will let you be player or coach. The program will feature a 3-D field, real players, and a host of other features. Other new programs for Apple II include BARD'S TALE III: THIEF OF FATE (\$49.95) with automapping, dozens of new spells, and the option to create male or female characters; DEATHLORD (\$49.95), an epic adventure with a Japanese theme and the ability to transfer characters from "Ultima," "Wizardry," or "Bard's Tale;" WASTELAND (\$49.95), a post-World War III adventure that calls on survival skills; LucasFilm Games' STRIKEFLEET (\$29.95); and CHUCK YEAGER'S AVANCED FLIGHT TRAINER (\$29.95). On the C64/128 front, EA introduced DAN BUNTEN'S SPORT OF WAR (\$34.95), which will be playable as a solo game or by two people with modems (even if your opponent has an Apple II or IBM instead of a C64); STRIKEFLEET (\$29.95) from LucasFilm Games (reviewed in this issue); and SKYFOX II: THE CYGNUS CONFLICT (\$29.95) space age sequel to SKYFOX. IBM/Tandy owners can look forward to a complex new space adventure with context-sensitive conversations with game characters, FUTUREMAGIC, and to their own versions of SKYFOX II (\$39.95), SPORT OF WAR and LucasFilm Games' PHM PEGASUS. And for Amiga, watch for a new jet simulator, INTERCEPTOR (\$49.95), which features fluid animation, lots of graphic detail, digitized sound, a choice of two jets to fly (F-18 Hornet or F-16 Falcon), and a variety of weaponry. The graphic adventure, RETURN TO ATLANTIS (\$49.95) is very close to release (finally!), and Amiga owners will also have the chance to play WORLD TOUR GOLF (\$39.95), FERRARI FORMULA ONE (\$49.95), and THE BARD'S TALE II: THE DESTINY KNIGHT (\$49.95). EA Affiliated Labels Many of the EA Affiliated Labels companies were showing new products at CES, and some have been covered separately in this issue. Other new products include the arcade-style games AAARGH (\$39.95, Amiga) in which the player becomes

an out-of-control monster and ROCKFORD (\$39.95, IBM/Tandy), the sequel to the "BoulderDash" games—both from Arcadia. Interstel introduced EMPIRE (\$49.95 for IBM/Tandy, Amiga, Atari ST), a game of interplanetary imperialism that combines combat, exploration, and advanced artificial intelligence. The company also showed FIRST EXPEDITION (\$49.95, IBM/Tandy), a game in which an explorer sets out to chart the unknown; GONE FISHIN' (\$39.95, Atari ST), a tale of a small business owner who would rather fish than tend the store but must balance both; and SOLARSIM (\$34.95, IBM/Tandy), which is a planetarium for your computer. Software Toolworks introduced SECRETARY BIRD (\$49.95, IBM/Tandy), an integrated business software package with simplified DOS interface and TWIST AND SHOUT! (\$49.95 for Apple II and IBM/Tandy), a program that will print almost anything sideways. Strategic Studies Group of Australia showed THE AMERICAN CIVIL WAR, VOLUME I (\$39.95 for Apple II and C64/128), which covers six decisive battles that spanned the first half of the Civil War. Virgin Games introduced computer versions of two popular boardgames: SCRUPLES (\$39.95) and MONOPOLY (\$39.95). Both will be available for C64/128, with additional versions for Atari ST (SCRUPLES) and IBM/Tandy (MONOPOLY).

Cinemaware Shows THREE STOOGES, ROCKET RANGER

Although Mindscape will continue to distribute Cinemaware's initial releases ("Defender of the Crown," "S.D.I.," "Sinbad and the Throne of the Falcon"), Cinemaware is now officially on its own with its 1988 and subsequent releases, which were shown publicly for the first time at CES. We coaxed a fellow Computer Entertainer staff member to accompany us to Cinemaware's suite, since we were curious to see the reaction of someone who had not yet been exposed to THE THREE STOOGES or ROCKET RANGER. He laughed uproariously at the Stooges' computerized antics and proclaimed ROCKET RANGER very impressive. He later confided that he had never seen such side-splitting humor in a computer game—nor had he had so much fun at CES. Both titles are scheduled for release this month for Amiga, and the C64/128 version of THE THREE STOOGES is also due this month. C64/128 owners should also watch for Cinemaware's WARPSPEED, a fast-loading cartridge that offers several improvements over previous cartridges of this type, including 40/80 column operation, compatibility with all disk drives including the 1581 (even double-sided 1571), and advanced-user features such as a full-featured mini-assembler—altogether 36 built-in features.

1988: The Year of Naval Warfare

Computer gamers who enjoy naval warfare simulations, particularly those that involve submarines, are in for a real treat in 1988. Tom Clancy's two blockbuster best-selling books have both been turned into computer wargame simulations: THE HUNT FOR RED OCTOBER, developed in Europe, will be released first for C64/128, Atari ST, Amiga and IBM by Datasoft (versions for Apple II, Atari XE/XL and Macintosh to follow later in the year), and RED STORM RISING, created by author Tom Clancy and programmer/designer Sid Meier, is coming from Microprose for C64/128 and IBM (with other versions to follow). And if that's not enough excitement for naval warfare buffs, a computer version of Larry Bond's boardgame, HARPOON, is being developed by Bond with Three-Sixty Pacific, Inc., initially for IBM and Macintosh (versions for Amiga, Atari ST, and Apple IIGS to follow.) The Harpoon boardgame provided Tom Clancy with the inspiration for his first book, and Larry Bond was co-author of the second book by Clancy. All of this flurry of activity around the two books and boardgame is bound to generate new interest in the books among computer gamers (and reviewers!).

West German Ban on SILENT SERVICE to Be Challenged

The award-winning MicroProse submarine simulation, SILENT SERVICE, was banned from sale to minors by the German Federal Office for Examination of Harmful Publications. The legislation authorizing this agency to oversee materials which might be deemed harmful to youth is being challenged by MicroProse on the grounds that it does not apply to computer software, and that the agency relied only on videotapes showing selected sequences of the simulation rather than actually playing the game.

Sierra Will Support Games in Color for Macintosh II

Beginning with LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS, Sierra's 3-D adventure games on the Macintosh will support color on the Macintosh II. Existing games will be converted early this year, and all future releases will support color, according to the company.

THE VIDEO GAME UPDATE

Nintendo Makes Big Impression at CES

Befitting the leader (70% market share) of the revitalized video game market, Nintendo had one of the largest booths at this year's Consumer Electronics Show. Seventeen of the 23 licensees shared space with Nintendo, and yet the booth still had an open and spacious feeling about it. Spending time in that booth could lead to only one conclusion: something good MUST be happening in video games. And indeed it is. For Christmas 1987, Nintendo was the number-one best-selling toy, both in terms of dollar volume and in unit volume. (Included in Nintendo sales was THE LEGEND OF ZELDA, the first software title since the rebirth of video games to sell one million units.) The videogame industry as a whole (Nintendo and its licensees, Atari, Sega, Intellivision) had a \$1.1 billion year in 1987, with Nintendo and its licensees accounting for \$750 million. It will be a little difficult for even the most skeptical to ignore video games in 1988.

New from Nintendo

Within its gigantic booth, Nintendo showed its reconfigured hardware packages: the ACTION SET (MSR \$119.95) with control deck, control pads, Zapper light gun and game pak with two titles (SUPER MARIO BROS. and DUCK HUNT) and the CONTROL DECK SET (\$99.95) with Control Deck, control pads and 164-page OFFICIAL PLAYER'S GUIDE. Also displayed for the first time was the new NES Max (\$24.95), a joypad with rotating thumb control and two turbo buttons for doubling the speed of the action buttons. Nintendo also showed four new games for the first half of 1988: ICE HOCKEY with first-person perspective, DRAGON WARRIOR (role-playing game set in a medieval kingdom, the American version of "Dragon Quest," the second most popular game of all time in Japan), R.C. PRO-AM (auto racing game based on radio control style racing on 32 different tracks), and what must surely be the jewel in the crown, ZELDA II-THE ADVENTURE OF LINK (role-playing adventure with battery backup). All the new games are priced at \$42.95, except ADVENTURE OF LINK at \$49.95. All four looked very good, with LINK of special interest because we have so many ZELDA fans among our readers. Although it is not possible to play deeply into an adventure game in a show setting, we were pleased to see that ADVENTURE OF LINK offers even more graphic detail than ZELDA. We expect that LINK will be the most heavily anticipated Nintendo title since ZELDA itself and MIKE TYSON'S PUNCH-OUT!, so be aware that your favorite game store is likely to sell out quickly and often.

The Licensees

There are now 23 Nintendo licensees, with eight added at the time of the January CES. Not all licensees had games to show or even to announce, but those who did show new titles kept us very busy! The licensees just announced are GameTek, Jaleco USA, Inc., Milton Bradley Co., Mindscape, Inc., Tengen, Inc., TradeWest, Inc., Ultra Software Corp., and Vic Tokai, Inc. Since there are so many, we will cover the licensees and their new products alphabetically by company, including both the new and the existing licensees. First of all, the licensees who did not announce new titles include Activision, Broderbund, Irem, Milton Bradley and Romstar. (That leaves us only 18 to go!)

Acclaim Entertainment

The company has recently released WIZARDS & WARRIORS (\$34.95), which is reviewed in this issue. At CES, Acclaim announced that it had obtained the rights to publish the Nintendo video game version of RAMBO: FIRST BLOOD PART II (\$34.95). Programming is underway for an expected spring release on a game with many missions, which will combine animated graphics and action with on-screen text helping the player to unravel the plot.

Bandai America

AEROBICS (approx. \$29.95) for use with the Family Fun Fitness mat and DRAGON POWER (approx. \$34.95) are the newest in the Bandai lineup. DRAGON POWER will be a one-megabit cartridge, an adventure based on an old Japanese legend in which two characters search for seven crystal balls.

Capcom USA

The lineup for this company increases by four titles (plus the recently released MEGA MAN, which is reviewed in this issue). The new games are GUN-SMOKE (added back to the schedule after being dropped last year), BIONIC COMMANDO (cartoon-style action game about special commando unit armed with shotguns and bionic arms), SPEED RUMBLER, and 1943 (World War II air action at the Battle of Midway, with the objective to destroy the battleship Yamato). The new Capcom titles all carry a list price of \$34.95.

Data East USA

With all the new titles they have released just recently, Data East has just one more due soon: KARNOV (\$34.95). Along with the other licensees, Data East is expected to announce its titles for the second half of 1988 at CES in Chicago this June.

FCI

Two new titles were announced: DR. CHAOS (\$34.95) and ULTIMA (\$42.95). The first is an action/adventure set in a haunted house in which you must rescue Dr. Chaos, who was trapped by the weird results of a scientific experiment gone haywire. ULTIMA, currently a best-seller on the Nintendo Famicom in Japan, is based on the familiar computer role-playing adventure,

"Ultima III," by Lord British. Both games will allow the player to re-start where the last game left off, thanks to an internal battery.

GameTek

As announced in a previous issue, this company will introduce games based on popular TV game shows: JEOPARDY!, WHEEL OF FORTUNE, HOLLYWOOD SQUARES, and PASSWORD (\$44.95 each). From what we saw of these at CES, the games have excellent graphics and should provide lots of family fun.

Jaleco USA

This new licensee will introduce CITY CONNECTION (\$29.95), an obstacle-filled car race around the world from New York to Tokyo. The company's second game looks like a real blockbuster: the 3-megabit BASES LOADED, a life-like baseball game with voice.

Konami

This is the company that claimed the number-one spot in sales of all the Nintendo licensees during 1987. They aim to hold on to that position with the release of two arcade hits that feature two-player cooperative action, CONTRA and JACKAL (\$34.95 each). Both are loaded with action and looked to be up to Konami's usual high standards.

LJN Toys

Coming this spring are TOWN & COUNTRY SURFING & SKATEBOARDING (\$34.95), featuring wacky characters from Town & Country Surf Designs, and MAJOR LEAGUE BASEBALL (\$34.95) with playing and coaching options.

Mindscape

The first two releases are BAD STREET BRAWLER (\$29.95), a Nintendo version of the title that was known as "Bop'n Rumble" on computers, and a home version of the Atari-Namco arcade adventure, INDIANA JONES AND THE TEMPLE OF DOOM (\$34.95), which closely follows the plot of the movie.

SNK Corporation of America

The newest from this company is IKARI WARRIORS II: VICTORY ROAD (\$42.95), which is sneak-previewed in this issue. SNK also expects to release TNK 3 this spring, along with a 4-player golf simulation, FIGHTING GOLF.

Sunsoft

XENOPHOBE (\$36.95) was previewed at CES, and it's a unique, split-screen science fiction game that puts you up against a whole horde of nasty, alien lifeforms. And Sunsoft brings the Zapper light gun right into today's headlines with FREEDOM FORCE (\$34.95), a one-megabit game that lets you save an airport from a whole army of terrorists. This one is definitely not for the squeamish, but it should be very popular with those who enjoy the more violent games.

Taito America

RENEGADE (\$34.95) is on the way—honest. Lots of anticipation has built up for this title, and it certainly looked good. Also coming from Taito is Bubble Bobble (\$34.95), a cute action/adventure in which a pair of dragons are out to rescue their lady friend.

Tecmo

The company is planning to release TECMO BASEBALL and TECMO FOOTBALL along with STAR FORCE II, plus several others that we've been asked not to divulge at this time.

Tengen

GAUNTLET is coming to the NES, thanks to this company. We saw it, we played a little of it, and we think you're going to love it. (This game has a password feature and two-player cooperative action.) Tengen also plans R.B.I. BASEBALL, based on the Atari-Namco coin-op. Both games, \$39.95 each.

TradeWest

This company will bring the extremely popular martial arts arcade hit, DOUBLE DRAGON (\$44.95), to the NES. The company also plans NES versions of the coin-op games SUPER DODGE BALL and TOUCHDOWN.

Ultra Software Corporation

This wholly-owned but independent subsidiary of Konami is now a licensee in its own right. Its first two titles will be METAL GEAR, a spy adventure with plenty of action and strategy, and SKATE OR DIE, the fabulous computer skateboarding game that has been licensed to Ultra by Electronic Arts.

Vic Tokai

This company's titles are not likely to appear before mid-year, and there may be some name changes. There are two adventures, AIGINA'S PROPHECY and CHESTERFIELD, plus a version of the Nichibutsu coin-op, TERRA CRESTA, and the action/adventure GOLGO 13, which features shooting, martial arts action, and adventure.

Phew!!

And that just about wraps it up for planned releases by Nintendo and its licensees for the first half of 1988.

Game Tip to Return Next Month

As you may have noticed, both last month and this month we did not run the usual game tip. Rest assured, the "Japanese Game Fanatics' Tip of the Month will return next month.

SNEAK PREVIEW

NINTENDO Software

IKARI WARRIORS II: VICTORY ROAD (★★★★★★) is, of course, the sequel to the extremely popular **IKARI WARRIORS** (both games by **SNK Corp. of America**). We expect that **VICTORY ROAD** will be every bit as big a hit as its predecessor, because it features equally good graphics and gameplay as the first game. Paul and Vince, the two commandos who saved the Colonel in the first game, are rejoined in the beginning of **VICTORY ROAD** as they head home in the special plane given to them by the General. Something very strange happens in flight over the ocean, catching the plane in a time warp and dropping the two men back to Earth thousands of years into the future. The evil **Zang Zip** has enslaved the people of Earth, and Paul and Vince must fight again in the cause of freedom. The settings are far removed from the jungles of the first game, and the enemies are hordes of strange aliens, but the principal is the same. With every weapon they have or can find, they must fight their way through to the end in order to save their planet. Machine pistols burst, grenades explode, and the overhead perspective of the action is a three-dimensional treat. The action is fast and very challenging, whether you play alone as Paul or cooperatively with a friend controlling Vince. For all the many fans of **IKARI WARRIORS** who yearn for more, **VICTORY ROAD** is just what they've been waiting for. (Solo or cooperative 2-player modes.) Reviewed on Nintendo Entertainment System. Recommended. (MSR \$42.95)

GUN.SMOKE (★★1/2★★) was originally dropped from **Capcom's** schedule and has now re-appeared for shipment later in February. This action game takes us back to a Wild West mining town during the gold rush era. Your character, Billie Bob, is out to gun down all the bad guys as he walks, guns blazing, through Main Street, as well as an indian village, riverbank, and other areas around the gold mining town. As he goes and kills the bad guys, he picks up the loot some of them have stolen for bonus points. He can also hit the barrels with his guns for additional bonus points and more bullets.

Too One-Dimensional

After blazing our way through a few of the levels, we found that there just wasn't enough happening to keep our interest peaked. We do feel, however, that young boys (probably ages 8 to about 12) would enjoy the action as they could pretend to be that guy in the White Hat defending the Wild West against the guys in the Black Hats. It's definitely not a game for adults! (one player; also available for Commodore 64; continue feature)
Not Recommended (MSR \$34.95)

NINTENDO Software

MEGA-MAN (★★1/2★★) is the latest action game from **Capcom** for Nintendo in which you, as Mega-Man, are pitted against the powerful leaders and fighting forces of Monsteropolis, a multi-layered land of robot-like Humanoids created by misguided experiments on humans by Dr. Wright. There are seven heavily-guarded societies which your Mega-Man must go up against in order to win. Dr. Wily, Dr. Wright's assistant who turned disloyal and re-programmed Dr. Wright's Humanoids in order to control the world, is the seventh empire leader which must be destroyed. Before reaching Dr. Wily, you must get through the other six humanoids and their empire. There's Cutman, designed to function as a lumberjack, powerful enough to cut through giant forest timbers. There's Iceman, impervious to the sub-zero temperatures. Gutsman, a powerful enemy, can lift huge boulders. Bombman clears the lands for Dr. Wright's construction projects with his powerful explosives. Fireman melts things with his flame-throwing torch while Elecman is loaded with electrical power. You'll have to climb, jump, and traverse through the various empires, avoiding traps, weapons, and the like, as you attempt to destroy the enemies in each of the empires.

Non-Stop Action

This game will please the action lovers out there as you must work through all sorts of perils, as you climb, jump, and fight your way through the various levels. The graphics are good; however, there is a good bit of flickering in the Mega-Man character as he races through his paces. There are times where he becomes extremely light on the screen as other characters and objects are moving around him. That is our only reservation on the character as each of the worlds features different and interesting perils, scenery, and objects to deal with. It will take you awhile to reach the seventh level so you'll be able to enjoy it for several hours of fast action. (one player; two-player alternating; continue feature) (MSR \$34.95)

SEGA Software

GREAT BASKETBALL (★★★1/2★★★1/2) is the latest sports game for **Sega** owners and it's another good one. You'll field a full compliment of players on the court as you go against either the computer or a friend. The game

begins with the traditional jump shot. Time your jump right and try to tip it to a teammate. The action begins and it's fast and furious. On offense you can move the ball either by dribbling (be careful not to travel) or by passing. You can pass to a teammate who has an arrow above his head. If he doesn't appear to be in the right position, just keep the ball yourself and move in towards the basket. Watch out for the opposing team as they will attempt to steal the ball. If you pass when there's no arrow over one of your player's heads, the ball will be up for grabs as it falls to the boards. On defense, try to block a shot, but don't run into the ball carrier or you'll find yourself called for pushing. If you commit the foul when the opponent is in the act of shooting, he'll be awarded two free throws. Of course, you can also have that opportunity if you're fouled while shooting. You'll move to the Foul Shot Screen where you'll see an arrow moving back and forth above the basket. Use that to gauge the direction of your shot. There's also a bar which controls the touch of the shot.

Eight Teams

There's eight teams in the tournament with your goal being to beat the other seven and win the Gold Medal. As you move through the tournament, your team sharpens its skills; however, so does the computer's teams. Each team has varying characteristics, beginning with 20 "Vitality Points" which includes speed, jumping ability, shooting and passing expertise. When you win a game you receive one Vitality Point for each point of the margin of victory. These points become critical as you move up in the ranks and you can distribute those points among the four characteristics as you see fit, so it becomes more than just a basketball confrontation. You'll have to exercise judgement as you maneuver your team's victories. In the two-player mode you pick two teams of the eight and go head-to-head, instead of tournament play. One difference in this game from the real thing is the timing. The game is divided into two halves of three minutes each (with the cheerleaders coming out at half time for a cheer). If the game is tied at the end of the six minutes, there's a 90-second overtime played. You'll keep playing overtimes until the tie is broken.

Great Action

This is another solid entry into the sports category for Sega owners. While it doesn't have the graphic clarity of Konami's *Double Dribble* (for Nintendo), it is a solid game nonetheless. We found the game to have good gameplaying depth, with an announcer yelling out fouls and jump balls. All in all, a fine basketball game for anyone sporting a Sega. (one player; two player simultaneous)
Recommended (MSR Approx. \$38.00)

FANTASY ZONE II (★★★★★★) for **Sega** owners, takes us back to Opa-Opa's homeland ten years after his original visit (in *Fantasy Zone*) when he was called in to save the Zone from its enemies. Peace is at stake once again as a group of Blackhearts have joined forces to take over again. Opa-Opa, in a much more difficult battle of wits and strength, must enter several warp gates before being able to reach and destroy the Blackhearts. This time there are eight different rounds (each one with three to five scenes each) which are connected by the gates. After you destroy an enemy base, the gate will appear and you can pass from scene to scene within the round. Along the way, you'll need to pick up important items in order to fight the enemy, becoming more powerful as you progress. You'll want to collect currency and gold coins which will be useful later when you shop by entering the Shop Cloud. There you can purchase things such as shots, bombs, and speed. There are also Hidden Shops in three of the rounds where you can buy "other unique equipment."

It Whirls, Spins, and Dazzles

We were taken with the original *Fantasy Zone*, as obviously were many, many Sega owners. After all, that's why we have a sequel (and, in fact, another one is in the works - *Fantasy Zone-The Maze* - planned for later this year). This sequel takes the original premise, keeps the dazzle, and expands upon the storyline. There is so much going on graphically that it is fun to just watch the mini-demos which you can enjoy if you don't start up your game right away (there's even a "Star Wars" type prologue which rolls down the screen giving you all the background on this new adventure). The colors and whimsical-looking characters are just stunning. The gameplay is very tough and will take you sometime before you work your way through the various rounds. This game is a real beauty and there's just that more to play than the original since this is a two-mega cartridge. (one player; two-mega cartridge)
Recommended (MSR approx. \$45.00)

ZILLION (★★★★★★1/2) from **Sega** combines action with a heavy dose of strategy for a winning combination. You are J.J., member of the White Knights planetary peacekeeping force, and you are needed to keep the Norsia Empire from taking over your planet. Armed with your powerful Zillion Laser, you must infiltrate the Norsia stronghold, collect the five floppy disks containing the Norsia plan, and then destroy the main computer. Along the way, you must find and rescue your fellow White Knights, Champ and Apple, so that they can help in the quest. Norsia headquarters is a giant labyrinth of rooms, corridors, and elevators guarded by Norsia Warriors. Each room has its own computer and a code to be discovered so that you can operate it. Memory plays a significant part in your success, as you must remember the symbols that will activate each computer, giving you access to another room or some special aids. We really enjoyed the solid blend of strategy and action in **ZILLION**, making us exercise our minds as well as our hand-eye coordination. This game features beautifully detailed graphics, good music, and enough play value to keep most gamers happy for many, many hours over repeated sessions. (Solo play; Continue feature)
Recommended. (MSR approx. \$38)

ATARI XE Game Software

Initial Games for XE Game System Ship

We recently received a shipment of seven newly available games for the Atari XE Game System so, rather than spread reviews out over the next couple of months, we've decided we should look at all of them this month as we have been the first to say that "software makes the system." By the way, any of you who own an Atari XE or XL computer, you'll be glad to know that these cartridge-based games will also work in your computer. (In answer to a question we've already gotten, these cartridges will *NOT* work in your 2600, 7800, or 5200!)

BALLBLAZER (★★★★★★★★) has always been a favorite of ours and it was a treat to have a chance to play it again. For those who don't remember this popular game which was introduced on the Atari 5200, it's a high-speed game in the year 3097 in which you and your opponent are strapped into hovercraft-like vehicles, skimming over a playfield as you attempt to score the most points during a timed competition. Designed by *Lucasfilm Games* for *Atari*, you play on a split-screen with each screen showing the view from inside each of the two Rotofoils. Initially, you'll be captured by the music, "Song of the Grid," an infectious song which adds to the gaming pleasure enormously. The Plasmorb (a ball-like object which is what you want to get between your opponent's goal posts by pulling it into your Pull field and blasting it through the goal—easier said than done), is blasted onto the screen, the pulsating music continues, and it's off at speeds which seem dizzying at times.

Still a Beauty

While many games do not hold up against the new and dazzling technology, this is a definite exception as it is still as absorbing as the first day we saw it in the Spring of 1985 (then for the 5200). There's rarely been a game (other than on the music-loving Amiga) which can hold a candle to the sounds of this one which has been programmed to greatly enhance the pulse and frenzy of the game. We still find it a hard one to pull away from. There are three playing modes available: regulation game, practice mode, and spectator mode (you'll have fun watching the two droids going at each other at lightening speed). (one player; two-player simultaneous)
Recommended (MSR \$19.95)

RESCUE ON FRACTALUS (★★★★★★★★) is the second game designed by *Lucasfilm Games* for *Atari* (again, originally for the Atari 5200). This one also holds up well as an all-time perennial favorite as you must fly your ship to the hostile planet Fractalus in order to rescue downed pilots. As the game begins, you're in the cockpit of the ship as you catapult out into space. Then, you'll see twinkling stars in black space until your view is obscured by a yellow cloud layer around Fractalus. The cockpit instruments come to life as the planet's craggy surface comes into view. Flying now becomes hazardous as you must watch the terrain carefully. Of course, there's the enemy to worry about also. The Jaggies may fly their saucers directly at you or shoot what appears to be eerie streaks of green light (high energy beams) from their mountaintop positions. While you must defend yourself, remember you're on a mission of mercy as you attempt to find the pilots' emergency beacons on your Long Range Scanner. Once close enough, you must land your fighter, turn off your engines and shields. If you're in the right spot and close enough, you may be able to see the pilot running towards your ship. Then you'll hear a metallic "knock, knock" as the pilot raps against the hull of your ship. Open the airlock which will close automatically once the pilot is inside. The second set of knocks is the pilot's "AOK" signal that it's safe for you to take off. Each level has a quota of pilots which you must rescue. As you reach Level 16 and above, you'll encounter the Fractalus 9-minute day and night cycle, forcing you to fly by instruments at night.

A Strong Title

When released in limited quantities for the Atari 5200, it sold out immediately, with 5200 owners still looking for the game. As many times as we played it in its 5200 guise, we still receive a scare or two as there are several surprises in this game! It still stands out as original, with ever-changing, 3-D terrain graphics, realistic flight simulation, great music and sound effects. It's a very complete game guaranteeing many hours of enjoyment. (one player)
Recommended (MSR \$19.95)

BLUE MAX (★★★1/2★★1/2) was originally designed by *Synapse Software* (now folded into *Broderbund*) in disk, cartridge, and cassette form for the *Atari* computer in 1983. This game, while good, does not hold up as well against the games of today as the Lucasfilm games. The premise finds you piloting a World War I biplane/bomber as Max Chatsworth of the Royal Air Force. Done in a three-quarter perspective, you begin by rolling down a runway. Once airborne, you'll skim low over green countryside and blue river as you fly a strafing run in an attempt to take out some anti-aircraft installations. All the while, you'll encounter enemy aircraft coming at you, as well as fire from tanks and ships below you. If you catch some bullets yourself, you'll have to reach a friendly runway to land and repair (as well as refuel). Then it's back into action with your final targets being three specially marked areas along the river.

Two Many Fine Games Since

While we felt this was a truly fine game in 1983, it doesn't hold up to that same

high standard over 4 years later as, understandably, there have been many terrific games of the same genre which have been introduced in the interim. While we feel it's been released for the XE Game System because it was an award-winner of its time, it does feel a bit dated to us. The action is good, and the graphics decent, but in this age of truly competitive high-quality games, it doesn't reach the same heights. (one player)
MSR \$19.95

HARDBALL (★★★★1/2★★★★1/2) is the award-winning baseball game designed by *Accolade* and now distributed through *Atari* for the XE Game System. Extremely popular in every computer format which it was released for, the game is a pitting of batter and hitter into a duel which features big graphics and very good game playing. Your view is taken up behind the pitcher. Within the Manager's Decision screen, you can choose options such as player substitutions, exchanging of positions, in office, shifting outfield, normal or double play depth, etc. Then it's on to the view of the field (an overhead shot of the entire diamond is shown in the lower corner, showing men on base, etc). As pitcher, you make your choice among eight pitching styles and the location of the pitch. As batter, you choose the location of your swing as well as whether you want to bunt, hit away, or try stealing (if you have a man on base). Once your batter hits the ball, the screen changes to show a perspective of the field. The fielder who is in line to catch/field the ball flashes and (if you're playing defense), you'll have to move your joystick to maneuver your flashing man to get the ball. Then, also with the joystick, you'll direct the ball to the correct base in an attempt to throw the runner out.

One of the Best Baseball Games

This has always been one of our favorite action baseball games available for any system, and it's still fresh and fun to play. The graphics are quite good, with the large players so typical of *Accolade* design. The nuances such as the catcher's mitt adjusting for the ball as he tries to get the man out at home plate make this a truly satisfying game of baseball. The same minor problem exists with this version as all the others we've tested in that the throws coming in from the outfield seem just a bit sluggish. This has been true of every version so, obviously, it's in the original design. It's not enough to keep you from enjoying the game immensely, however, and we know you'll really enjoy the two-player option as you square off against a friend. (one player; two-player simultaneous)
Recommended (MSR \$19.95)

DAVID'S MIDNIGHT MAGIC (★★★★★★★★) is an oldie but a goodie, designed by *Broderbund* and now distributed by *Atari* for their game system. Nothing more than a pinball game, but addictive nonetheless. You'll control the four flippers with your joystick (not too much maneuvering, however, or you'll cause a "TILT!") If you get good enough, you can play with up to three balls at the same time! Now that's pinball madness. Up to four players can play this game which has been around for years but still becomes addictive! (one to four players)
Recommended (MSR \$19.95)

STAR RAIDERS II (★★★/★★★) is for all of you Star Raider fans in this sequel where you must pilot the Liberty Star and destroy the entire Zylon Master Force. You've got to annihilate the Zylon Attack bases or else their slaves will build fully armed replacement squadrons. Similar to the original *Star Raiders*, this game features two screens — a Galactic map and forward view from your cockpit window. Instead of using the video touch pad which was included with the original game for various systems, you'll engage some of your options via the keyboard on your XE Game System.

Very Similar to Original

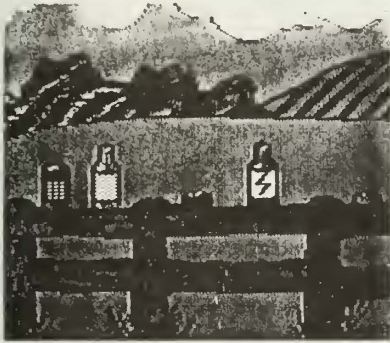
It's been quite a while since we've played the original *Star Raiders*, but this is very similar to that classic. Much of the action is the same, with the enemy, of course, being new. The graphics are colorful, with the planet's bright blues and greens below you. For those who love an action space game, this fits the ticket. (one player)
(MSR \$19.95)

BARNYARD BLASTER (★★★/★★1/2) is the new game in the batch from *Atari* which is played with the light gun. There are three different screens, with a bonus screen if you score high enough in a round. The first screen finds you back behind the barn where there's a fence with several bottles and cans lined up. This is good target practice as the targets remain steady. Occasionally, you'll see a gopher pop up in the field behind the fence for a quick second (he can appear in any of the screens) which will get you a lot of points if you're quick enough to shoot him while his head is above ground. The second screen is the cornfield where, in addition to the watermelon and pumpkins you can shoot at, there are rabbits and crows moving through the scene. The third screen is the barn in which all sorts of small animals scamper about, making your accuracy more important. The bonus screen finds you outside the barn with Grandpa throwing ten bottles into the air for you to shoot down before it disappears.

Still Jitters

While the graphics are crisp and colorful, and the gameplay fun (we always enjoy the gun games, regardless of the system), we still encountered the

"jumpiness" in the screen every time we took a shot (something we initially encountered in Bug Blaster). We received a concerned letter from Atari indicating that we must have some sort of problem with our system but we're



still baffled. We've now tried the game on a Sony 25", Mitsubishi 45", Toshiba 19" (all models two years or newer), and a brand new Panasonic color monitor. While the problem is much more pronounced on the Panasonic, we had definite jumpiness on all the systems. The least jumpiness occurred on the Sony and was, therefore, not too bothersome. However, most people do not have the luxury of moving their game system around to several televisions to get the best stableness! Regardless of that, we would recommend this game only for children as there is not enough variety (the same three screens, with the bonus screen between each, repeat over and over) to hold your attention for long spans. It's a very easy game for an adult to master. Children, on the other hand, will enjoy seeing all the farm animals, Grandpa, etc., which should hold their attention for a much longer time. (one player) (MSR \$19.95)

If You Have A Yen For Games

Anyone who has read the newspaper (or watched network news) has been hearing about the problems of the U.S. dollar overseas. In the past year alone, the dollar has lost about 25% value against the Japanese Yen (we visited Japan in October, 1986 with the Yen at 170 per dollar; now it hovers around 125! Two years ago, the Yen was worth over 250!!) Now you ask, what does that have to do with my gaming?? Unfortunately, everything as all the hardware, software, and peripherals for all Nintendo product as well as Sega is manufactured in Japan and then shipped to the United States.

Price Increases Were Inevitable

We've been waiting, holding our breath, for a price increase that we saw as inevitable as the companies can only absorb so much dollar decline. We started to get an feel for what was bound to happen over the past month or two as *Adventures of Link* (Nintendo's big title planned for March release) encountered a price increase from a suggested retail of \$44.95 to \$49.95. The same thing began happening with a few other Nintendo third party titles such as SNK's *Ikari Warriors II*.

Sega Raises Prices Across the Board

While the games for Nintendo seemingly are going up only on titles newly announced (and, therefore not out yet), Sega has just announced a major price increase which was effective January 1, 1988. Unfortunately, they did not prewarn anyone so stores were left with no product after Christmas facing restocking at the higher prices immediately. While Sega does not publish Suggested Retail pricing, they have given us approximate pricing and, based on dealer pricing, we can give you a guide. If you see a Sega game (old title or new) in your local gaming store at '87 pricing, grab it! Either the store still has some old inventory at the old prices, or their buyer didn't adjust the pricing on the shelf. If it's the latter, you can be sure they will do so the minute they discover their mistake as the increases are so substantial in many cases, that stores simply will not be able to absorb the additional cost.

The Sega Light Phaser/Power Base Set will now retail in the area of \$129.00 (old pricing was around \$119.00). The 3D Glasses, now renamed Segascope 3D Glasses have jumped from about \$55.00 to approximately \$67.00. Control Sticks moved from \$15.00 to \$19.50 while Light Phasers, formerly \$34.00, are now \$36.00. The Sports Pad encountered a big jump from \$60.00 to about \$80.00. In software, the Sega Cards moved from \$30.00 to \$32.00 while the One-Mega Cartridges are now \$38.00, up from \$35.00. Two-Mega Cartridges are now \$45.00 (formerly \$40.00) and the game paks for the Segascope 3D Glasses have moved into a pricing category of their own (they used to be the same pricing as the two-Mega Cartridges) at a whopping \$52.00 approximate retail. *Monopoly* and *Penguin Land* (both featuring batteries), as well as the 4-Mega Cartridge, *After Burner* (which had not been priced previously), clock in at about a \$60.00 retail.

Boy, do we hope the dollar stabilizes against the Yen!!! (If not, you can be sure we'll see some dramatic changes in Nintendo pricing as well.)

Sega Recap...contd from Page 1

through the conservation of hit points. Both are currently available in Japan and are in the process of translation. (All text was Japanese in the games we saw.) They are *MIRACLE WARRIORS* (possibly to be known as *WARRIORS' QUEST*), a two-megabit game with battery backup, and *PHANTASY STAR*, a four-megabit game with battery. *PHANTASY STAR* is especially notable for the fact that its central character is female—Star is a young girl out to avenge the death of her brother. What we saw of both games made us definitely want to see more—and have the chance to play them for ourselves!

More New Games from Sega

Even without the new 3-D games, Sega had a very impressive lineup of new titles, including their first-ever four-megabit cartridge, *AFTER BURNER*. This one is an incredibly fast-paced aerial dogfighting game that should be a very big hit. Many of you have asked about *MONOPOLY*, the game for up to ten players with a battery in the cartridge. We saw this one in finished form, and it looks outstanding. Views switch from an overhead of the entire game board to a side-on view of the game pieces as they travel around the board. Landing on a square reveals who owns it, how many houses or hotels have been built, and whether there are any mortgages. This should be another winner for Sega and Tonka, the company which now markets and distributes Sega products in the U.S.. Another game with battery backup is *PENGUIN LAND*, a maze adventure in which you guide a penguin to return the valuable penguin egg to the penguin spaceship. You can also design your own mazes with this one. (Editor's note: the first shipment of a small quantity of this game had just been air-shipped to the U.S. as we went to press.) *AZTEC ADVENTURE* sends you on a quest to find the hidden Aztec Paradise. In *CUBE ZONE*, you must defend your moon against an evil alien space fleet. *GLOBAL DEFENSE* lets you defend your country against incoming missiles via a space defense satellite network. *RESCUE MISSION* features jungle-based guerilla warfare as you attempt to rescue your unit from the enemy. *PARLOUR GAMES* includes billiards, darts, and bingo for many hours of family fun. *ALIEN SYNDROME* puts you in charge of rescuing your spaceship crew from an alien fortress before it blows sky high. Titles which have been mentioned previously, *WOODY POP* and *BMX TRIAL*, have been cancelled.

Several Sequels Shown

Sega was also showing sequels to several popular games. The third in a series, *FANTASY ZONE: THE MAZE*, sends Opa Opa into a dangerous maze to defeat the evil Menons. *ALEX KIDD: THE LOST STARS* sends Alex on a mission to recover the Miracle Stars and get back the stolen constellation. *WONDER BOY: MONSTER LAND* sends the familiar character on a quest to discover the secret of the evil dragon. And *ZILLION II: TRI FORMATION* brings back J.J. to penetrate the evils of a new Norsia labyrinth.

Altogether, a very impressive new lineup from Sega.

NINTENDO Software

WIZARDS & WARRIORS (★★★★★1/2) is the latest from *Acclaim*, and it's definitely a winner. It is based on the sort of classic theme that gamers love so well: Kuros, the Knight Warrior (that's you) must rescue a princess from the evil wizard, Malkil. Wielding the Brightsword, you fearlessly enter the woods of Elrond, not dreaming of the tests that await you in woods and lava caves, tunnels and ice caves, and finally within Castle IronSpire itself, the lair of the Supreme Wizard. The game is full of treasures, weapons, monsters of all kinds, and lots of magic. There are secret doors to hidden places, and special weapons and objects that only work in certain places or on specific creatures or objects. The knight warrior runs, jumps, and wields his Brightsword (or other weapon he may find) through a wide variety of screens. We got pretty thoroughly hooked on this game and played for quite a while, but we have only begun to explore its possibilities. (Fortunately, the game has a "continue" feature, because you do get killed a lot. Continuation in this game is from the exact spot where you were killed, not from the beginning of the level.) Those who love an adventure will really enjoy *WIZARDS & WARRIORS*. (Solo play; Continue feature.) For Nintendo System only. Recommended. (MSR \$34.95)

BACK ISSUES AVAILABLE

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

SUBSCRIBER BUYING SERVICE

Program	Cost	Sys/Format	Quantity	Total
Apache Strike (Mac)	36.40			
Ballblazer (XE)	16.80			
Barnyard Blaster (XE)	16.80			
Card Sharks 9Co)	22.30			
Blue Max (XE)	16.80			
David's Midnight Magic (XE)	16.80			
Dondra: A New Beginning (Ap)	26.10			
Fantasy Zone II (Sega)	35.20			
Great Basketball (Sega)	29.90			
Gun.smoke (NES*)	28.90			
Hardball (XE)	16.80			
Hat Trick (Co;I)	22.30			
Ikari Warriors II:Victory Road (NES*)	32.90			
Maxx Yoke (I;Ap*)	93.40			
Mega-Man (NES)	28.90			
Mini-Golf (Co)	22.30			
Mixed-Up Mother Goose (I)	22.30			
QBall (Am)	22.30			
Rescue on Fractalus (XE)	16.80			
Search & Destroy (I)	11.20			
Solitaire Royale (Mac;I;Am*)	26.10			
Star Raiders II (XE)	16.80			
Star Rank Boxing II (I;Ap*)	28.80			
Star Rank Boxing II (Co*)	22.30			
Strikefleet (Co;Ap*;I)	22.30			
Superbike Challenge (I;ST*;Co*)	14.80			
Tanglewood (ST)	28.80			
Train, The (Co)	22.30			
Wings of Fury (Ap)	26.10			
Wizards & Warriors (NES)	28.90			
Zillion (Sega)	29.80			

RENEW YOUR SUBSCRIPTION SO YOU DON'T MISS AN ISSUE!

One Year First Class Renewal	21.00			
One Year Third Class Renewal	18.00			
Two Year First Class Renewal	38.00			
One Year Overseas Air Mail Renewal	33.00			

NAME: _____
 ADDRESS: _____
 CITY _____
 STATE _____ ZIP _____
 Phone _____ Subscriber # _____
 Check/MO Bankcard.... Expiration Date _____
 Card #: _____
 Signature: _____

Sub-Total _____
 6 1/2% Tax (CA only) _____
 Shipping: _____
 TOTAL ENCLOSED: _____

Shipping Chart: UPS - \$2.00 for 1st item; 50¢ each additl item (48 states)
 POSTAL: \$3.75 for 1st item; 75¢ each additl item (US/APO/FPO)
 CANADA: \$4.75 1st item; 75¢ ea additl item
 FOREIGN: Please consult us

KEY: *=preorder; AM=Amiga; At=Atari XE/XL; Ap=Apple II;
 Co=Commodore 64/128; I=IBM PC/compatibles; Mac=Macintosh
 ST=Atari ST; NES=Nintendo; SEGA=Sega; Int=Intellivision

Save time and PHONE your order in at 1-800-228-4336 (outside Calif.) Monday-Friday (closed Saturday, Sunday, Holidays) from 9:30am-5pm (WEST COAST TIME)

IF YOU HAVE A MODEM, you can call **THE HOTLINE** (runs at 300,1200, and 2400 baud, 24 hours a day, 7 days a week) and place your order there (there's also lots of interesting things on the Bulletin Board!). The phone number is 1-818-766-6442.

Attn: Game Buyers. We have a new game flyer at the printer now and will be sending it shortly. Watch your mailbox. To our Sega owners: because of the large price increases, we have cancelled ALL pre-orders and back-orders. You will be receiving a letter from us with the flyer within the next 2-3 weeks explaining the procedure to re-order. Remember, the flyer reflects regular pricing. Call for your Special Subscriber Pricing (usually \$1.00 off each game, with other items varying)

From: _____



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 715 NORTH HOLLYWOOD, CA 91607

POSTAGE WILL BE PAID BY ADDRESSEE



Computer Entertainer

5916 Lemona Avenue
Van Nuys, CA 91411

Self Mailing folder. Fold Here

Ultima IV Ships for Atari ST

Origin Systems has just shipped Ultima IV: Quest of the Avatar for the Atari ST computer. Distributed by Broderbund Software, it retails for \$59.95.

Superbike Promotion

Broderbund has announced the Superbike Challenge Promotion in conjunction with the release of *Superbike Challenge* (review in this issue) with the Grand Prize a 650cc Suzuki motorcycle. Two second prizes will be awarded: libraries of Broderbund software with a retail value of \$500 each. The sweepstakes can be entered via an entry blank packaged with the game or by writing to Broderbund.

New In The Arcades

Taito brings commando action in the form of *Operation Wolf*, in which you'll find authentic gun action which actually recoils when fired, as well as extra fire-power with a button on the front of the gun which launches mortar rockets. The characters are over-sized for realistic scale as you invade five different camps to rescue hostages and then fly to freedom from the enemy airport.

From the Pages of SSI's Newsletter...

The latest issue of INSIDE SSI, their product newsletter, gives us an update on the work they're doing on the Advanced Dungeon & Dragon computer product line. Their plan is to release products for the Commodore 64/128, Apple II, and IBM systems first, with product following for the Amiga and Atari ST.

They're working on three main AD&D lines: a series of role-playing games where the computer acts as Dungeon Master, an action/joystick-style game, and a series of Dungeon Master's Assistant programs which will generate encounters, treasure, etc. TSR is designing the scenario for the first product which will be a role-playing adventure set in TSR's *Forgotten Realms* game world. Players will be allowed to transfer parties from game to game and enter characters from conventional games. Planned availability should be Summer, '88.

Budget Software for Amiga

Constellation Software, a joint effort of American and European software developers, showed a line of \$19.95 titles for Amiga. The games were all developed in Europe, where the Amiga is enjoying considerable popularity, especially since the introduction of the Amiga 500. Initial releases from Constellation are GNOME RANGER, LARRIE AND THE ARDIES, EMERALD MINE, KARATE KING, SPACE BATTLE, CITY DEFENCE, FORTRESS UNDERGROUND and PERSECUTORS. Our initial reaction to a very brief exposure to a few of these games is that they are not up to the quality level of the typical \$39.95 to \$49.95 Amiga games that players are accustomed to in this country, but they may fill a need for the consumer looking for a lower-priced game.

WOODEN SHIPS & IRON MEN

Avalon Hill recently released a new strategic game centered around the sailing ships of the Revolutionary and Napoleonic eras. WOODEN SHIPS & IRON MEN (MSR \$35) for C64/128 emphasizes ship-to-ship conflict, with movement and conflict resolved simultaneously. The program includes 18 nationalities and 13 ship types, plus a Dockyard program for creating your own historical ships. Thirty historical actions are included.

New Version of GEOS Coming for Apple II

GEOS (Graphic Environment Operating System), the friendly and easy-to-use operating system from Berkeley Softworks which is so well known to Commodore owners, will be available soon for 128K, 80-column Apple II computers. It will provide Apple II users with an icon, menu and windowing user interface with a variety of applications, including desktop publishing capabilities. Specific features include deskTop (graphic interface which supports ProDOS files, hierarchical file structure and up to four disk drives, including RAMdisk), geoPaint (graphics editing program), geoWrite 2.0 ("What You See Is What You Get"—WYSIWYG—full function word processor), geoSpell (28,000-plus-word dictionary), Text Grabber (converts other word processing documents, such as "Apple Works," to GEOS environment with formatting commands intact), geoMerge (mailmerge program), Desk Accessories (calculator, alarm clock, notepad, etc.), and geoLaser (supports Apple LaserWriter and many other printers).

And More GEOS Applications for Commodore

Berkeley Softworks also announced the new GEOS128 for owners of the Commodore 128, along with application accessories GEOWRITE WORKSHOP128, GEOCALC128, and GEOFILE128. (All C128 GEOS programs, MSR \$69.95 each.) New applications for the original C64 GEOS are GEPUBLISH (\$69.95), GEOPROGRAMMER (\$69.95), GEOSPELL (\$29.95), and DESKPACK (\$49.95).

1988 Computer Entertainer Schedule

We get lots of phone calls every month asking "has the newsletter been sent out yet???" - so we thought we'd publish our 1988 schedule so you know when to expect your issue each month (we suggest you keep this schedule handy for future reference). The dates below are the dates the issues will be mailed...if you are a first class subscriber (in the U.S.), figure anywhere from 2-7 days for delivery. If you are a third class subscriber, figure anywhere from 3-5 weeks for delivery

January 21 (this issue)	February 20
March 19	April 16
May 14	June 17
July 15	August 13
September 17	October 15
November 18	December 17