Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

First Look: NEC PC Engine

Although it's still available for sale only in Japan, the NEC PC Engine is finding its way to the U.S. in small numbers. The game system has been the subject of much speculation, rumor, and general misinformation, including the 1988 prediction by one magazine that it would be available for sale in the U.S. for Christmas 1988. Although NEC of Japan has not announced firm U.S. marketing plans, release dates or suggested retail pricing for their PC Engine, the company has admitted to "studying market-ing feasibility with introduction thuis year in mind." We believe that NEC is likely to show the PC Engine at the Summer Consumer Electronics Show in June, which could mean a possible U.S. release for Christmas 1989.

Diminutive Game Console

We were delighted to get our hands on a PC Engine and try out a few of its games for our-selves. We had heard that the game console is small, but we were not quite prepared for its truly diminutive size. The unit is less than six inches square and less than one and one-half inches high— about the same size as a portable CD player. The unit comes with a single control pad which is similar in design to both the Sega and Nintendo control pads. It also come with cables and adaptors for TV hookup, but it will not operate directly on a U.S. TV. Adapting the PC Engine for use with a monitor is done through the unit's rear external bus. Software for the system is on flat cards which slide into a slot on the front of the console. The cards are about the size of a standard credit card and only a little thicker. Once positioned in the console's slot, the software card is locked into place when the power switch is turned on and cannot be removed until the unit is turned off. Software cards are packaged in the plastic "jewel box" that is standard for most CDs. We got seven games with our PC Engine, but we've had to figure them out on our own since the instruction booklets are, of course, entirely written in Japanese. Strangely enough, though, many of the game titles and some of the screen comments are in English.

What to Play First?

After everything was connected, the big decision faced us: what do we play first? We opted for something familiar and slid GALAGA 88 into the slot. We pushed "Run" on the control pad and warped into space to the strains of the familiar GALAGA theme. We didn't need instructions in English or Japanese to know that we'd better start firing at all those creatures on the screen. While blasting away, we noted the exquisite detail in the multicolored creatures, the background elements of meteors and other objects, the fluid animation, excellent music and sound effects, and explosions

COMMODORE 64/128 Software

GUERRILLA WAR (★★★/★★★) from *Data East* is based on the very popular SNK coin-op featuring military action and a cooperative two-player mode. With its vertically scrolling action, the game is reminiscent of the two "Ikari Warriors" games, except that this assault
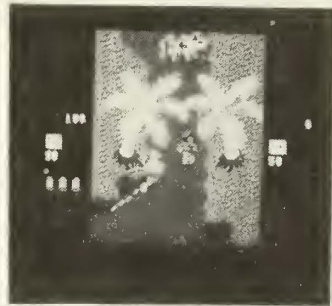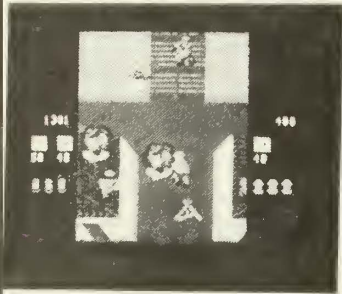
is on the forces of a dictator who is dominating a small country. Against overwhelming odds, you plunge into enemy territory with two goals in mind: you must rescue fellow guerrillas being held hostage, and you must defeat the forces of the dictator and bring freedom to the small country. The action has four intermediate objectives before you reach the dictator's palace stronghold. First, you hit the beach and make your way through the jungle to the nearby farm. Then you must defeat enemy forces in the heavily fortified town, move on to the coal mine, and finally enter the Capitol where your arrival is expected but hardly welcome. In each stage, you can acquire more powerful weapons (bazookas or flame throwers) by taking them from vanquished enemy soldiers, and you'll need these weapons when you go up against the dictator's mega-tanks. There's plenty of shooting action and the challenge of going up against forces that far outnumber your meager resources. GUERRILLA WAR offers fairly standard military-style action-gaming fare—good if you really thrive on this style of gaming. However, we found it just a little too similar to the "Ikari Warriors" games to be of special interest. (Solo or 2-player cooperative; Joystick or keyboard.) C64/128 version reviewed. Coming soon for MS-DOS and Atari ST ($39.95) and for Amiga ($44.95)
MSR $29.95

ROBOCOP (★★★1/2/★★★1/2) will appeal to those who liked the movie of the same title because the story of the game follows the movie plot quite closely. The computer game version is by *Ocean Software* and *Data East*, and it plays very much like Data East's coin-op version of the game, which has been doing well in the arcades since its release
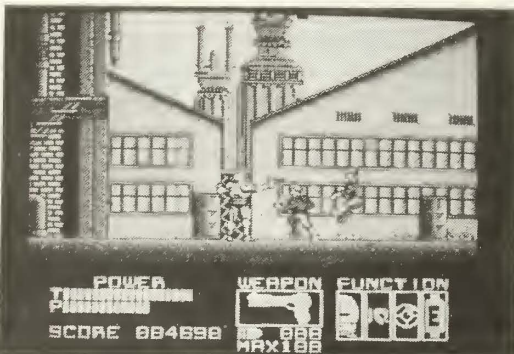

last November. The player begins by controlling the super-hero RoboCop character as he walks the streets of Old Detroit, eliminating the thugs shooting at him. Then he has to rescue a hostage from a criminal and later identify the thug from mug shots at police precinct headquarters. Further action takes RoboCop into a warehouse which turns out to be a distribution center for cocaine. And RoboCop soon learns that the criminals in the street are not his only enemies when he is told that the Senior Vice President of the company that turned him into a bionic crime fighter is actually the leader of the worst of the crime in the city. The appeal in the computer game ROBOCOP is the combination of crime-fighting action and the player's ability to control a character from a very popular movie. The graphics are very well done, and the designers obviously put a lot of effort into creating a game that does the movie justice. (Solo play; Joystick; Pause.) C64/128 version reviewed. Coming soon for Atari ST and MS-DOS ($39.95) and for Amiga ($44.95). Also planned for Nintendo Entertainment System.
Recommended. (MSR $34.95)

ATARI ST Software

TETRIS (★★★★/★★★1/2) strikes again! This time *Spectrum Holo-Byte* has brought the addictive puzzle game to the Atari ST, and now the game is available for all popular computer systems. Two Soviet programmers created it, hence the beautiful background graphics of Russian scenes and the accompaniment of Russian music. TETRIS takes all of five or ten minutes to learn—simplicity itself, as you
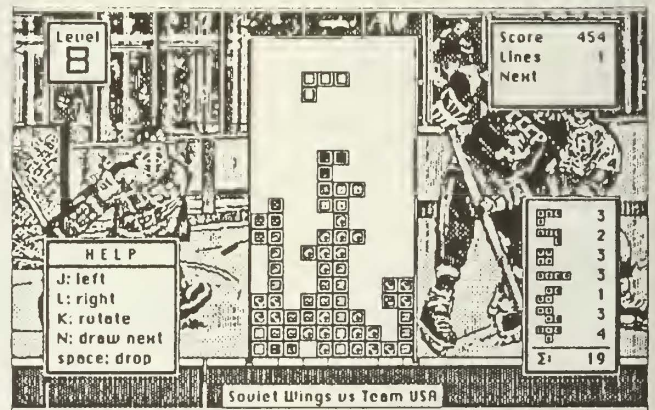
maneuver falling shapes composed of four squares each to form completed rows of ten squares with no blank squares (you hope). Hours later, you're still at it and don't want to stop playing. There are ten difficulty levels plus an advanced player mode (everything moves twice as fast) and a tournament mode for up to six players. Like just about everyone who has tried the game, we're completely hooked. And the appeal of TETRIS apparently extends even beyond the usual audience for computer games. We found ourselves being enthusiastically coached by a friend who doesn't usually go near computers, much less play games on them! No library of computer games is complete without TETRIS. (Up to six players; Keyboard; Pause.) Atari ST version reviewed. Also available for Amiga, Macintosh, Mac II, MS-DOS, Apple II and Apple IIGS; and for C64/128 at $24.95.
Recommended. (MSR $34.95)

THE RATING SYSTEM:
4 STARS = EXCELLENT   2 STARS = FAIR
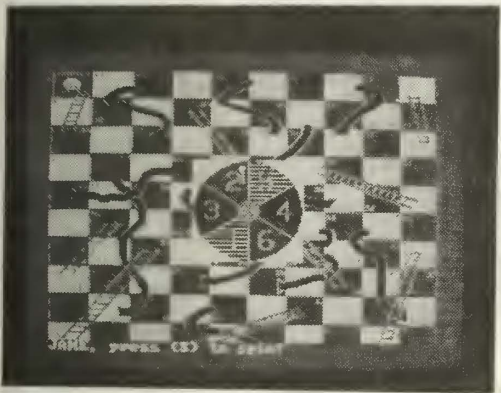3 STARS = GOOD   1 STAR = POOR

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

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

MS-DOS

CHUTES AND LADDERS (★★★/★★★) comes from the board game from Milton Bradley for kids from ages 4 to 7 in which you spin the dial and count the numbered squares. The computer version, brought to life by _GameTek_, has a simple premise. If you land on a good deed square you climb the ladder to success; land on a bad deed and you'll head down the chute. The kids can choose from six different icons to play with from unicorns to Martians, which change direction as they head around the board.

Cute Fun for the Computer Generation of Kids

This game, as well as Candy Land (reviewed below) are two favorites from our childhood and it seem inevitable that they find their way to a new generation of kids through computers. The forty original pictures of rewards and punishments were electronically scanned on a Macintosh and then converted to an IBM system and enhanced, keeping the original flavor of the game. Your kids should enjoy an entertaining game with enough animation to keep their interest level piqued. (one to four players; reviewed on MS-DOS; coming for C64/128, Apple II)

(MSR $14.95)

CANDY LAND (★★★1/2/★★★1/2) is the second "kid's" game from _GameTek_ (for kids ages 3 to 6), one that we played hour after hour when we were growing up! Like the original board game, you'll be moving gingerbread pieces along a path until you reach the Candy Castle, while avoiding obstacles such as Gooey Gumdrops and Stuck in Molasses Swamp. Upon reaching the Candy Castle, His Majesty King Kandy appears to great the winning players.
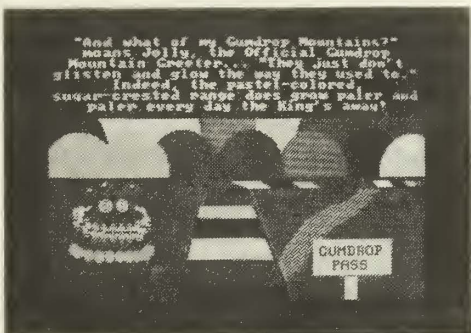
Educational Too

Without even realizing it, your child will learn to match colors and count spaces as they head off to their adventure. There are nice colors and animation to hold interest and an automatic mode which enables the computer to demonstrate an entire game to children. This is a great introduction to a computer and most parents will feel comfortable with a game they played themselves! (reviewed on MS-DOS; coming for C64/128, Apple II)

Recommended (MSR $14.95)

MACINTOSH Software

HIDDEN AGENDA (★★★1/2/★★★1/2) is an interesting simulation from _Trans Fiction Systems_ for _Springboard_ which allows you to explore the issues facing Latin American leaders and world policy makers as you are faced with the challenge of leading a fictitious Central American country (Chimerica) out of its economic and social problems as you attempt to establish stability during your three-year term in office. As you sit down at your desk, you decide which desktop
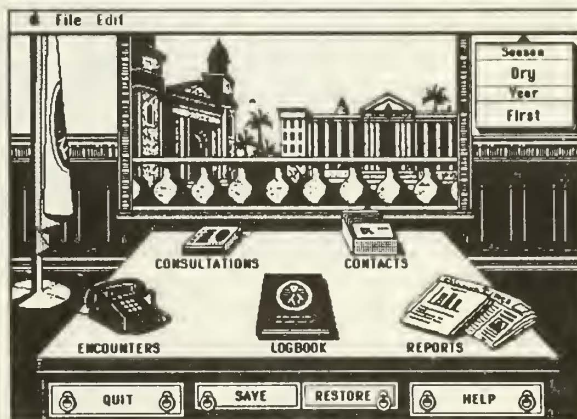
icon or drawer to move to enter the various areas of gameplay. Among the items there are _Contacts_ in which you can review the dossiers of members of the Junta of Insurrection, appoint them as ministers to your cabinet, or, once appointed, ask them to resign. Choose _Consultations_ to meet with ministers you have appointed; choose _Encounters_ to meet with influential people; _Logbook_ to review decisions you've made; _Reports_ for domestic and international press. After your initial Press
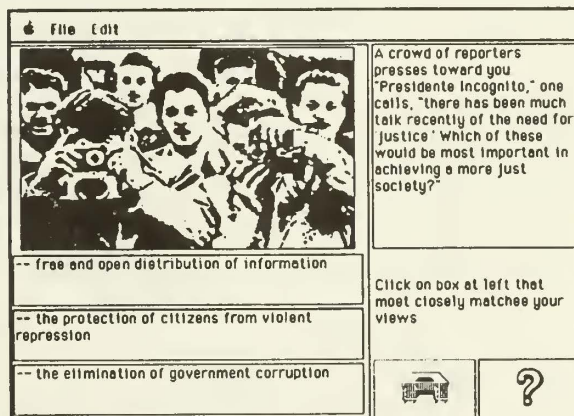
conference in which you will state your goals, one of the first chores you must complete is to appoint a cabinet. From there it's the every day decisions that can make or break your success. As time moves on, your options may change as certain characters go into exile, die, etc. As your term continues, there are progress charts which show the progress of Chimerica as measured by various indexes such as non-military and military spending, social spending, land distribution, cash reserves and debt, loans and aid, among others. At the end of the game, the Verdict of History is presented which allows you to judge your performance as Presidente. It's in the form of an encyclopedia excerpt written about a century after you leave office.

Complex But Simple to Use

While there are a myriad of choices to be made and several "sub-areas" to enter, because of the icons, it is extremely easy to move around within the game. Reminiscent of the very popular _Balance of_

Power, this game is a lesson in world politics as much as a game to be played. This time, however, the focus is on Central America instead of the entire world. There's alot of "reading" to do throughout the process so this is for those of you who like thinking games. The characters not only interact with the player but with each other following "hidden agendas" of their own. The documentation is quite good, with an added bonus of a Reference Manual on Chimerica. This should provide hours of strategic fun. (one player; requires 800K drive and hard disk or two 800k drives; requires 512KE, Plus, SE, or II; reviewed on Macintosh; also available for MS-DOS)
Recommended (MSR $59.95)

CD for Computer Game Fans

Like our readers, we love computer games and video games. And like many of you, we're also enchanted by other kinds of electronic entertainment, such as music on compact disc. While browsing in a local CD-only store on a rainy Saturday afternoon, we spotted a CD entitled "GamePlay" by Jim Cuomo, whose name we recognized from the music credits of several Cinemaware games. With the subtitle, "Top Scores from Computer Action/Adventures," this CD demanded closer inspection! It contains fifteen selections from nine games, some familiar and some not, and of course we had to take it home. There are themes from Cinemaware's DEFENDER OF THE CROWN, S.D.I and SINBAD AND THE THRONE OF THE FALCON, Jawx's OLE, EXPRESSING and PERSEE ET ANDROMEDE, Mastertronics' SWAT and INTERGALACTIC CAGE MATCH, and Ubisoft's ZOMBIE. The tracks all feature original computer-game sound output (from Amiga, we assume), and some are overdubbed with Cuomo's sax, clarinet or recorder or Camille Saferis' percussion. The music ranges from sweetly melodic to cyber-funk, and it's interesting to hear how well the music stands on its own without the support of computer images and play action. We especially enjoyed "Tango" from OLE and "Catch" from INTERGALACTIC CAGE MATCH, as well as familiar themes from Cinemaware games. Before you drive someone crazy at your local record store, though, we must warn you that "GamePlay" is not widely distributed. For those in the Los Angeles area, we purchased the CD at National Compact Disc, 11392 Ventura Blvd., Studio City, CA 91604 (phone 818-505-0343). For the benefit of most of our readers who do not live in the L.A. area, Bob Brownell of National Compact Disc said that his store will accept phone or mail ;orders on Visa or MasterCard. (We paid about $15 plus tax for the CD; expect to pay a shipping charge if the CD must be sent to you.)

ThunderChopper for MS-DOS

SubLogic is readying ThunderChopper, a helicopter simulation for MS-DOS machines (msr $39.95). You'll complete a set of flight/rescue/combat training missions before flying into battle. In the Armed Escort combat mission, you must guide your ground troops to safety through enemy territory by locating and destroying guerilla fighters. Rescue at Sea is a combat mission which finds you searching floating wreckage while staying alert for enemy ships. Onboard flight computers provides instructions and performance feedback. Additional instrumentation includes forward-looking infrared, CO2 laser radar and zoom television. The program is compatible with the various SubLogic scenery disks.

COBRA Simulation coming from Accolade

We have been informed by Three-Sixty that the prototype helicopter combat simulation, COBRA: AMERICAN ACES IN 'NAM, which was shown in Three-Sixty's suite at Winter CES, will instead be published by Accolade.

APPLE II Software

BAD DUDES (★★1/2/★★★) is an action game featuring street fighting based on the arcade game of the same name. From **_Data East,_** the game finds you in the role of street fighters "Blade" and "Striker" who
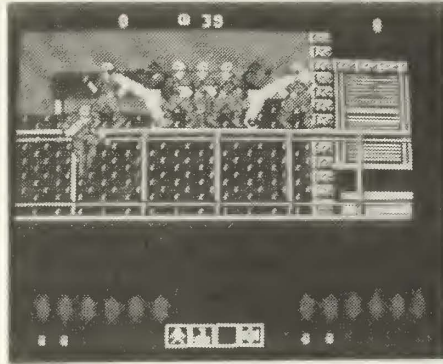
are dedicated to preserving good and upholding justice. This mission finds the president kidnapped, with the Dragon Ninja responsible. Only you, with your unique talents, can go in and rescue the president from him. The Secret Service has tracked them to an abandoned warehouse far from the White House, with a helicopter at the ready for the Dragon Ninja to spirit him away to never be seen again. The Ninja knows his hideout has been located so he has all sorts of things ready for you including vicious dogs, samurai warriors, henchmen, and more as you attempt to make your way through the city and forest, atop big rigs, freight trains, along a sewer, and more. You have everything from knives, shurikins, numchucks, and your lethal fists to accomplish your goal. If you manage to kill off all his henchmen and the like, you'll have to go up against the Dragon Ninja himself.

Action Fighting Game

The premise is simple...beat the bad guys and rescue the President. It will take fast reflexes and good anticipation as you move through the areas rapidly, encountering enemy after enemy. The gameplay is fast and will require your concentration. The graphics, at least in this Apple II version, are not at all exciting but as there are fewer and fewer games for Apple II owners, you may want to consider this one anyway if you enjoy action and fighting. Try to take a look at it first, however. Meanwhile, we'll be anxious to see the additional versions on other computers (and Nintendo) to check out the graphics. (One player; two-player; joystick required; reviewed on Apple II; also available for MS-DOS; coming for C64/128, Atari ST, Amiga, Nintendo) (MSR $34.95)

SimCity News

For those Macintosh owners who have already purchased *SimCity* (Maxis Software for Broderbund), you may have already noticed some bugs. You should know that the Maxis programmers has been working at fixing the various problems and there is an updated, bug-free Version 1.1 available free by sending in your old disk to Maxis Software, 953 Mountain View Dr., #113, Lafayette, CA 94549. If, for some unexplained reason you wish to keep your old buggy version, send in $10.00 (and 7% sales tax) for the new disk.

Sim City Newsletter

Anyone interested in what's happening in SimCity land should write to Maxis (address above), as they now have a newsletter for owners of their product. The first one, just sent out, was a page full of interesting information!

Terrain Editor Coming

A SimCity Terrain Editor is being readied for Macintosh owners of SimCity. With the $24.95 program, you can design the landform on which you build your city, or add features to an existing city such as forests, rivers, etc.

COMMODORE 64/128 Software

KEITH VAN ERON'S PRO SOCCER (★★★/★★★1/2) offers both indoor and outdoor soccer with action from an overhead point-of-view. Developed by _Medalist International,_ a division of _MicroProse Software,_ the game features vertical and horizontal scrolling keeping the players and the ball constantly on the screen. You can choose to play in championship tournaments (World Cup for outdoor and All-Star for indoor) as well as regular schedules. In the outdoor soccer game, you can choose a weather option which produces high winds and wet turf, creating havoc for the players. The indoor version features all the rebound action which is typical with the surrounding plexi-glass protective barricades. You can select the Auto mode in which the player closest to the ball is active automatically and then controlled by your joystick or you can choose to play the manual mode in which you must press the selector to switch the active player that you control to the teammate closest to the ball. Once you master the auto selection, the manual selection allows for alot more fun and satisfaction as you truly take control of the game. There are many moves available to your players including the various kicks available in the real game, strength of kick, as well as the "banana shot" and a Pele-style backwards overhead kick. All the kicks have variable direction and power control.

Includes Slow-Motion Instant Replay

The game includes an interesting slow-motion instant replay which happens after a goal is scored. The game goes to black and white and plays backwards for a moment (as if the videotape is rewinding - including the scan lines), with the replay starting allowing the player to see the seconds leading up to the goal and the goal itself slowed way down for critical analysis. The game has a interesting P.O.V. with everything happening as if your camera where suspended directly above the play. As a result of this P.O.V., when the ball is kicked high in the air, it appears to come up in a 3D motion directly at you. There's good soccer action and the ability to play both indoors and outdoors provides two very different approaches to the same game. The two-player option allows you to play head-to-head. (one player; two-player simultaneous; joystick required; reviewed on C64/128)
Recommended (MSR $34.95)

SIMCITY (★★★1/2/★★★★) has now shipped for Commodore 64/128 owners, a city simulator from _Maxis Software_ for _Broderbund_ (reviewed last month for Macintosh). As you enter SimCity (the population consists of Sims – simulated citizens), you take the role of Mayor and City Planner in one of seven cities (Tokyo, San Francisco, Bern, Hamburg, Rio de Janeiro, Detroit, Boston). You must zone the lane, install utilities, control crime, pollution and traffic, as well as balancing budgets and keep the citizens happy. If you're successful, your city will prosper with industrial and commercial growth keeping those Sims in the city. If they are unhappy, they'll move out, affecting your tax base.

Very Different and Fascinating

When we looked at the first version (Macintosh) last month, we were taken at how different, educational, as well as entertaining this program is. This Commodore version offers the same strategic opportunities, while the graphics (understandably) are not quite as good as the Macintosh. The key here, however, is what a refreshingly different program this is with many, many hours of strategizing possible. There's just nothing else quite like it available and a definite plus for anyone's library. In fact, we think the game would make a great family project as teen players could garner a terrific education from the game (without even realizing it!) (one player; joystick required; reviewed on C64/128; also available for Macintosh; coming for Amiga, MS-DOS)
Recommended (MSR $29.95)

INTERNATIONAL TEAM SPORTS (★★1/2/★★1/2) is another in _Mindscape's_ line of team sport games in which you can take on the role of both coach and athlete in five games: soccer, swimming, relay, track relay, volleyball, and water polo. You can choose the athletes you want
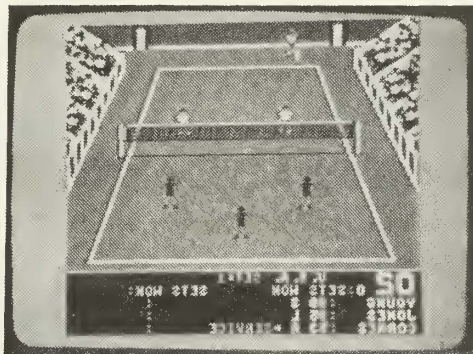
to represent your country (there are 32 countries included) and select the team's lineups as the coach. All the events are pretty much straight-ahead as they have been done many times in the past in various forms, and in various combinations.

Not Too Exciting

While combination sports programs have their place, unfortunately, each game cannot be done with the depth that is possible when just one game is on a disk. Also, in this particular package, there's really no event here which hasn't had other versions in the past. The graphics are fairly simple and, while they are representative of the respective games, they are nothing special. Frankly, that's the way we feel about the gameplay as well. (one player; two player simultaneous; joystick required; reviewed on C64/128; coming for MS-DOS)
Not Recommended (MSR $29.95)

In the Arcades

Several new games were just featured in Reno, Nevada at the ACME (American Coin Machine Exhibition).

Data East showed three games: _Apache 3_, a helicopter shooting game; _RoboCop_; and _Hippodrome_, a fight game. Arcadia Systems showed _Fast Break Basketball_ featuring Magic Johnson; _Sidewinder_, a flying shoot-'em-up, and _Ninja Mission_, a martial arts game. Sega has _Turbo Outrun_ (to be released in both a sit-down and upright version). Konami releases _Bottom of the Ninth_, a two-player interactive baseball game. Leland showed _Off Road_, a three-player driving game. Capcom had _Strider_ and _Ghouls 'n Ghosts_. SNK featured _Ikari 2_ and _Mechanized Attack_, a two-player gun game. Romstar had _Blood Wolf_ and _Downtown_ while Williams showed _Narc_ (further information below) and Taito offered _Operation Thunderbolt_ (information following).

Narc, from Williams, using the "Say No To Drugs" theme, puts the player in the role of an undercover cop. The objective is to eliminate the bad guys and relieve society of the drug plague. The game was designed by Eugene Jarvis, the man behind the classic Defender.

Operation Thunderbolt, from Taito, finds Trans Global Flight #520 hijacked by a heavily armed group of rebels with several passengers removed and hidden at enemy headquarters where threats of executing the hostages are made. You must conduct a raid on enemy territory, locate the hostages, and return them to the plane. Once there, you must gain control of the cockpit where the pilot is held at gunpoint. Only once you rescue him can you take off and save the hostages.

CD-I Update

As promised in the past, we continue to keep an eye on the CD-I (CD Interactive) technology for you. The latest news finds us anticipating a hardware introduction late this year, early next year. Prototype CD-I components were shown as part of the recent CD-ROM Expo as a joint venture of Phillips and American Interactive Media (AIM). The prototype system, labeled for professional and institution use includes a CD-I player for playing CD-audio and CD-I discs; CD-I Multi Media Controller and remote control unit; CD-I Expansion Module. The player uses a special Calot disc loading tray which, when inserted into the player, allows it to automatically read what type of disc it is. The unit includes analog signal outputs to video monitor/TV receiver and audio system as well as a CPU bus interface for connection to the CD-I Expansion Module.

Meanwhile, development of CD-I software continues as ICOM Simulations, (as well as others already working on the technology) is developing games based on Uninvited and Deja Vu to be used with the hardware as it moves into the consumer market (projected for some time later in 1990).

California Games (MC)
California Raisins (CAP)
Defender of Crown (ULT)
Duck Tales (CAP)
Goal! (JAL)
Guardian Legend (BRO)
Guerrilla War (SNK)
Legacy of the Wizard (BRO)
Mappy-Land (TAX)
P.O.W. (SNK)
Stealth Eagle (ACT)
Sweet Home (CAP)
Teenage Mutant Ninja Turtles (ULT)
Three Stooges (ACT)
Willow (CAP)
AUGUST
Bad Street Brawler (MAT)
Ghostbusters II (ACT)
Power Glove (MAT)
SEPTEMBER
Adventures of Bayou Billy (KON)
THIRD QUARTER
Fester's Quest (SUN)
Jordan Vs Bird (MB)
Road Runner (MIN)
720 (MIN)
Shadowgate (KS)
Silent Service (KON)
Sky Shark (TAI)
Super Password (GT)
OCTOBER
Abyss, The (ACT)
Card Sharks (GT)
Classic Concentration (GT)
Diehard (ACT)
Family Feud (GT)
Star Trek V (BAN)

SEGA
MARCH
x-Lord of the Sword (SEG)
x-Poseiden Wars 3-D (SEG)
x-Reggie Jackson Baseball (SEG)
x-Y's (SEG)
APRIL
Altered Beast (SEG)
x-Rastao (SEG)
Vigilance (SEG)
MAY
Alf (SEG)
Galaxy Force (ACT)
King's Quest (PB)
Out Run 3-D (SEG)
Time Soldiers (SEG)
JUNE
California Games (SEG)
Casino Games (SEG)
Warrior Quest: Spellcaster (SEG)
JULY
Walter Payton Football (SEG)
THIRD QUARTER
Alex Kidd Hi Tech World (SEG)
Buggy Dash (SEG)
Maze Hunter 3-D II (SEG)
Ultima (SEG)
Super Basketball (SEG)
World Games (SEG)

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

COMPANY CODES
ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment

ACO...Accolade
ACT...Activision/Mediagenic
AS...American Sammy
AT...Atari
BAN...Bandai
BAU...Baudville
BE...Bullseye S/W
BRO...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Cosmi
CSG...CSG ImageSoft
DE...Data East
DES...Design S/W
DIS...Discovery S/W
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FCI...FCI
GAM...Gamestar
GT...GameTek
HAL...Hal America
HUC...HUC S/W
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Iouernel
IP...Interplay
IS...ICOM Simulations
JAL...Jaleco
KOE...Koei
KON...Konami
KS...Kemco-Seika
KYO...Kyodai
LF...Lucasfilm Games
LJN...LJN Toys
MAX...Maxis
MB...Milton Bradley
MC...Mindcraft
MD...MicroDeal/MichTron
MED...Medalist Int'l
MH...Melbourne House
MI...Microlllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
NWC...New World Computing
ORI...Origin
PAR...Paragon
PB...Parker Bros.
POL...Polarware
PSY...Psygnosis/Psyclapse
PI...Publishing Int'l
RAI...Rainbird
SEG...Sega
SET...Seta
SIE...Sierra
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPO...Spotlight S/W
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Titus S/W
TS...Three-Sixty Pacific
TW...Trade West
ULT...Ultra
USG...U.S. Gold
VIR...Virgin Games
VT...Vic Tokai

New "Improved" Spell Checker???

We were quite excited when we received the new and improved updated **Thunder II** by *Rainmaker* and distributed by *Electronic Arts*. After all, we've been using the original Thunder as the Computer Entertainer spell checker for the past couple of years and we're far from thrilled with it – way too many mistakes get through (as many of you have pointed out). It was with great anticipation that we opened the package. After all, they were bound to fix the problem of not being able to override a misspelling we made and the program not finding a suitable replacement (after all, words like Zak McCraken, Rastan, Ninja Gaiden, etc. certainly isn't in the original dictionary which comes with the program!). Shouldn't we be able to click a button, allowing us to fix the misspelling ourselves??? Nope. And the updated, new and improved version doesn't allow it either. In fact, from what we could see, about the only thing of note is that it goes through the selection faster – *NOT* more accurately! And, as we work in the "times" font on our Mac with special fonts for the stars, we were appalled to find that, after checking our selection, the program arbitrarily (this was an interesting word as we initially spelled it "arbitrailly". While the program told us it was wrong, it indicated no possible substitutes. In our mind, the program should have listed whatever it had that began with arbitr...) sent the entire file into another font, forcing us to totally reformat the selection. The original Thunder didn't do that – it honored our font selections.

So, we're on a hunt looking for a *REAL* spell checker for our Macintosh. We hope to have this silly problem resolved by the next issue (by the way, if any of our Macintosh owners have a great spell checker, drop us a line with the name and company! Thanks.)

Radius Announces Full Support for Macintosh IIcx

Shortly after Apple's announcement of their new Macintosh IIcx, Radius Inc. announced product support for the new machine. The company now supports the Macintosh II, IIx and IIcx with Full Page, Two Page, Gray Scale, and Color Display Systems which are designed primarily as sophisticated graphic solutions for the high-end Macintosh publishing, graphic and engineering design markets.

Preview on Spotlight Software

On a recent visit to Cinemaware, we had a chance to get an advance look at the first releases in the company's new line of Spotlight Software, a label that will allow Cinemaware to publish a variety of critically acclaimed entertainment titles from around the world. Moving beyond the interactive movies that are now synonymous with the Cinemaware name, Spotlight Software titles will include fantasy role-playing, adventure, action-strategy, simulation and sports games. All of the Spotlight games we saw will be released in versions for Amiga, Atari ST, and IBM computers (MSR $39.95), and most will also be made for Commodore 64/128 ($29.95). Watch for some of these games to be available later this month.

The Spotlight Games

SPEEDBALL should appeal to players who like arcade-style action games and/or sports simulations. Developed by Image Works, SPEEDBALL was described to us as a sort of cross between hockey and basketball, with the movie "Roller Ball" thrown in. What we saw was a really wild game played in an enclosed room and viewed from overhead with an excellent 3-D effect. The players wear spiked metal gloves and seem to have two aims: slam the solid metal ball into the opponents' goal and deal a few lethal blows while they're at it. This one comes complete with 11-team leagues and the ability to cheat by bribing the officials. SPEEDBALL players are not nice guys! Danger of another kind awaits the player in DEATHBRINGER, a fantasy role-playing game in which a barbarian hero seeks the gemstones that will allow him to defeat a resurrected wizard of darkness. This one features beautifully detailed, three-dimensional graphics and an emphasis on skill rather than the kill-everything-that-moves mentality that is often found in such games. TOTAL ECLIPSE is an adventure set in an Egyptian pyramid in the 1930s, a game that begins a mere two hours before a total eclipse that will trigger an ancient curse. The power of the curse, which will cause the moon to explode and colossal meteorites to hurtle toward Earth, rests in a secret shrine within the pyramid. The archaeologist hero, played by you, travels within "Freescape," a fast, smooth-scrolling solid 3-D system that gives you a first-person perspective of your explorations in the pyramid in search of the secret shrine. Also rendered in Freescape graphics, DARK SIDE pits you against alien Katar forces whose energy collection devices (ECDs) power an awesome beam weapon. This pair of games looks very interesting. The final Spotlight title is FEDERATION ($49.95 for Amiga, Atari ST, IBM), which combines the strategy of space trading with the action of space combat and flight simulation in a hostile universe. There are 15 missions as you try to work your way up to the rank of Admiral in this huge and sophisticated game (over 8 million planets to visit and a built-in shipboard computer with its own programming language). Quite a lineup!

Interactive Video for Disney

In addition to the new Spotlight games, we also got our first look at a project that Cinemaware has designed and produced for Disney Home Video. Designed for use with the new View Master Interactive Vision unit (shown at Toy Fair in February, 1989 and scheduled for release in August), DISNEY'S CARTOON ARCADE combines computer graphics with still and animated Disney cartoon footage for a series of nine interactive games for young children. The View Master Interactive Vision system works in conjunction with a TV and VCR for interactive video. The games on the 30-minute tape by Cinemaware for Disney allow children to play games with their favorite cartoon characters, games which respond to the performance level of the child as he or she plays the game.

New Interactive Movies from Cinemaware

At the time we visited Cinemaware (late March), LORDS OF THE RISING SUN for Amiga was complete and in duplication. Although we've seen pieces of this program during development, this was our first opportunity to see the completed game (not ALL of it, of course!). It appears to be the company's most involved and challenging game yet, with breathtaking graphics and an outstanding musical score. It will be the first Cinemaware program with a "save game" feature, which should give you a hint about its length and complexity. And we also got a preview of the next new Cinemaware game coming for the Amiga in another month or two. THE KRISTAL, designed by the British software developer Fissionchips, will be a four-disk space adventure quite unlike anything we've seen before. It has a Jules Verne-style spaceship with cannons and an old-fashioned ship's wheel in the cockpit. (Would we kid you?) Humor is an integral part of the game, and the program seems to have a very sophisticated parser. The graphics are beautifully animated and feature 3-D scaling so that objects become larger as they get closer to you. We're really looking forward to getting our hands on this one! We enjoy the chance to get an occasional advance look at Cinemaware's projects, and we have such a good time there that they usually have to kick us out to get any work done—and this time was no exception!

Savings and Free Games from Cinemaware

Cinemaware Classics is a new label denoting earlier titles which have been reduced in price and includes THE KING OF CHICAGO, S.D.I. and SINBAD AND THE THRONE OF THE FALCON. Amiga, Atari ST, Apple IIGS and Macintosh versions of these games will be $24.95; IBM and Commodore 64/128 versions will be $14.95. In addition to these reduced-price games, Cinemaware is also offering a free game to consumers who purchase any two games from a specified list (LORDS OF THE RISING SUN, TV SPORTS FOOTBALL, ROCKET RANGER, THE THREE STOOGES, DEATHBRINGER, FEDERATION, SPEEDBALL and DARK SIDE) between now and the end of June, 1989. To get the free game, consumers will be required to send proofs of purchase (original dated receipts), completed registration cards, a coupon from the package, and $3 for shipping and handling. Choices for the free game are DEFENDER OF THE CROWN, S.D.I., SINBAD AND THE THRONE OF THE FALCON and The KING OF CHICAGO.

APPLE II Software

THE MAGIC CANDLE (★★1/2/★★1/2) is a graphic role-playing adventure designed by Ali N. Atabek of *Mindcraft* and distributed by *Miles Computing* and *Electronic Arts*. In this medieval tale, the player becomes the hero, Lukas, who gathers five cohorts to save the land of Deruvia from the demon Dreax. For many years the Children of Light flourished because the demon had been safely imprisoned within the flame of the Magic Candle. But now the mages who attended the Magic Candle are gone, and the candle melts, threatening the land of Deruvia {with the escape of the dreaded Dreax. It's up to Lukas and his adventuring bad to stop the candle from melting and releasing Dreax. The adventure incorporates the usual measures of exploration (dungeons, towns, castles, villages and countryside), combat with monsters, tests of skill and bravery, and lots of magic. Unlike many such games, THE MAGIC CANDLE does not require you to set up your characters, but merely to choose from an array provided in the program. Although your party of six begins the adventure as a single group, the program allows you to assign tasks to a portion of your party (learning spells, for example) while the rest of your party tends to other needs, such as exploring and talking to other characters in the game. This is a unique feature in THE MAGIC CANDLE and the one we liked best about the game. Aside from this one feature, we were not particularly impressed by THE MAGIC CANDLE. Portions of the

graphics are nicely done, with especially attractive detail in the countryside scenes. But other parts of the graphic treatment are quite primitive, such as the total lack of animation as the six-member party moves in a single block through interior sections of the game. There is animation in the game, but it seems to be used more for decorative effect than to add to the enjoyment of actual gameplay. The story is similar enough to many other adventures with this sort of theme that there is nothing special to recommend it. Portions of the game seem to drag, and we noted inconsistencies that were a little annoying. (It's rather strange to walk into the throne room, see the king on his throne, and be told when you attempt to greet the king that no one is there. Yet when our party returned after about a half hour of game time, the scene looked exactly the same, and the king responded to our greeting.) THE MAGIC CANDLE is not a bad game, and it does have the interesting feature of split parties, but it failed to hold our interest for long. (Solo play; Keyboard; Joystick option in Apple version; MS-DOS CGA/ EGA or Tandy graphics; Blank disks required; Not copy protected.) 256K MS-DOS and 64K Apple II versions reviewed; also planned for C64/128 at $39.95.
MSR $49.95

MS-DOS

GOLD RUSH (★★★1/2/★★★★) brings history alive in a new kind of 3-D animated adventure from _Sierra_. Designed and programmed by Doug and Ken MacNeill, two members of the original King's Quest design team, GOLD RUSH lets you relive the times of the American Frontier in the mid-1800s. In your role as Jerrod Wilson of Brooklyn
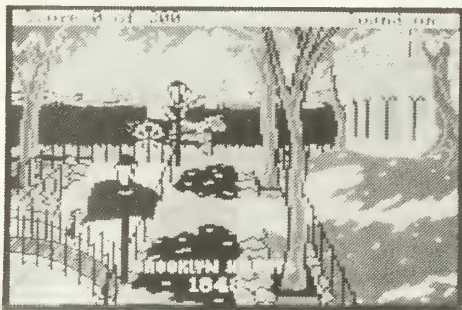

Heights, New York, a young man with a limited future in the newspaper business, you receive a letter from your long-lost brother. After reading his breathless tale, your life is changed forever when you decide to join him in California where the Gold Rush is on. You bid farewell to the familiar family home, taking a moment to grab a family memento to ensure that your brother will recognize you, settle a few necessary financial details, and set off on the adventure of a lifetime. And though Jerrod lives in a time of improving communications and transportation, the 2500 miles to

California cannot be traveled in a straight line. In fact, he and you have a choice of three arduous and danger-ous routes, essentially giving you the chance to experience three different adventures within the same game package. The overland route means the rigors

of stagecoach, canal boat, steamer and wagon train travel and the accompanying dangers of thieves, Indians and cattle rustlers. No less difficult is the trip by ship to the Isthmus of Panama (no canal existed in the mid 1800s), followed by a journey on foot through Central
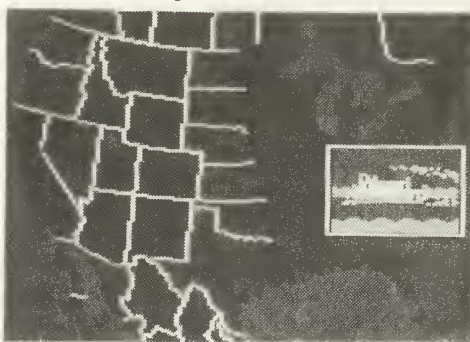
American jungles and another leg of sea travel to California. The longest route of all takes you by ship down the east coast of South America to round the tip of Cape Horn and then head north to California. In reviewing GOLD RUSH, there was no way we could experience all of the three adventures, but we were enchanted by the portions we sampled. There is something very compelling about being able to experience a sense of what it was like to live in those earlier, hard times. GOLD RUSH is an adventure game, and a very entertain-ing one, but its attention to accuracy in depicting this exciting period in U.S. history gives it great educational value. To add to the value, the package includes a detailed map of the routes west and a fascinating book by Phyllis and Lou Zauner entitled _California Gold_. Don't miss this one! (Solo play; Keyboard or joystick; EGA/CGA/MCGA/VGA/ Hercules; 5.25" & 3.5" disks; Not copy-protected.) 256K MS-DOS version reviewed; also planned for Apple IIGS, Macintosh, Atari ST, Amiga, 128K Apple II.
Recommended. (MSR $39.95)

New Conversions for Apple, C64/128 from Strategic Simulations

Strategic Simulations recently released new versions of POOL OF RADIANCE (MSR $44.95) for 128K Apple II and BATTLES OF NAPOLEON ($49.95) for Commodore 64/128. POOL OF RADI-ANCE is the first of what will be a series of fantasy role-playing games based on TSR Inc.'s Advanced Dungeons & Dragons game system, and it is based on the Ruins of Adventure game module scenario by TSR. Parties of up to eight adventurers join a quest to rid the city of Phlan from evil forces in a game that features self-mapping, tactical combat options and 3-D graphics. The adventure is also available for MS-DOS ($49.95) and C64/128. BATTLES OF NAPOLEON, also available for Apple II and coming soon for MS-DOS systems, is both a wargame and construction set that allows the player to simulate just about any Napoleonic battle on a detailed tactical level. Scenarios include the battles of Waterloo, Quatre Bras, Auerstadt and Borodino.

Mindscape's COMBAT COURSE Now Available for C64/128, MS-DOS

If you want to try your hand at a super-tough military training program for an elite special forces type of unit, COMBAT COURSE simulates the experience, complete with attack dogs, tough obstacle courses and hand-to-hand combat. The newest versions of this game designed by Infogrames for Mindscape are for Commodore 64/128 (MSR $29.95) and MS-DOS ($34.95). Both versions use joystick or keyboard, and the 512K MS-DOS version supports CGA and EGA. The initial versions of COMBAT COURSE for Amiga and Atari ST ($39.95) were reviewed last month.

Ultima Special Edition

Origin has announced the release of The Ultima Trilogy, a collector's edition of Ultima I, II, and III. Available for MS-DOS, Apple II, and Commodore 64/128, the suggested retail is $59.95.

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 hun-dreds and hundreds of titles. Most issues are still available. Send $2.50 for each back issue you want. The following issues are available as photocopies only: Vol I, #1,2,3,4; Vol 3, #7; Vol 4, #11.) Buy six or more, and they're just $1.75 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 every-thing from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is $2.00. Our 5-Year Index is available for $4.00.

THE VIDEO GAME UPDATE

Sunsoft Plans Major NES Titles for Second Half of 1989

NES owners can look forward to three new games from Sunsoft this fall and winter. Coming first is FESTER'S QUEST, an action-adventure starring familiar characters from the much-loved "Addams Family" TV series of the 1960s. The story in the game is that aliens have invaded and mean to destroy the city. The members of the Addams family join forces with Uncle Fester to fend off the alien take-over. Next in line is THE TERMINATOR, based on the hit movie of the same name, which is promised by Sunsoft to feature "ultra-realistic graphics" with many game scenes based on actual movie footage. In this game, the mechanical hit man of the future, the Terminator, chases the player through city streets, a crowded bar, a police station and other locations. Sample graphics that we have seen from this game look very good. And, finally, Sunsoft plans to release their BATMAN game in time for Christmas. The game will be based on the new Warner Bros. film which opens in theaters this summer. Like the film, Sunsoft's game will be a more serious approach to BATMAN the man and crime fighter than the "Bam! Zowie!" of the old TV series' camp humor. In this fiftieth anniversary year of the comic book hero's creation, the public will be re-introduced to the original character. We were told that Sunsoft is working directly with Warner Bros. on their BATMAN game, which is being developed at Sunsoft and has no relation to the Ocean Software "Batman, the Caped Crusader" game for computers that is available in the U.S. from Data East (reviewed in our March, 1989 issue). Sunsoft hopes to have at least some playable portions of the game available for a first showing at the Summer Consumer Electronics Show (June 3-6, 1989 in Chicago), so we should be able to offer some first-hand reactions in our June, 1989 CES wrap-up issue.

Mattel Announces More Power Glove Games

As we reported in last month's issue, Mattel plans special Glove Gaming Series games which will be designed specifically to take advantage of the Power Glove's capabilities. The first of the Glove gaming Series will be BAD STREET BRAWLER, in which the Power Glove will provide the player with the extra power to carry out special maneuvers needed for quick defeat of the bosses at the end of each level. The game will be already configured for use with the Power Glove so that no preprogramming will be necessary. (This game will also work with a standard controller, but without the extra features afforded by the Power Glove.)

More in Glove Gaming Series

Three additional titles in Mattel's Glove Gaming Series were announced recently. SUPER GLOVE BALL looks like a cross between racquetball and "Arkanoid" or "Breakout"-style games, with a series of three-dimensional rooms in which you swat a ball off walls and ceilings to knock out} tiles. You control a white hand on the screen which hits the ball and occasionally bonks a mysterious creature which might appear. GLOVE PILOT is a space adventure in which your Power-Gloved hand controls the instrument panel of an interplanetary fighter in a series of salvage and battle missions. In THE TERROR OF "TECH TOWN," the Glove becomes a sort of robot claw as you explore the adventures of futuristic high-tech corporate neighborhoods and seek to recapture the "tech units" which have been stolen from you.

more spectacular than fireworks on the Fourth of July. We poked at the controller to see if we could activate a "pause" feature, but apparently there is none. We moved on to bonus stages and a variety of swooping creatures. Lots of movement on the screen, but not a hint of flashing or flickering. Pleased with our first look at a game on the PC Engine, we tried a second framiliar title, R-TYPE I and II (supplied on two cards so they could give the home player all of the coin-op game). We were treated to awesome graphic detail and fabulous enemy creatures, smooth horizontal scrolling, and absolutely true-to-arcade action.

More games

We decided it was time to try a game we didn't recognize. We can't give you the title, because it's in Japanese, but this one is a martial arts game by Hudson Soft. It shows off a PC Engine characteristic we had heard about: the system's ability to portray large, well animated characters with good graphic detail. The martial artist and the enemies he encounters are more than one-half screen tall. Graphic detail is so fine that the fighter's eyes blink and his upper body musculature is very realistic looking. Next we tried DRAGON SPIRIT, in which we controlled a large flying lizard in a land of prehistoric dangers, lush vegetation, fiery volcanoes, and icy tundra inhabited by great tu sked beasts. It's an interesting twist on the standard vertical flying and shooting game. It was back to the familiar for the PC Engine version of Sega's FANTASY ZONE—all the charm of the Sega Master System game we know and love, but with more graphic detail and better sound. Finally we looked at another game with a Japanese title, which turned out to have an English title on the screen, ALIEN CRUSH. This one is a pinball game, and we fell in love with it for its nightmarish twists on the familiar theme. All we can say is that you haven't lived until you've had your ball snatched into the gaping maw of a creature that could probably scare Stephen King. Aside from its wonderful cast of phantasmagorical creepy-crawlies, ALIEN CRUSH is a very good pinball game with an excellent feel of the inertia of the ball.

Next Phase in Evolution of Video Gaming

We were very impressed with the graphic, sound, and game-playing capabilities of the NEC PC Engine. Along with the Sega Mega Drive which we will be covering next month, this tiny system represents the next phase in the evolution of video gaming. For anyone who loves to play games and values high-quality graphics and sound, the PC Engine has much to offer. Will it be a hit in the U.S.? What effect will it have on the U.S. videogame market? It's far to soon to speculate on these questions, but it certainly will be interesting to see the reactions if this system is shown at the Summer Consumer Electronics Show as expected.

Al Unser Jr. and Data East: New Auto Racing Game for NES

Four-time Indy car champion Al Unser Jr. is working with Data East to bring a realistic auto racing game to the Nintendo Entertainment System in late 1989. According to information from Data East, UNSER'S TURBO RACING (MSR $44.95) will put the player in the driver's seat for a fast-paced, challenging game with sharp graphics, turbo options and real racing occurrences such as blow-outs and pit stops. Players will be able to personalize their cars by selecting exterior and interior car colors and then race against the game clock through tortuous courses full of oil slicks and car problems requiring immediate repair by pit crews.

KUNG-FU HEROES (★★/★★) is the first game we've played from _Culture Brain USA_. Despite the title, the game has less to do with the martial arts than it does with fairly standard action-adventuring. According to the story, monsters have made off with the Princess Min-Min and a lot of treasure. The player controls a pint-sized hero who punches and kicks his way through a large number of enemies in eight different castles of four levels each. (In the two-player game, two heroes appear on the screen at the same time.) The little hero can also punch rocks and stones to collect extra weapons and powers and perhaps discover bonus stages and short-cuts to other castles. There is not as lot of finesse or grace in the martial arts moves of the heroes, Jacky and Lee, which may be at least partly due to their very small size on the screen. The overall graphic treatment is cartoon-like and mildly humorous, with a sameness to the levels that soon becomes boring. And there seems to be some sort of bug in the programming that makes parts of the characters disappear under portions of the scenery under certain conditions. We could deal with the unimaginative graphics if the gameplay were strong, but we soon became tired of playing the game because the action is so similar from screen to screen. (Solo or 2-player cooperative) For NES only.
Not recommended.

OPERATION WOLF (★★★1/2/★★★★) is a military action game based on one of the most popular arcade games of this type. After playing _Taito's_ new home version of their own coin-op, it's not difficult to understand why the arcade game has gobbled so many quarters. This hostage rescue mission is loaded with non-stop action and plenty of variety to keep the player interested. According to the scenario, you are a member of Operation Wolf, a top-rate special forces team that is being airlifted to a South American jungle location where terrorists have taken American Embassy officials as prisoners. The first of six missions puts you in the middle of the terrorists' strongly defended communications center. You're in the middle of the action thanks to the first-person perspective of the game. Those terrorists are taking aim at YOU! And their helicopters and tanks are headed straight for you, too. Armed with a machine gun and grenades, you have to think, move and shoot quickly because there are no second chances, and the hostages are depending on you. Make it through the first mission, and there are five more: the jungle, the village, the ammo dump, the prison camp and the airport. The really critical stages are the prison camp where you find and free the prisoners, and the airport where you attempt to get all of the prisoners out alive. (In these stages you have to be very careful not to shoot any of the hostages.) The terrorists seem to have limitless supplies of men and armament, and their attacks are relentless. Although you are grossly outnumbered, you can improve your chances by picking up extra weapons and medical supplies during the missions. And when you've made it through the airport mission, you'll find that the action begins again with a higher level of difficulty. (In all, there are four levels of six missions each.)

Classic Confrontation

OPERATION WOLF offers a classic scenario: a confrontation between outnumbered good Dguys vs. bad guys which is done with style and flair. The game can be played with either the standard Nintendo control pad (or substitute) or the Zapper light gun. With the standard controller, the pad is used to direct a gunsight on the screen for aiming your machine gun shots or grenade throws. In this mode, we had some difficulty seeing the gunsight clearly at all times. Contrast between the gunsight and background is less distinct than it might be in some scenes, which caused us to rate the graphics of the game with one-half star less than the full four stars which it otherwise merits. We preferred playing the game with the Zapper, which is a more direct and realistic approach. Without the difficulty of trying to move and keep track of the gunsight, we were able to eliminate more terrorists and generally do much better in the game. However, we certainly appreciate the fact that the designers have provided for those NES players who may not own a light gun. Regardless of the controller you choose, OPERATION WOLF is an excellent game of great depth and variety, offering relentless action and stark realism. The field of military action games is becoming overcrowded, but OPERATION WOLF is definitely one of the very best we've played. (Solo play; Standard controller or Zapper light gun; Limited continue feature.) NES version reviewed; computer versions for C64/128 and MS-DOS ($34.95), Amiga and Atari ST ($39.95) also by Taito.
Recommended. (MSR $44.99)

The ZOOMER from _Beeshu_ is an entirely different kind of controller for your Nintendo system. Modeled after a typical aircraft-style yoke, the Zoomer has a roughly U-shaped yoke mounted above a large platform base that's designed to adhere to a desk or table by means of suction-cup feet. The base has buttons for the Select and Start functions plus a slow-motion activator and a pair of variable rapid-fire knobs which affect the A and B action buttons mounted atop the twin arms of the yoke. The grip portions of the yoke have comfortable, molded finger indentations, and the action buttons fall under the thumbs. We were a bit confused about the action buttons at first, because their position is opposite to what we would expect (A under the left thumb and B under the right thumb), and the rapid-fire knobs on the base are not directly under the action buttons they control. (The A rapid-fire knob is on the right, with the B knob on hte left.)

Best for Driving and Flying

Once we had the action buttons figured out, we proceeded t o put the Zoomer to the test with some of our favorite games. Our suspicion that the Zoomer would not be the ideal genera l-purpose substitute for the control pad in all games was soon confirmed. The Zoomer works best and feels most natural on games that involve controlling or steering a vehicle of some kind—basically driving and flying games. The Zoomer really shines in this sort of game because it lends the game a more realistic feel. The Zoomer does not feel quite as "right" in games that demand a lot of tight, quick maneuvering, such as maze-type games where a control pad or good a joystick would do a better job. The Zoomer is ideal for players who like to have several controllers, each better at certain kinds of games than the others. What the Zoomer does well, it does better than any other controller available because of its unique design.
Recommended.

Jaleco Offers Hints for "RoboWarrior"

If you're looking for a little help battling your way through Jaleco's "RoboWarrior,' the company will provide you with a three-page hint booklet at no charge and add you to their mailing list for future product information. Just write to them with your request for the "RoboWarrior" hints: Jaleco USA, Inc., 5617 W. Howard St., Niles, IL 60090.

The Gridiron Battle

We have the rare opportunity to review two games shipping within several days of each other which will inevitably go "head-to-head" in the stores as they are both football games. Because we had the chance to sit with both for the same issue, we've decided to take a slightly different tack in how we review them...we will do their reviews "together" in order to compare them in the various areas which are important to armchair sports fans.

The two games are: Tecmo Bowl by *Tecmo* and John Elway's Quarterback by *Tradewest* – both highly anticipated titles.

First, as point of reference, Tecmo Bowl's (which we will refer to as "TB") viewpoint is from the sidelines (up about 40-50 rows for perspective) and you view approximately 30 yards at a time as the players move horizontally. John Elway's Quarterback (to be referred to as "JEQ") has a view from virtually overhead so you see almost the entire screen...the players moving vertically towards their goal posts. As a result, JEQ is easier to deal with covering receivers who go deep for a pass as there is not as much scrolling. While both games offer the choice of playing one of pro football teams, not only does TB offer the various colors of the team, but you'll find yourself playing in a team which has the characteristics of the real team (for instance, Chicago has a great defensive team and, on offense, Walter Payton is one of the best – you'll feel the benefits of that). In JEQ, while you can choose the various NFL cities, you will always be "red" or "blue" and there are no "characteristics". They may as well have a few generic teams for you to choose from.

While they both offer several offensive plays (JEQ has 18 – several are just reverse plays of something already listed; TB has 4), TB allows you to run the play differently after breaking huddle as the quarterback (you) can change the play at the line of scrimmage. JEQ, on the other hand, does not allow that override. Defensively, TB allows you to select what you anticipate play the offense will run and you control all nine players; JEQ forces you to play the middle linebacker until the opponent gets past you. Then you can switch to another defender. We found, in the one-player mode, the computer player in TB to be more challenging. The computer opponent in JEQ seemed to be pretty beatable. By the way, because of TB's password system, you can work your way through a season once you've chosen a team against the computer. A password is given after each game – win or lose. JEQ does not have this feature. Both games feature a good two-player version.

Graphics on Par; Sound Effects Vastly Different

The graphics on both games are pretty good. We have to give JEQ a slight nod in this department as the players seem to be just a big more "human" looking...partially because of the point-of-view. There's some flickering but there are many players moving so we must be forgiving of that. In the sound department, once again, TB is the winner with more varied music, grunts, shouts, and a yell of "touchdown" when that happens. On the other hand, JEQ uses that familiar "charge" theme throughout the entire game. It becomes somewhat annoying after awhile! TB even has a "halftime show" for your amusement!

So, if we haven't totally confused you (and ourselves), we definitely have to give the overall nod to Tecmo Bowl. By the way, the booklet on TB is almost twice as long (and therefore more detailed) as the booklet for JEQ. And so, in the Super Bowl of star ratings....we give the following:

Tecmo Bowl (★★★1/2/★★★1/2) - Recommended (MSR $49 .95)
John Elway's Quarterback (★★1/2/★★1/2) - (MSR $49.95)

GYRUSS (★★★1/2/★★★1/2) from *Ultra Games* brings one of the arcade classics by Konami back to the home screen. We had some doubts about the viability of this oldie in today's video game scene, but our doubts were put away after a few rounds with what soon seemed like an old friend. The last time we reviewed home versions of GYRUSS was nearly five years ago when Parker Bros. released versions for several of the first-wave game systems. We liked the game then, and Ultra's new version is even better on the more sophisticated Nintendo system. Your mission is to free each of the nine planets in our solar system from madly gyrating alien spacecraft that gather gracefully in circular attack patterns. On the way to each planet there are three warp zones, where you must deal not only with the Gyrusian craft but also with with deadly and indestructible meteors. Conforming to the alien patterns, your ship, too, moves in circles as the waves of enemies swoop onto the screen. If you can pick them off before they get into their tight circular attack pattern in the center of the screen, you'll have a much easier time of it (and earn bonus points), but that's not always possible. The action is very fast, and the hypnotic quality of the circular dance of spacecraft is enhanced by the varied musical se9ttings of the different stages. We really were not expecting a lot from GYRUSS, but we were pleasantly surprised to find that the game still has plenty of life in it—and we kept wanting to play another round. A note on the instructions: the functions of the A and B action buttons are the reverse of what is described in the booklet. (Solo play) For NES only.   Recommended. (MSR approx. $35)

Q*BERT (★★★1/2/★★★1/2) is another arcade classic from *Ultra Games*, and it's another that Parker Bros. did for the earlier video game systems over five years ago. Q*BERT belongs to what could be termed the Zany school of game design. The game features an utterly ridiculous, orange nebbish of a hose-nosed character who hops around on a three-dimensional pyramid of cubes suspended in space. He changes the color blocks of the pyramid as he hops, and his color-changing efforts are constantly foiled by a bizarre cast of characters including Coily the bouncing purple snake, Slick and Sam the color changers, and Ugg the sideways cr eeper. The characters are silly, and indeed the whole game seems loony, but it's as irresistible as ever in the latest version for the NES. Ultra has done a great job of re-creating the look and feel of the coin-op original. And the control scheme, always a problem in this game of all-diagonal moves, has been handled neatly by allowing the player to customize it to personal preference. We found the original Nintendo control pad ideal for this game, even though we often use a joystick with our Nintendo system. We had a lot of fun with Q*BERT, which has always been one of our favorite coin-op games. If you're a Q*BERT fan, too, you're sure to like Ultra's version. (Solo play) For NES only.   Recommended. (MSR approx. $35)

Hall of Fame Ballots Due

Time is running out! If you haven't already sent in your vote for your favorite games in the 1989 Computer Entertainer Readers' Hall of Fame balloting, you don't have a minute to waste. Ballots should be sent on a postcard, naming your top three all-time favorite games (for any computer or videogame system, active or discontinued). Be sure to include your name, address and subscriber number on the postcard and get it into the mail postmarked no later than April 22, 1989. We must receive your ballot no later than May 1, 1989 for your vote to be counted and for you to be eligible for our prize drawing. Results will be announced in the May, 1989 issue of Computer Entertainer. Remember, too, to include your vote on whether we should maintain our current Availability Update format or change to the reader-suggested new format outlined in last month's issue.

REGGIE JACKSON BASEBALL (★★★/★★★1/2) is the newest baseball game for the _Sega_ system, allowing you to choose from 26 American or National League teams. You can choose to play an individual game in the Exhibition mode; Tournament mode in which you can advance to the World Series through division and league championship; or the Home Run contest where you take your aim at as many home runs as possible. Once your choose your game and whether it's a one or two-player game you wish, you can decide if you want your fielding automatic or manual. In other words, in the auto mode, the player closest to the ball automatically chases the ball and picks it up. In the manual mode, you'll move the fielders around and pick-up the ball. In either mode, you'll have to use the control pad to direct the throw into the correct base. You also choose among four pitchers before the game starts. As the first inning begins, you can move your batter in and out in the batter's box and you can swing high or low (you can also bunt). If you hit the ball, your location is indicated in a small diamond that pops up in the corner of the screen. If you think you can stretch that single into a double, you can do so by manipulating the control pad. You can also attempt a steal in the same manner. If you manage to pop one out of the park, you'll get a close-up of your runner as he crosses home plate, with an exuberant jump onto the bag. Whenever there are runners on first and/or third, there is an close-up of the men showing on either side of the pitcher (your view when batting or pitching is from behind home plate) with their leads. As pitcher, you can choose from four pitches and you have some control over the location of the pitch by using the D-button after release of the ball. As mentioned earlier, you can field the ball automatically or manually, but if the ball is hit, the screen changes to a birds-eye view of the field. Watch the ball (if it's a fly ball, it comes straight at you before heading back down to the field) so you can move in under it, or attempt to stop a grounder as you watch it bounce along the turf. Also within the game are the capabilities to bring in a relief pitcher or pinch hitter.

A Fine Game of the Spring Classic

Inevitably, we have to compare this to its so-called predecessor, _Great Baseball_ (one of our favorite baseball games). Anyone who has played Great Baseball will be pleased to note that Sega has taken all the good points about that game and simply added to them. There's speech again this time and action between innings on the Diamond Vision. While certain aspects of the gameplay remain very similar, the ability to play the fielders automatically or manually, as well as the improved graphics make this a fine, updated version. If you have the original game, you may not feel the need to spend the money on this newest baseball game; however, if you want the latest in baseball gaming, this will definitely fit the bill! (one player; two-player simultaneous) Recommended (MSR approx. $55.00)

POSEIDON WARS 3-D (★★★/★★1/2) is the newest _Sega_ game for 3-D glasses which takes you on a mission in an armor-plated attack cruiser with radar, sonar, 76mm cannons and surface-to-surface missiles. You begin with training rounds where you must battle in five different missions. Once you've successfully completed these training missions, it's on to the actual combat at sea (8 different missions are available).There is no actual difference from training to actual missions as you will encounter enemy ships and aircraft in both. As the battle begins you watch for the enemy in your sonar (for ships) and radar (for aircraft). You must shoot them down before they hit you. There are also supply and repair segments in order to get your ship back in order.

Not Too Much Variation

One complaint that we had in the time we spent with the game was that we would have liked to see more variation in the scenarios, including graphics. Instead, in the three stages we worked through, the scenarios and graphics seemed virtually identical. Granted, due to lack of time when reviewing, we are not able to go as far into the stages as we'd like at times, but we thought there should have been a bit more even within the first three. The graphics are fine, but not "wow" 3D graphics like in some of the other 3D games. One major plus with this one, however, as Sega has built-in a 2D capability so you can play it without 3D glasses...a nice touch for those who don't have the glasses. You might like to try and take a look at this one prior to purchase if possible (one player)
(MSR approx. $50-$55)

RASTAN (★★★1/2/★★★) has its origin in the Taito arcade game now coming to _Sega_. In this action scenario, you are Rastan, an iron muscled barbarian from the cold northlands. You're a bounty hunter by trade who must rescue the King's daughter from the deepest reaches of Semia, a land full of the most terrifying monsters around. As you begin you only have your Barbarian Sword. As you move through the screens you'll find many other weapons and various helpful items which you must pick up in order to be successful. Some items are there for the taking while others only appear when you've defeated one of the enemies. There are defensive shields, life recovering potions (watch out that you don't pick up the red potion – it will shorten your life), and more. Meanwhile, there are all sorts of obstacles above and below ground including fire columns, spears which suddenly appear from the wall or floor, spiked ceilings, poisonous water, boulders, and many other hazards. You'll journey through seven rounds with terrible creatures at every turn before you reach the Evil Lords at the end of each round and ultimately, the inner sanctum.
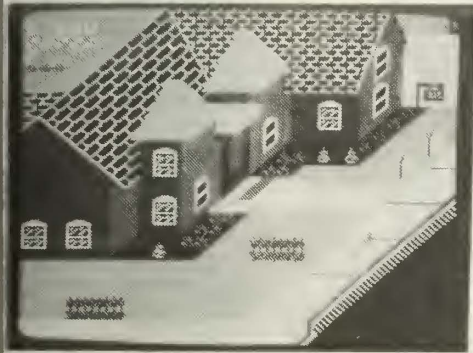
Full of Action

You'll find plenty of action as the enemies are constantly coming at you. You must be very clever as you watch for the potions, items, and additional weapons which are your only chance of succeeding. You'll have to have quick reflexes in order to even have a chance at staying alive. As with many Sega games, you are immediately thrown into tumultuous action with little chance to try your skills out at a "beginners" level. The graphics are quite good with varied backgrounds as well as detailed multi-colored monsters. (one player; continue feature) Recommended (MSR approx. $52-$56)

Master Index and Award Index Available

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

PAPERBOY (★★★1/2/★★★), an extremely popular game for the various computer formats, has now been released by *Mindscape* for Nintendo owners. Based on the arcade classic, the premise is about as simple as they come – grab your bike and deliver the morning paper to the subscribers of your paper, avoiding such obstacles as the neighborhood dog, skateboarders, traffic, tires, curbs, gratings, bad guys, and more. You begin on Monday morning with a scope of the neighborhood – deliver the papers (without breaking windows) to the white houses, and avoid the red houses who don't subscribe. You're rated at the end of the day by your boss and if you made it through the day, you can move onto a training course where you can earn bonus points. You have 45 seconds to complete the course as you toss papers at the targets along the way as you weave in and out between obstacles.

Good Animation and Sound Effects

Mindscape has done a good job of recreating the crisp and colorful graphics. This game is tougher than originally thought as you are biking diagonally in the bottom right corner of the screen and you have very little time for quick reflexes as hazards pop up with no notice. The game has been extremely popular in its' various computer versions and we expect this one to also be a hit with anyone who is familiar with the arcade game. (one player; also available for Apple II, Commodore 64/128, Apple II GS)
Recommended (MSR $42.95)

TRACK AND FIELD II (★★★★/★★★1/2) is yet another winner from *Konami,* with this the much anticipated sequel to the hit Track and Field. The game includes twelve events (the original T&F featured 8 events) with competition spread over four days (this after you work through the training session in order to get the feel of the various events). You must qualify in all three events of the day to move on to the next day's competition. The events cover: pole vaulting, high living, freestyle swimming, hurdles, hammer throwing, skeet shooting, canoeing, Taekwondo, fencing, arm wrestling, triple jump, archery (the last two are both in the original T&F – our only complaint here is why are they repeated as opposed to 2 new events?), and pistol shooting and hang gliding as optional events. The various competitions require different skills with the control pad to maximize your score.

Colorful Detail

From the moment the Konami 747 (!) lands and the athletes disembark, the graphics are colorful and very crisp. There's the opening ceremony with the athletes marching onto the field and close-ups of the athletes on the Diamondvision screen above. The gameplay is nicely varied with practice being the key as you try not to foul in the triple jump, belly-flop in the high dive, or run out of energy in the pool. This is a fine sequel to the original game popular until its' discontinuance. (one player; two-player; password)
Recommended (MSR $49.95)

Videocassette of Nintendo Tips!!

That's right. MPI Home Video is in the process of shipping Secret Video Game Tricks, Codes & Strategies, a home video (VHS only) filled with secret passwords, winning strategies, and more. Everything is demonstrated by the U.S. National Video Game Team as they give step-by-step instructions on how to turn your scores into even higher ones! There are codes to enter the final stages of Simon's Quest, Iron Tank, Metal Gear, and more; map locations, controller tricks; hidden rooms, and much more. Dozens of Nintendo-compatible games are included such as Double Dragon, Tiger-Heli, Rambo, Contra, Blaster Master, Life Force, and many more. This 60-minute cassette will retail for $19.95

Wrong Address Printed

In our game listing last month, we gave you an incorrect address for American Sammy. The correct address and telephone number is: 2421 205th St., #D104, Torrance, CA 90503. (213) 320-7167.

AVAILABILITY UPDATE

ATARI ST
MARCH
Action Fighter (SEG)
x-Alcon (TAI)
Balance of Power: 1990 (MIN)
x-Ballistix (PSY)
x-Batman (DE)
x-Battlehawks 1942 (LF)
Bubble Bobble (TAI)
Colony, The (MIN)
x-Combat Course (MIN)
Demon's Winter (SSI)
Guerrilla War (DE)
x-Hostage (MIN)
Journey (INF)
Operation Wolf (TAI)
Renegade (TAI)
x-Star Wars (BRO)
x-Tetris (SPE)
x-Thunder Blade (SEG)
APRIL
Deathbringer (SPO)
Federation (SPO)
Qix (TAI)
Sky Shark (TAI)
Speedball (SPO)
Total Eclipse (SPO)
MAY
After Burner (SEG)
Rastan (TAI)
JUNE
Battle Chess (IP)
Shinobi (SEG)
SECOND QUARTER
Artura (ARC)
Axe of Rage (EPY)
Bad Dudes (DE)
Bionic Commando (CAP)
Captain Fizz (PSY)
Clue (VIR)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Double Dragon (ARC)
Downhill Challenge (BRO)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
Indiana Jones & Last Crusade (LF)
L.E.D. Storm (CAP)
Last Duel (CAP)
Master Ninja (PAR)
Mini-Putt (ACO)
Monopoly (VIR)
1943 (CAP)
Paperboy (MIN)
Platoon (DE)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Rocket Ranger (CIN)
Savage (RAI)
Shogun (INF)
Side Arms (CAP)
Skate Wars (EPY)
Sports-A-Roni (USO)
Street Fighter (CAP)
Thud Ridge (TS)
Time & Magik (DS)
Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)
Zork Zero
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

COMMODORE 64/128
MARCH
Action Fighter (SEG)
x-Batman (DE)
x-Battles of Napoleon (SSI)
Carrier Command (RAI)
Dondra-New Beginning (MI)
x-Duel/Test Drive II (ACO)
Falcon (SPE)
x-Guerrilla War (DE)
Hostage (MIN)
x-K. Van Eron Pro Soccer (MED)
Might and Magic II (NWC)
x-Mind-Roll (EPY)
x-Project Firestart (EA)
PT-109 (SPE)
x-Robocop (DE)
x-SimCity (MAX)
Sky Shark (TAI)
Tangled Tales (ORI)
x-Thunder Blade (SEG)
Ultima Trilogy (ORI)
APRIL
x-Combat Course (MIN)
Destroyer Escort (MED)
Hillsfar (SSI)
Magic Candle (MC)
x-Overrun! (SSI)
Qix (TAI)
Shinobi (SEG)
Speedball (SPO)
Total Eclipse (SPO)
MAY
After Burner (SEG)
JUNE
Spider-Man & Capt America (PAR)
SECOND QUARTER
Ajax (KON)
Alien Fires (PAR)
Artura (ARC)
Aussie Games (MIN)
Axe of Rage (EPY)
Bad Dudes (DE)
BattleTech (INF)
Castlevania (KON)
Chesterfield (VT)
Curse Buster (EPY)
Demon's Winter (SSI)
Devon Aire Diamond Caper (EPY)
Double Dribble (KON)
Downhill Challenge (BRO)

F-86 Sabre Strike (ACO)
Heavy Barrel (DE)
Hydlide (KYO)
Indiana Jones & Last Crusade (LF)
x-Iotl Team Sports (MIN)
Jackal (KON)
Journey/C128 only (INF)
L.E.D. Storm (CAP)
Lancelot (DS)
Last Duel (CAP)
Last Ninja 2 (ACT)
Life Force (KON)n
Metal Gear (KON)
1943 (CAP)
Omoicron Conspiracy (EPY)
Pete Rose Fennant Fever (GAM)
Savage (RAI)
Shogun/C128 only (INF)
Skate Wars (EPY)
Sports-A-Roni (USG)
Super Hang-On (SEG)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Thud Ridge (TS)
Time & Magik (DS)
Trials of Honor (EPY)
Ultima V (ORI)
Undersea Commando (EPY)
Univ Military Simulator (RAI)
Warlock (TS)
Wizard Wars (PAR)
SEPTEMBER
Deathbringer (SPO)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Heroes of the Lance (SSI)
Starglider Igl (RAI)
Strider (CAP)

AMIGA
MARCH
Action Fighter (SEG)
x-Baal (PSY)
x-Ballistix (PSY)
Batman (DE)
x-Battlehawks 1942 (LF)
Bubble Bobble (TAI)
Colony, The (MIN)
x-Combat Course (MIN)
Deja Vu II (IS)
x-DeluxePaio1 3 (EA)
x-Galactic Conqueror (TI)
Guerrilla War (DE)
x-Hostage (MIN)
Journey (INF)
Operation Wolf (TAI)
Renegade (TAI)
x-SimCity (MAX)
x-Thunder Blade (SEG)
APRIL
Deathbringer (SPO)
x-Duel/Test Drive II (ACO)
Federation (SPO)
x-Indiana Jones/Temple of Doom (MIN)
Lords of Rising Sun (CIN)
Qix (TAI)
Sky Shark (TAI)
Speedball (SPO)
Total Eclipse (SPO)
MAY
After Burner (SEG)
Gunship (MIC)
Rastan (TAI)
JUNE
Shinobi (SEG)
SECOND QUARTER
Ajax (KON)
Arkanoid II (DIS)
Axe of Rage (EPY)
Bad Dudes (DE)
Battleship (EPY)
Bionic Commando (CAP)
Captain Fizz (PSY)
Castlevania (KON)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Dive Bomber (USO)
Double Dragon (ARC)
Double Dribble (KON)
Pirezone (DS)
Guardians of Infinity (PAR)
Indiana Jones & Last Crusade (LF)
Jack Nicklaus Greatest 18 (ACO)
Jackal (KON)
L.E.D. Storm (CAP)
Last Duel (CAP)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
Metal Gear (KON)
Mind-Roll (EPY)
Monopoly (VIR)
1943 (CAP)
Neuromancer (IP)
Operation Cleao Streets (BRO)
Police Quest (SIE)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Savage (RAI)
Shogun (INF)
Side Arms (CAP)
Silent Service (MIC)
Skate Wars (EPY)
Space Racer (BRO)
Sports-A-Roni (USG)
Star Wars (BRO)
Street Fighter (CAP)
Street Sports Football (EPY)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Thud Ridge (TS)
Time & Magik (DS)

Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)
Zork Zero (INF)
SEPTEMBER
Spider-Man & Capt America (PAR)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

APPLE IIe/IIc
MARCH
Bubble Bobble (TAI)
Journey (INF)
x-Magic Candle (MC)
x-Overrun (SSI)
x-Police Blotter (AH)
x-Fool of Radiance (SSI)
Tangled Tales (ORI)
Ultima Trilogy (ORI)
APRIL
Renegade (TAI)
MAY
Qix (TAI)
JUNE
First Over Germany (SSI)
Univ Military Simulator (RAI)
Warlock (TS)
Wizard Wars (PAR)
SEPTEMBER
Deathbringer (SPO)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Heroes of the Lance (SSI)
Starglider Igl (RAI)
Strider (CAP)

APPLE IIGS
MARCH
Balance of Power: 1990 (MIN)
x-Duel/Test Drive II (ACO)
Journey (INF)
x-Mad Match (BAU)
Renegade (TAI)
APRIL
Hostage (MIN)
x-Iostant Synthesizer (EA)
Rastan (TAI)
MAY
Deja Vu II (IS)
PT-109 (SPE)
Qix (TAI)
SECOND QUARTER
Battle Chess (IP)
Captain Blood (MIN)
Dondra-New Beginning (MI)
Downhill Challenge (BRO)
Final Assault (EPY)
Games: Summer Edition (EPY)
Indiana Jones/Temple of Doom (MIN)
Jack Nicklaus Greatest 18 (ACO)
Leisure Suit Larry II (SIE)
Red Storm Over London (IS)
Rocket Ranger (CIN)
Scooby-Dopo (MI)
Sentinel Worlds I: Future Magic (EA)
Shogun (INF)
Silent Service (MIC)
Silpheed (SIE)
Street Sports Football (EPY)
Superstar Ice Hockey (MIN)
Sub Battle Simulator (EPY)
Sword of Sodan (DIS)
Zoom! (DIS)
Zork Zero (INF)
THIRD QUARTER
Ancient Land of Ys (KYO)
Quarterstaff (INF)

MACINTOSH
MARCH
Journey (INF)
x-Super Hang-On (DE)
x-Thunder II (EA)
x-Warlock (TS)
APRIL
Hostage (MIN)
SECOND QUARTER
Arkanoid Construc Set (DIS)
Arkanoid II (DIS)
Captain Blood (MIN)
4th & Inches Team Const Disk (ACO)
Games: Summer Edition (EPY)
Gauntlet (MIN)
Guardians of Infinity (PAR)
Karnov (DE)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
Red Storm Over London (IS)
Sceptre (DIS)
Shogun (INF)
Ultima IV (ORI)
Undersea Commando (EPY)
THIRD QUARTER
Starglider II/Mac II (RAI)

Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)
Zork Zero (INF)
SEPTEMBER
Spider-Man & Capt America (PAR)
THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

MS-DOS
MARCH
x-Bad Dudes (DE)
x-Chessmaster 2100 (ST)
Crossbow (ABS)
Demon's Winter (SSI)
x-Duel/Test Drive II (ACO)
x-First Over Germany (SSI)
x-Gold Rush (SIE)
Harpoon (TS)
x-Hostage X (MIN)
Journey (INF)
x-Kings of the Beach (EA)
x-Magic Candle (MC)
Neuromancer (IP)
Out Run (SEG)
x-Road Runner (MIN)
Spider-Man & Capt America (PAR)
Suzuki RM 250 Motocross (GAM)
x-TKO (ACO)
Ultima Trilogy (ORI)
Zork Zero (INF)
APRIL
Action Fighter (SEG)
Bubble Bobble (TAI)
x-Combat Course (MIN)
Deja Vu II (IS)
Hillsfar (SSI)
Rastan (TAI)
Red Storm Rising (MIC)
x-688 Attack Sub (EA)
Space Harriers (SEG)
Speedball (SPO)
Total Eclipse (SPO)
MAY
After Burner (SEG)
Alcon (TAI)
Alien Syndrome (SEO)
IROC (TS)
Operation Wolf (TAI)
Shinobi (SEG)
JUNE
F-14 Tomcat (ACT)
Qix (TAI)
SECOND QUARTER
Abrams Battle Tank (EA)
Ajax (KON)
Aussie Games (MIN)
Axe of Rage (EPY)
Battleship (EPY)
Carrier Command (RAI)
Castlevanix (KON)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Double Dribble (KON)
Downhill Challenge (BRO)
Galactic Conqueror (TI)
Heavy Barrel (DE)
Hybris (DIS)
Hydlide (KYO)
Indiana Jones/Last Crusade (LF)
Indiana Jones/Temple of Doom (MIN)
Intl Team Sports (MIN)
Jackal (KON)
Last Duel (CAP)
Metal Gear (KON)
Might and Magic II (NWC)
Mind-Roll (EPY)
1943 (CAP)
Omnicron Conspiracy (EPY)
Pirates (MIC)
Pole Position II (MIN)
Prophecy I (ACT)
Psychic War (KYO)
Quarterstaff (INF)
Red Storm Over London (IS)
Risk (VIR)
RoboCop (DE)
Serge (CIN)
Savage (RAI)
Scooby-Doo (MI)
Sgt Slaughter Mat Wars (MIN)
Shogun (INF)
Silpheed (SIE)
Smbad & Throne/Falcon (CIN)
Skate Wars (EPY)
Sky Shark (TAI)
Space Quest III (SIE)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Slocker (CAP)
Street Cat (USG)
Street Fighter (CAP)
Street Sports Football (EPY)
Super Hang-On (SE)
Sword of Sodan (DIS)
Technocop (USG)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Times of Lore (ORI)
Tower Toppler (USG)
Trials of Honor (EPY)
TV Sports Football (CIN)
Undersea Commando (EPY)
AUGUST
Deathbringer (SPO)
SEPTEMBER
Thunder Blade (SEG)
THIRD QUARTER
Ancient Land of Ys (KYO)
Battles of Napoleon (SSI)
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
L.E.D. Storm (CAP)
Legend of Blacksilver (EPY)
Overrun (SSI)
Starglider II (RAI)

ATARI 2600
FEBRUARY
x-Pete Rose Baseball (ABS)
x-Tomcat F-14 Simulator (ABS)

MARCH
x-Sprintmaster (AT)
x-Super Baseball (AT)
x-Super Football (AT)
SECOND QUARTER
Crack'ed (AT)
Dark Chambers (AT)
Double Dragon (ACT)
Nebulus (AT)
Rampage (ACT)

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

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

NINTENDO
MARCH
x-Challenge Febble Beach (BAN)
Dr. Jekyll & Mr. Hyde (BAN)
x-Gyruss (ULT)
x-John Elway's Quarterback (TW)
Marble Madness (MB)
x-Ninja Gaideo (TEC)
Ninja Taro (AS)
x-Operation Wolf (TAI)
x-Platoon (SUN)
x-Power Pad (NIN)
Predator (ACT)
x-Q*Bert (ULT)
x-Robo Warrior (JAL)
x-Sesame Street 123 (HT)
Spy Vs. Spy II (KS)
x-Tecmo Bowl (TEC)
Tetris (TEN)
x-Track & Field II (KON)
x-Ultimx (FCI)
World Games (MB)
APRIL
Adventures of Lolo (HAL)
Adventures of Tom Sawyer (SET)
Airwolf (ACM)
x-Dance Aerobics (NIN)
Hoops (JAL)
Hydlide (PCI)
IronSword (ACM)
x-Kung Fu Heroes (CB)
Rolling Thunder (TEN)
Sesame Street ABC (HT)
Super Mario Bros (NIN)
Super Sprint (TEN)
Taboo (TW)
MAY
Bad Dudes (DE)
Battle of Olympus (BRO)
Cobra Triangle (NIN)
Double Dare (GT)
Friday the 13th (LJN)
Hollywood Squares (GT)
Jeopardy Jr (GT)
Marvel's X-Men (LJN)
Mask Rider (BAN)
NFL Football (LJN)
Nightmare on Elm St (LJN)
Ride-On Bus Trip (FP)
Vindicators (TEN)
Wheel of Fortune Jr (GT)
Who Framed Roger Rabbit (LJN)
JUNE
Air Fortress (HAL)
Bowling (FP)
Chessmaster (HT)
Fire House (FP)
Little Piano Teacher (FP)
Monster Party (BAN)
Muppet Adventure (HT)
Roller Ball (HAL)
U-Force (BRO)
Street Cop (BAN)
Vegas Dream (HAL)
Wm Lose Or Draw (HT)
SECOND QUARTER
Adventures in Disneyland (CAP)
Amagon (AS)
Athletic World (BAN)
Baseball Stars (SNK)

...Continued on Page 6

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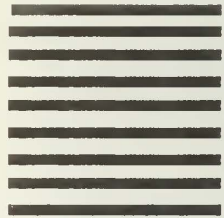
Watch May Issue for Special C.E.S. Computer Entertainer Reception!!

That's right...for any of our readers who will be in Chicago during the June C.E.S., we are planning a special reception at our hotel suite only for subscribers and the software manufacturers, designers, etc.!! You'll have a chance to meet the Computer Entertainer editors, maybe a designer or two and...see AND PLAY the Sega MegaDrive 16 Bit System and the NEC PC Engine (both units only available in Japan). We will annouce the exact date in the May issue, however, to guarantee that you receive an invitation (*NO* admittance without it and it must be shown at the door!), you *MUST* contact Computer Entertainer prior to May 15 to receive your printed invitation...we want to keep this just for our subscribers and a guest. If you live in the Chicago area, or already know you'll be in Chicago between June 3rd and June 6th, contact us now (either by phone or mail) and we'll send the invitation the minute it's available. Come join us for a drink and a game!

Chessmaster Program Upgraded

The award-winning "Chessmaster 2000" program from The Software Toolworks has been very successful, but it's about to be replaced by THE FIDELITY CHESSMASTER 2100 with new and expanded features and playability. The initial release of the program is for MS-DOS (MSR $49.95), to be followed quickly by versions for Apple II, Apple IIGS ($49.95) and Commodore 64/128 ($39.95). Additional versions will be done for Macintosh and Amiga ($49.95). The latest and most powerful chess-playing technology was licensed from Fidelity Electronics, the premiere manufacturer of dedicated chess computers. As in the earlier Chessmaster 2000, the program includes beautiful 2-D and 3-D graphics. Improvements include an opening library of 150,000+ moves, unlimited levels of play (including a Newcomer level in which even beginners win), more classic games, and a special "War Room" mode which allows the user to view the board, the move list, capatured pieces, clocks, and the "Show thinking" window all at the same time. The program is also capable of teaching the game of chess and providing many levels of help.

First Macintosh Product from Three-Sixty

Three-Sixty Pacific recently released its first Macintosh product, a new version of their humorous action-adventure, WARLOCK (MSR $44.95). The game is also available for Apple IIGS ($39.95), Atari ST and Amiga ($34.95) and Commodore 64/128 ($29.95)

Avalon Hill Releases Detective Mystery Game

POLICE BLOTTER (MSR $29.95), a mystery game for the Apple II family, was released recently by Avalon Hill's Microcomputer Games Division. The program contains seven mysteries involving blackmail, kidnapping, theft and murder which ca n be tackled by one to four players. Each mystery can be played at any of three levels of complexity. As a rookie police detective, the player interviews witnesses, deciphers police reports and gathers clues. Game features include an on-screen Case Clock and accessories in the package (map and Clue Book). Additional versions of POLICE BLOTTER for Macintosh and MS-DOS systems are in development.

New from Strategic Simulations

Strategic Simulations, Inc. has just released a new version of its air combat and flight simulation, FIRST OVER GERMANY, for MS-DOS systems (MSR $49.95). The program is already available for Commodore 64/128 and is slated for the Apple II family in early summer. The company also just released a brand new tactical game of modern land warfare, OVERRUN! ($49.95), for Apple II and C64/128. The program is based on the popular game system developed for "Panzer Strike!" and "Typhoon of Steel." OVERRUN! contains eight pre-programmed scenarios which include helicopters and near-future weapon systems, or the player can develop original battle scenarios between NATO forces and Warsaw Pact nations with the program's complete construction set.

★★ LATE FLASH ★★
Acclaim Announces DOUBLE DRAGON II: THE REVENGE for NES

Just as this issue was about to go to press, we learned that Acclaim Entertainment Inc. has signed an exclusive agreement with American Technos Inc. to market and distribute DOUBLE DRAGON II: THE REVENGE for the Nintendo Entertainment System. The agreement covers worldwide marketing and distribution rights, excluding Japan. The Nintendo version of the coin-op hit from Acclaim is promised to feature superb graphics and an abundance of imaginative characters, along with competition against the computer for solo play and both head-to-head and team gameplay for twuo players. Game development is already well underway, and Acclaim expects to release DOUBLE DRAGON II in time for Christmas 1989.