Computer Entertainer
~~~GAMING'S HEARTBEAT~~~
THE VIDEO GAME UPDATE
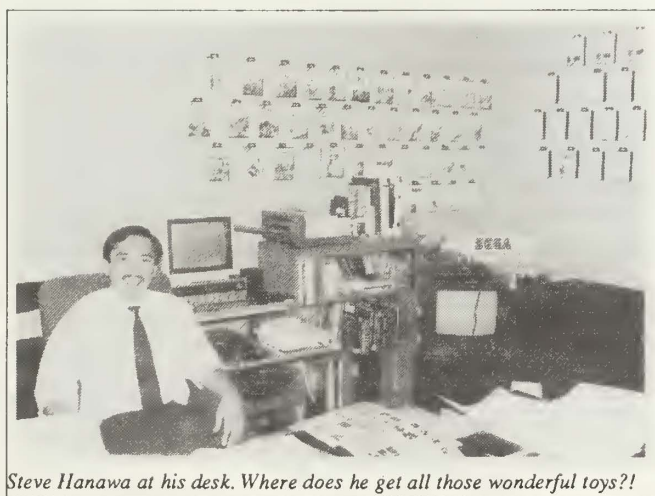
CE Visits Sega of America

On a recent trip to northern California, we spent a very enjoyable afternoon at the headquarters of Sega of America in South San Francisco. Sega occupies an attractive but unassuming building in a modern industrial park, offering no hint from the outside of the magic and fantasies that come alive inside. We had scheduled a meeting with Steve Hanawa, Sega's Research and Development Manager, who has been a long-time Computer Entertainer subscriber and the one person at Sega we always see at every Consumer Electronics Show (CES). Steve ushered us into his office, which is a veritable playroom aside from the requisite businesslike desk with its PC. One wall of his office is decorated with the boxes of every Sega Master System game cartridge. A full-size coin-op arcade machine stands against another wall. Several Sega Mega Drives and a Mark III machine (Japanese

Steve Hanawa at his desk. Where does he get all those wonderful toys?!

predecessors and equivalents of the Sega Genesis and Master systems) sit on shelves, sharing space with an extensive book collection notable for the presence of many science fiction titles. This is the office of a man who lives and enjoys his work! Steve apologized for the disarray—there did seem to be an awful lot of telephones with wires draped casually across the floor behind his desk. We were there just before CES, and Steve explained that he was testing prototypes of the TeleGenesis Modem, a peripheral for the new Genesis system that will allow gamers to compete over phone lines with a friend. (As we go to press with this issue, the modem is very close to appearing in the Japanese market for the Sega MegaDrive. The TeleGenesis Modem for the U.S. market is expected to be available during the first few months of 1990.)

MegaDrive Games Coming for Genesis

What we were eager to see—and Steve was equally eager to show us—were some of the games planned for U.S. release with the Genesis system. As Steve showed us the impressive graphic and sound capabilities of the Sega MegaDrive with THUNDER FORCE II, LAST BATTLE, and TOMMY LASORDA BASEBALL (all reviewed in this issue), we noticed the use of on-screen comments in English, even though these were Japanese games we were seeing. We had wondered about this before and asked Steve why so many Japanese games feature English on the screen instead of Japanese. Steve said that it's a matter of ease in programming, because the English alphabet has just 26 characters, compared to 50 in Japanese. Since Japanese children learn to read and write in English at a young age, Japanese game players have no problems with the small amount of English used in their video games. Apparently the Japanese method of teaching English is something of a sore point with Steve, though, because he thinks it would be better if students had to learn to listen and repeat. He cited his own difficulties in understanding spoken English when he first came to the U.S. from Sega of Japan. He said that he would often ask people to write what they were saying, and then he had no problem understanding.

MULTI-SYSTEM Software

APACHE STRIKE (★★1/2/★★1/2) has been converted for the Commodore 64/128 as well as the MD-DOS machines by *Activision Entertainment,* after an initial release by Silicon Beach Software for the Macintosh. The premise is quite simple. It's the year 1997 and your mission is to search through forty cities for the Strategic Defense Computers (SDCs) that control hostile nuclear arsenals. You must guide an AH-64 Apache attack chopper through a three-dimensional streetscape, dodging buildings, and enemy fire from tanks and choppers. In the cockpit, you'll find a radar layout as well as a distance and bearing indicator. There's also a message area which prints out valuable information regarding the enemy as well as equipment damage to your chopper. In addition, there's altitude display, speedometer, etc.

Not A Great Translation

We really loved the Macintosh version with its' realistic sounds, whirring blades, an animation of the chopper itself. These versions are, frankly, missing a good amount of what we enjoyed so much in that original version as you don't see your chopper and do not get the sense of flying and swaying between the buildings in the same manner as the Silicon Beach version. You can change altitudes, but not with as much latitude and we found ourselves quickly bored (unlike the Mac version which we had trouble pulling away from). Granted, the price is right on these versions (the original Macintosh version was $49.95), but we still don't recommend it. It's a good game which should have been left alone or developed further with a higher price tag to compensate for the additional programming development (one player; joystick required, reviewed on C64 and MS-DOS)
Not Recommended (MSR $14.95)

COMMODORE 64/128 Software

FIREPOWER (★★1/2/★★1/2) has been converted for Commodore 64/128 owners by *Microlllusions* is an overhead split-screen battle-field tank simulation game in which the object is to capture the opponent's flag hidden in one of the buildings. It's tough to find the flag as the playfield is filled with mines, guns, and enemy helicopters firing missiles at your tank. You've got a radar screen which can help you find the flag; but you also have to rescue comrades being held prisoner.

Split-Screen With A Friend

The best version of the game is two-player as you pit yourself against a friend on a split-screen display. A version you may enjoy is playing with a friend via modem which works in real-time. The graphics are okay, with your view being from overhead. The gameplay is pretty straight forward offering nothing we haven't seen many times before. The only real recommendation on this one is if you have a modem and want to play with a friend in that manner (one player; two-player simultaneous; reviewed on C64; joystick required; also available for Amiga)
MSR $24.95

HOSTAGE (★★★1/2/★★★★) is a program we enjoyed immensely when it was released for Amiga earlier this year by *Mindscape* (designed by *Infogrames*) and we were quite pleased to see it make its way to the venerable C64. A game set in four stages, it begins with you having to set up strategic positions across from an embassy which has been taken over by terrorists. Maneuver your men to the appropriate spots on the map but avoid the searchlights the terrorists are using. You can duck in an out of buildings, dive through windows, etc., until your

men are placed. Then, a helicopter will carry a three-man Direct Intervention Team to the roof of the embassy. Move these men down the side of the building by ropes, and work your way through a window without being detected. Throughout all these maneuvers, you'll work through the eyes of the marksmen you have in place as they survey the sides of the building through gunsights. Use a mini-map which shows you a layout of the rooms and hallways on the floor you're on which will give you clues as to where the hostages and terrorists are. Once you find a terrorist, shoot quickly and bring the hostages back to safety. If you complete the mission, you'll move to the next and more difficult level for another rescue mission.

Fascinating Action/Strategy Combination

This is a very different program which has a very interesting combination of action and strategy with an eye to detail. The fastest move is not necessarily the best! With interesting points-of-view and nice bold graphics, this still rates as one of our favorites! (one player; joystick required; reviewed on C64; also available for Amiga and Atari ST, MS-DOS; coming for Macintosh, Apple IIGS)
Recommended (MSR $29.95)

FIRE KING (★★★1/2/★★★★) is an action adventure by *Micro Forte* of Australia for *Strategic Studies Group*, distributed in North America by *Electronic Arts*. The story begins after the sudden and gruesome death of the Fire King at the hands of a magical beast. The body of the Fire King was entombed in the catacombs beneath the town, and then another horrible beast took up residence in the subterranean passages, occasionally venturing out to ravage the people of the town. Now deathly beasts roam the land, and the town's Mayor has called on you to solve the mysteries of the King's death and rid the land of the supernatural beasts.

Rewarding to Play

You can play any of six characters in this game, each with different strengths. You can also play cooperatively with a friend. The game begins in your quarters in the town, where you have a top-down view of your surroundings. As you venture out into the town, you discover many items which can help you in your quest. You also run into plenty of evil creatures, crazed guards, and others that you must avoid or shoot with your crossbow. Before long, you discover that the great beast of the catacombs has sealed off all the exits from the town, creating a major obstacle in the way of your quest. Who ever said that great adventures were easy? And this is a great one. FIRE KING bears a superficial resemblance to "Gauntlet," mainly because of its top-down perspective, locked gates, and monster-spewing sources located in the most inconvenient spots. However, the designers of FIRE KING have given the game a much stronger goal orientation than "Gauntlet" has. The sense of purpose you feel as a result of more role-playing and puzzle elements in the game makes it more rewarding to play than "Gauntlet." And the excellence of the game design is well supported by strong graphics and very good sound. FIRE KING is a wonderful game, whether you play alone or with a friend. (Solo or two-player cooperative; Joystick & keyboard; Pause; Blank disk required for game-saving; Not copy protected.) Commodore 64/128 version reviewed; also planned for MS-DOS.
Recommended. (MSR $29.95)

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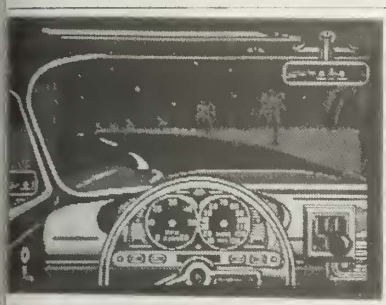3 STARS = GOOD   1 STAR = POOR

★ = 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)

California Dreams Shows New Games

HOT ROD, a nostalgic car racing game and construction set, was the featured new program in California Dreams' CES showing. The program gives you a choice of 25 different models ranging from a '32 Ford Roadster to a '63 Corvette and then lets you customize. You can switch engines, transmissions, tires and carburetors, add your own paint and design schemes—even go with a chopped top. When you're ready to race, head for Bob's Diner to check out the competition, and then decide whether you want to race on the road or the dragstrip. HOT ROD is planned initially for MS-DOS (MSR $49.95) and Commodore 64/128 ($34.95), with an Amiga version to follow later in the year. The new company (founded in 1987) also showed BLOCK OUT, a three-dimensional puzzle game in which falling blocks fall into position in a pit. This one reminded us of "Tetris"C and looked to be one of those games that could be very difficult

stop playing. Available first for MS-DOS ($39.95), BLOCK OUT is also scheduled for Macintosh and Amiga. California Dreams is also building a "Make Out on BLOCK OUT" promotion around the game. Coupons in ads and stores will contain a question to be answered, and drawing among correctly answered questions will result in prizes of a $5000 "Block" of cash, "Blocks" of time (mini vacations worth in excess $1000), and colorful "Block" TVs. The promotion runs until the end of this year.

More California Dreams

Another new title coming from California Dreams is TUNNELS OF ARMAGEDDON for Apple IIGS ($39.95). This one is a futuristic maze racing game through a subterranean network left by an ancient race of superbeings. It's up to you to find an disarm a doomsday device in the maze as you watch for deadly traps, obstacles and plenty of other dangers. California Dreams also showed its newest version of VEGAS GAMBLER on Amiga ($39.95), a program that includes simulations of blackjack, slot machines, roulette and video poker. VEGAS GAMBLER already available for MS-DOS, Apple IIGS ($39.95), Atari ST ($34.95) and C64/128 ($29.95).

New MS-DOS Conversions from Electronic Arts

Electronic Arts recently released MS-DOS versions of LEGACY OF THE ANCIENTS (MSR $29.95) and DEMON STALKERS ($34.95 or 5.25", $39.95 for 5.25"/3.5" combo). The first is a fantasy role-playing game which was done originally for Commodore 64/128 and then Apple II. Designed by Quest Software, the game is a quest for a leather scroll with evil powers. There is a vast and varied geography to explore in this game, and everything starts in the Tarmalon Galactic Museum, a place full of clues and your "windows" to the outside worlds of the game. This program requires 384K, runs in CGA mode only, and is not copy protected. DEMON STALKERS: THE RAID ON DOOMFANE is a maze-style action-adventure that takes place in a 99-level dungeon full of menacing creatures. Also designed originally for C64/128, this game allows cooperative play by two people and includes a complete construction set for building your own dungeon levels or modifying existing ones. DEMON STALKERS requires 512K and CGA or EGA display, and the program supports hard disk.

WIZARDRY III Released for Commodore 64/128 by Sir-Tech

For all of you C64/128 owners who have been building WIZARDRY characters, the third scenario, LEGACY OF LLYLGAMYN is now available from Sir-Tech (MSR $39.95). The new scenario uses descendants of characters created in WIZARDRY I. (Your characters can be of any level.) These characters must perfect the balance between good and evil, venturing forth to search for the fabled Orb of Earithian in hopes of restoring peace to the world. WIZARDRY III is also available for Apple II and MS-DOS ($49.95 each).

Crazy Ugh-Lympics for MS-Dos

Electronic Arts has shipped Caveman Ugh-Lympics for MS-DOS in which you compete in six of the craziest events you can imagine. There's the clubbing event, mate toss, sabertooth tiger racing, the dinosaur race, and firemaking. It's tongue-in-cheek sporting at its very best! Suggested retail is $29.95.

MS-DOS

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR: VOLUME II, GAINES MILL TO CHATTANOOGA (★★★/★★★) is now available for MS-DOS and is the second in a series from **Strategic Studies Group of Australia distributed by Electronic Arts**. In this strategy game, you can choose from five battles from the middle years of the Civil War: Gaines Mill, Stones Rover, Gettysburg, Chickamauga, and Chattanooga. You must command the armies which fought these battles as you control a computer battlefield. There's an easy-to-follow tutorial to get you into the action quickly and easily which is a major plus over many other strategic games, especially if you're a novice. You can play against the computer or a friend as you command your unit to hopeful victory. The program also includes Warplan™ and Warpaint™ which is a combination construction kit as well as graphics editor. With Warplan™ you can design your own battles or restructure other historical battles. Warpaint™ allows you to customize the icon and terrain symbols in both color and shape to create your own effects. It's a fascinating overview of the period depicted and anyone who enjoys wargaming should enjoy the diversity offered here with both the battles which are included as well as the possible battles you can design yourself. (reviewed on MS-DOS; package includes both 5.25" and 3.5" disks; also available on C64 and Apple II)
Recommended (MSR $39.95)

AMIGA Software

THE KRISTAL (★★★★/★★★★) is another absolutely fascinating "interactive movie" from the folks at *Cinemaware* with depth of play as well as superb animation. The year is sometime in the distant future in a strange galaxy in which you are Dancis Frake, a swashbuckling space pirate in search of the fabled Kristal of Konos which you want to return to its rightful resting place. This is a really in-depth adventure with the ability to interact with various characters you meet along the way. Listen to what they have to say as there are many hints in their dialogue. They will understand most of what you say to them via your communications window as they will give you many clues. There's a fine amount of arcade-type action too. For instance, as you navigate your spaceship to another planet, you must shoot down enemy creatures (a good hit will find Dancis turning his head to you with an impish smile letting you know you've made a good hit). You'll also find yourself in many situations where a swordfight is called for as this is the form of dueling used in this galaxy. There are many, many places to walk, finding useful objects which you should pick up for later use. You'll have the opportunity to woo a beautiful princess, deal with very strange and alien lifeforms, all while moving through traps, puzzles, dozens of doorways on the many planets which must be fully explored in order to make those important discoveries!

Another Winner

Cinemaware has made quite a name for itself in the genre of "interactive movies" as they continue to come up with imaginative and richly detailed games. Based on an original play, The Kristal is filled with a multitude of adventure layering as well as many arcade-type sequences. Nothing has been slighted here as the backgrounds are rich in color and animation, and Dancis himself in close-up and background situations, his hair moving behind him as he walks. The graphics are extremely crisp with flowing animation. The gameplay is superb, as well. Any adventurer will enjoy the challenge of "cracking" the clues given by various people met along the way, as well as the interesting "conversation" you can have with these various characters. You'll have to use all your adventuring skill as you find door after door, a multitude of paths, planets, and more in search of the Kristal. This is a definite addition for anyone's library! By the way, it will be much easier to deal with if you have two disk drives as the program includes four disks! (one player; joystick required; reviewed on Amiga; coming for Atari ST)
Recommended (MSR $49.95)

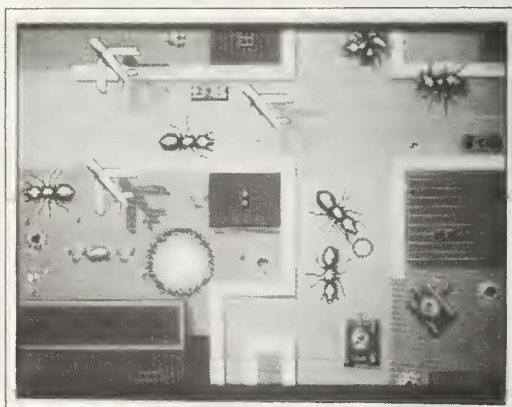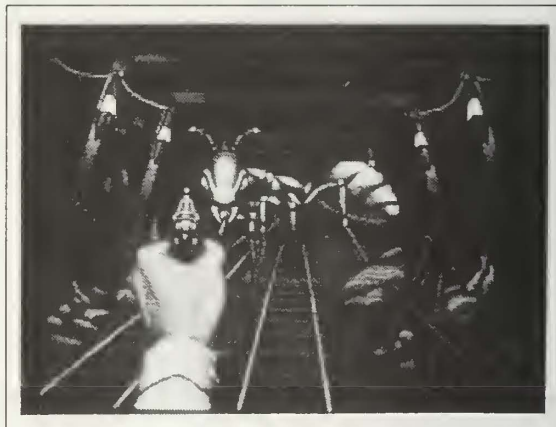
Strategic Simulations Announces Clue Books, New Programs

New clue books are now available from Strategic Simulations, Inc. for two of their Advanced Dungeons & Dragons computer games, HILLSFAR and HEROES OF THE LANCE. SSI also recently announced two new programs in development which are planned for release in late summer. DUNGEON MASTERS ASSISTANT, VOLUME II: CHARACTERS AND TREASURES (MSR $29.95 for Commodore 64/128 and Apple II) is not a game but a time-saving utility program for Dungeon Masters playing the TSR, Inc. game of AD&D. SWORD OF ARAGON ($39.95 for MS-DOS) is a fantasy role-playing and strategy game in which the player, as heir of the late Duke of Aladda, plots and plans to extend the duke's dominion and unite the entire Aragonian Empire. Magic and fighting are combined with politics and planning in this game of conquest.

Infocom Releases Apple II Versions of New Games

Apple II versions of JOURNEY, JAMES CLAVELL's SHOGUN and ZORK ZERO are now available for the Apple II (MSR $49.95 each). JOURNEY by Marc Blank is the first role-play chronicle for Apple II, a graphically illustrated game in the tradition of Tolkien's "Lord of the Rings." SHOGUN is a graphic adventure adapted by Dave Lebling from Clavell's best-selling novel of feudal Japan. In the game, the player must learn to think and make decisions as Blackthorne, the English sea pilot, would. ZORK ZERO by Steve Meretkzy is the prequel to the well-known "Zork Trilogy." This interactive adventure gives the player a look at the collapse of the Great Underground Empire and explains the source of many items, characters and locations in the "Zork Trilogy."

Giant Ants Threaten California Town of Lizard Breath!

Here's an advance look at scenes from IT CAME FROM THE DESERT, Cinemaware's newest interactive movie which is currently in development for Amiga (MSR $49.95).

Activision's TONGUE OF THE FATMAN due next month

In what sounds like a rather bizarre new action game, TONGUE OF THE FATMAN by Activision for MS-DOS (MSR $39.95) will feature an intergalactic lineup of strange characters and weird weapons in fights that take place in a variety of arenas, culminating in matches in the famous Fight Palace of Mondu-the-Fat. Some of the feature contenders include Colonoid, a grotesquely huge beast made up of thousands of creatures that work together to protect the whole and can re-form into any shape at will, and Edwina, the galactic Amazon with a hairdo that can kill. And then there's Mondu himself, the master warrior who overpowers with his deadly and unusual weapon—his long-range tongue. Fighters in the game will be able to purchase devastating weapons, such as Zan Zan Needles which cause bleeding and weakness in the opponent, and Grasfur Slug Eggs which paralyze the opponent.

Commodore Version of DR. DOOM'S REVENGE Now Available

C64/128 owners can now join the fun of controlling the comic book adventures of the Amazing Spider-Man and Captain America in DR. DOOM'S REVENGE (MSR $39.95) from Paragon Software. Alternating between the roles of the two super-heroes, the player has the opportunity to foil the nefarious plot of Dr. Doom and the powerful super-villains in league with him. The game is also available for MS-DOS and planned for Amiga ($44.95 each).

MACINTOSH Software

[SH]ANGHAI 2.0 (★★★★/★★★★) is a game originally release for the [Ma]cintosh at the beginning of 1986 and is now "new and improved." [Ba]sed on a centuries-old oriental game of Mag-Jongg, the game from [Ac]tivision is deceptively simple as you work with 144 tiles consisting [of s]even visually different suits stacked in a five-level dragon-shaped pyramid. There are several different game options including solitaire, head-to-head matches against the clock, and multi-player tournaments. Within the menus, you can get help on moves available to you, "look for moves," "peek" to see a tile under [ano]ther tile, as well as special background screens (Mac II only).
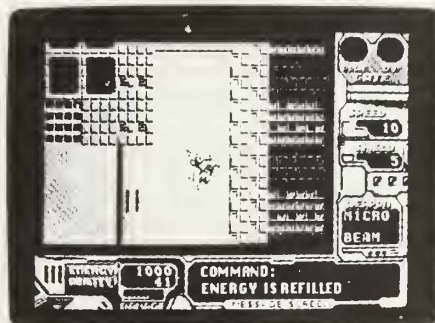
[G]raphically Superior

[Th]is new version is graphically superior to its predecessor as the tiles [are] much more 3-dimensional in looks and they are 20% larger than in [the] original program. The Macintosh II version supports up to 256 [col]ors and enhanced artwork. If you own the original version, you can [rece]ive an upgrade for $13.00 by calling 1-800-227-6900. If you don't [alrea]dy own this addictive game, it's time to add it to the library! (one [play]er; two-player; requires 800K disk; Macintosh SE, Plus, or II. [Rec]ommended (MSR $29.95)

MS-DOS

[HE]AVY BARREL (★★★1/2/★★★1/2) is a home conversion of *Data [Eas]t's* own coin-op hit. This is another of the currently popular, [co]mmando-style military action games. Fortunately for gamers who [ma]y have reached the point of near overdose on run-shoot-kill games, [how]ever, Data East offers something extra in the form of a strong [stra]tegic element that makes the game more interesting to play. The [sce]nario is a terrorist takeover of a crucial underground complex that [hou]ses controls for a nuclear missile site. Hidden within the six defense [peri]meters of the complex are storage lockers containing weapons, [am]munition, and parts of the super weapon known as Heavy Barrel. As [you] (or you and a friend) fight your way through everything the [terr]orists can throw at you, it's important to pick up the keys to open [the] lockers, for it is impossible to defeat the terrorists without the [con]tents of those lockers. In particular, it is critical that you find and [asse]mble the six parts of the Heavy Barrel before you attempt to face [the] terrorist leader. The game has plenty of fast and furious action, a [ver]y wide variety of weapons and terrorist tactics, and enough strategic [chal]lenge to give the game more of a sense of purpose than many other [mili]tary action games we've played. Graphics are detailed and well [ani]mated. Sound effects are good for an unenhanced PC, although you [hav]e the option of turning them off if you prefer. HEAVY BARREL [is d]efinitely a cut above the typical military action game. (Solo or [coo]perative play; Joystick &/or keyboard; Pause; CGA/EGA/Tandy/[Herc]ules; 512K; 5.25" & 3.5" disks included.) MS-DOS version

reviewed. Also available for Commodore 64/128 (MSR $29.95) and coming soon for Apple II ($34.95)
Recommended. (MSR $39.95)

WIBARM (★★★1/2/★★★1/2) is an action adventure developed in Japan by *Arsys Software* for *Broderbund*. Its graphic and playing style will be immediately familiar to any gamers who have become accus-

tomed to the Japanese style of combining lots of fast action with the puzzle-solving elements of traditional role-playing games. The story behind the game's action involves the take-over of Government City's orbiting power plant by hordes of intergalactic monsters. The Minister of Power has disappeared under ominous circumstances, and the creatures have sabotaged the plant's controller. If the plant cannot be stabilized—and soon—it will explode and destroy the Earth. One expedition sent from the International Magic Corporation (IMC) to recapture the power plant has already disappeared without a trace. Now it's up to Eizel Cloud, IMC's most famous member, to save the Earth.

Action Combined with Puzzles

As Eizel Cloud, you take charge of the investigation and the versatile weapon known as Wibarm, the complex robotransformer that can take alternate forms as a giant armored robot, a land cruiser or star jet. Using the three modes of travel and associated weaponry, you move through a landscape that scrolls in all directions as you explore cities and space. Many buildings can be entered, and you can explore the 3D mazes within. Auto-mapping keeps track of your progress within the buildings. Wherever you go, there are important tools and supplies to be found, messages from the earlier expedition which can give you hints and warnings, and, of course, many encounters with the horrible monsters that have seized the power plant. There is more than enough action to suit gamers who enjoy testing their reflexes, but it's action with a purpose and the added challenge of many puzzles to be solved. The 360-degree scrolling graphics create a large and open environment to explore, and excitement is reinforced with a good, original musical soundtrack and sound effects. (Although sounds are not enhanced through sound board support, they are amazingly good.) WIBARM is a very good example of the type of game at which the best of the Japanese designers excel: non-stop action that engages the mind as well as the hand and eye. (Solo play; Keyboard or joystick; CGA/EGA/Tandy/Hercules; 256K; 5.25" & 3.5" disks included; Not copy protected; Blank disk required.) Available for MS-DOS systems only.
Recommended. (MSR $39.95)

INDIANA JONES AND THE LAST CRUSADE: THE GRAPHIC ADVENTURE (★★★★/★★★★) marks the first-ever creation of a game based on a movie by a team of designers with unprecedented access to the inner workings of the movie-making process itself. A product of Lucasfilm Games, INDY: THE GRAPHIC ADVENTURE draws on elements from the movie script, set designs, special effects sequences, movie stills, sound effects and music. The designers also had the input of George Lucas and Steven Spielberg, who participated in both the basic game design and creative "fine tuning." While all of this special access gave the designers very great advantages, it also added the considerable risk of higher expectations: the Lucasfilm designers simply HAD to create the very best Indy game imaginable, because anything less would be rejected by both gamers and reviewers. The game is an unqualified success on all levels. It succeeds as a challenging adventure suitable for beginning to advanced players. It succeeds graphically, with evocative settings and realistically animated characters. It succeeds in conveying the wonderful music and supporting sound effects that we expect from anything

with the "Indiana Jones" name attached to it. And it succeeds in the most important aspect of all, the special feeling that we associate with the Indiana Jones stories, a feeling that comes from the swagger, wit and human vulnerability of the character of Indy himself.

Follows the Plot of the Movie

The basic outline of the game follows the plot of the movie very closely, allowing a beginner to experience success in a role-playing adventure by simply doing what Indy and his father did in the movie. However, more experienced players will have a great time exploring alternative actions, including scenes cut from the original screenplay and sub-plots that were discussed by Lucas and Spielberg but not used in the movie. The interface will be familiar to anyone who has played either "Maniac Mansion" or "Zak McKracken and the Alien Mindbenders." No typing is required as you simply "click" on combinations of verbs, objects and locations to move around, pick up objects or use them, talk to other characters, or even initiate a fight. Dialogue sequences let you choose from a variety of Indy remarks that may get him out of trouble—or dump him squarely in the middle of it. The fighting action sequences are typical of Indy's character, but they can be avoided by the player who prefers thinking or talking a way around trouble. There are some times in the game when you control Indy's father, Henry, too. Before playing the game, it pays to read the copy of Henry's Grail Diary which is included in the package. It contains many hints which can help you guide Indy and his father in their quest for the Holy Grail. As a measure of your success in the role of Indiana Jones, the game keeps track of your "Indy Quotient" (IQ) for both the current episode (game) and the series of games you have saved.

Cinematic Heritage

Throughout INDY: THE GRAPHIC ADVENTURE, the cinematic heritage of both the game's subject and the Lucasfilm Games design team itself shows in the use of supporting cut scenes, various "camera angles" and other movie-based techniques. The designers' fanatic attention to realism and detail results in an Indy character on the screen that actually looks and moves like Harrison Ford's realization of the character in the films. And the sound effects are some of the best we've ever heard in a computer game. The game is full of alternative paths to adventure and many challenges to the player's skills. No fan of Indiana Jones should miss this wonderful computer tribute to the spirit of one of the greatest movie adventure characters ever created. (Solo play; Joystick, mouse &/or keyboard; CGA/EGA/VGA/MCGA/Tandy; Supports AdLib sound card; 384K; Blank disk required for game-saving; Not copy protected.) MS-DOS version reviewed. Coming soon for Amiga, Atari ST.
Recommended. (MSR $49.95)

MULTI-SYSTEM Software

HARRIER 7 (★★★/★★★) from *Avantage*, *Accolade's* line of value-priced entertainment software, is a flight and combat game set in the Straits of Hormuz. Flying a Harrier fighter jet, it's up to you to locate and destroy seven enemy rocket bases. Plenty of low-flying MiGs create an obstacle course for you to fly through, and you have to be watchful for enemy Exocets (anti-ship missiles) aimed at your carrier. You have a variety of weapons, from cannons, missiles and bombs to your own Exocets and anti-missile flares. The screen shows your cockpit instrumentation at the bottom, with the top portion devoted to a side-on view of your Harrier once it's in flight. HARRIER 7 should not be mistaken for a complex flight simulation game. Such matters as taking off from your carrier and landing on it are quite easy, and there are no complicated instruments to master and control. Even engaging the enemy is easy, as we found the MiGs almost impossible to miss in the early stages of the game. While HARRIER 7 is not sufficiently challenging to hold the interest of an experienced simulator fan, it's ideal for the beginner. Players who like the idea of flight combat games but find many simulations too intimidating should appreciate the ease of getting a plane in the air in this game. For inexperienced players, HARRIER 7 is a good value for the money. (Solo play; Joystick C64/128, keyboard MS-DOS; Pause.) Commodore 64/128 and MS-DOS flippy (both versions in one package).   MSR $14.95

MENTAL BLOCKS (★★★/★★★) is a series of four puzzle games from *Avantage*, *Accolade's* line of value-priced entertainment software. "Mental Detector" is based on the California Achievement Cubes test, in which you try to determine which of four "unfolded" cubes at the bottom of the screen matches the cube at the top of the

screen. This one has a 30-second time limit, and you get just one chance to come up with the correct answer. "Fits and Pieces (2D)" is much like the popular Soviet puzzle game, "Tetris," in which you manipulate falling shapes so that they fill horizontal rows without gaps. Filled rows at the bottom disappear, causing the falling shapes to drop ever more quickly. "Fits and Pieces 3D" has the same object as the prior game, but it has three-dimensional shapes that fall into a three-dimensional area. "Shapes Happen" presents a sequence of three shapes and a missing fourth shape, which you must supply by choosing one of the four shapes at the bottom of the screen within the 30-second time limit. Like "Mental Detector," this one is borrowed from intelligence tests. MENTAL BLOCKS is an engaging package for those who enjoy puzzle games. We liked the 2D and 3D versions of "Fits and Pieces" best of all the puzzles. (One or two players; Joystick C64/128, keyboard MS-DOS.) Commodore 64/128 and MS-DOS flippy (both versions in one package).
MSR $14.95

GAUNTLET II (★★★1/2/★★★1/2) from *Mindscape* is a major improvement over the same company's computer versions of the original GAUNTLET. Based on the Atari Games Corp./Tengen coin-op, GAUNTLET II is a dungeon maze adventure with a widely varied cast of relentless enemies in 100 levels of action. The three familiar heroes and a heroine are back for another run at treasure collecting and monster bashing in the dungeon mazes: Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard and Questor the Elf, each with different levels of armor, shot power, hand-to-hand fighting skill and magic power. You can play the game by yourself or cooperatively with a friend in the Commodore 64/128 version. If you're playing any of the other versions, a second and third friend can join the fun as well. In all versions, the extra players have the option of joining a game in progress. The top-down perspective will be familiar to players of the first GAUNTLET, but graphics have been improved greatly. Characters are more sharply defined and move with better animation, and the colors are much better than in Mindscape's earlier GAUNTLET. Play action is very similar to the original GAUNTLET, although a few new things have been added, such as stun tiles in the dungeon floor and force fields. One of the major pluses in GAUNTLET II is the ability to play the game with up to four people (except up to two on C64/128). The seemingly impossible odds stacked up against you by the relentless hordes of monsters seem a little easier to deal with when you have a little help! Fans of the coin-op game will definitely want to add GAUNTLET II to their collection. (One to four players except C64, one or two; Joystick required on C64, optional on others; Pause; 512K MS-DOS supports CGA/EGA/VGA/MCGA/Tandy; Not copy protected.) Versions reviewed: Atari ST, Amiga ($49.95); MS-DOS ($39.95); C64/128 ($29.95).
Recommended.

APPLE II Software

BUBBLE BOBBLE (★★★/★★★1/2) by *Taito* is as delightful as ever in its newest version for the Apple II family. The game stars a pair of bubble-blowing brontosauruses, Bub and Bob, who bounce and float their way through 100 levels of action. Bub and Bob are beset by bothersome beasties. Their solution? Blow a bubble to trap a monster, then burst the bubble and get a bonus. Clear one screen of beasties, and it's on to the next. BUBBLE BOBBLE is undeniably silly, but it's also irresistibly good fun. Graphics are simple but cute (the wagging tale of the brontosaurus is a nice touch), and the music quite good. We've had a lot of fun with every version of this game that has been released, and this new Apple version is no exception. (Solo or two-player alternating; Joystick; Pause; Continue feature.) Apple II version reviewed; also available for Atari ST; C64/128 ($14.95); Amiga, MS-DOS ($34.95); NES ($39.95).
Recommended. (MSR $29.95)

NINTENDO Software

HYDLIDE (★★1/2/★★) from *FCI* is based on a popular Japanese role-playing game for computers. Set in Fairyland, the game casts the player in the role of a young knight charged with the task of recovering three stolen magic jewels and restoring order to the kingdom. The evil Boralis has taken over the kingdom and set loose hordes of monsters that roam freely in the wilderness. The knight explores the wilderness, attacking monsters and defending himself from their attacks, finding useful treasures and clues, and gradually acquiring the ability to use magic. The view of the world in this game is from overhead. The moving characters are quite small in this world, and we didn't find the graphic treatment very interesting. Even worse, we found the experience of trying to play HYDLIDE very frustrating. The young knight starts the game with so little in the way of life and strength that he is very easily and quickly defeated by even the lowliest of monsters, the Slime. Even though we are experienced at role-playing adventures on this and many other systems, HYDLIDE managed to make us feel like complete beginners. HYDLIDE would be much better with a somewhat more forgiving early stage, giving the player a bit of a chance to get used to the game before being killed within less than a minute's time. As it is, we found the game too frustrating to enjoy. We finally managed to stay alive long enough to earn some experience and find some treasures, but we found that we had lost interest in the game by that point. (Solo play; Password feature.) **Not recommended.**

ULTIMA (★★★/★★★1/2) from *FCI* is based on the very successful "Ultima III: Exodus" for computers by Lord British (Richard Garriott) of Origin Systems. It is a complex role-playing adventure that takes a four-member adventuring party into the vast Kingdom of Britannia where a new crisis faces the land: the evil power of Exodus. Your first task in playing the game is creating your characters (choose their race, profession and ability points) or selecting from ready-made ones to form your adventuring party. Then it's off to the countryside for the beginnings of adventure. There are great numbers of other characters to encounter, many opportunities for combat (necessary for building experience and acquiring gold), and even towns, oceans and dungeons to explore. In the towns, your party can buy and sell various items and talk with other characters. Some of your characters will even be able to use a variety of magic spells. ULTIMA is a very large game in its scope, and it's a very complex one to play. It requires a great deal of resource management, puzzle solving, and the willingness to endure many, many battles with groups of monsters you will encounter repeatedly throughout the game. It is not like the types of adventures that are more typical for the NES, those containing large amounts of arcade-style action. Although ULTIMA offers quite a bit of graphic animation, there is very little true action in the game. What ULTIMA does offer is a great intellectual challenge that will keep you involved in solving its puzzles for many hours. (Solo play; Battery-backed memory saves up to 3 games in progress.) NES version reviewed. Computer versions available from Origin Systems. **Recommended.**

DEFENDER OF THE CROWN (★★★★/★★★1/2) is a strategy game with action sequences. Set in medieval England, this game from *Ultra Software* is based on the best-selling computer game by Cinemaware in which the player is a Saxon knight battling against the Normans in the time after the murder of King Richard. It is the time of the legendary Robin Hood, who appears occasionally as a character in the game. DEFENDER OF THE CROWN is a game of territorial conquest. You and your fellow Saxon knights aim to rid the land of the invading Normans, who have already established three castles on British soil. Of course, the Normans have no interest in giving up the territory they've already claimed, and they're greedy enough to want control of the entire island. The game passes in turns, with activities including the buying and building of armies, the conquest of unclaimed territories, battles between opposing armies, and arcade-style action sequences such as catapult sieges (attack the enemy castle with boulders, Greek fire or disease bombs), sword-fighting your way into an enemy castle on a raid, tournaments of jousting and Morning Star bouts for fame or land, and defending your castle or garrison with crossbows. Players familiar with the computer versions of this game will find the NES version quite similar, although some action sequences (Morning Star bouts and crossbow) are new for this version of DEFENDER OF THE CROWN. Ultra has done a great job of maintaining the graphic beauty and excellent sound of the Cinemaware original. And the game works well on the NES, offering players a good blend of strategic and action gaming. We think that players will also appreciate the ability to replay the game with Saxon knights of differing abilities. And in this day of a few too many similar NES games, DEFENDER OF THE CROWN is an original and unlike anything else available for the system. (Solo play.) NES version reviewed. Computer versions available from Cinemaware. **Recommended.**

Nintendo Announces Formation of "NES Network"

According to a recent announcement by Nintendo of America Inc. President Minoru Arakawa, an interactive entertainment and information network based on the Nintendo Entertainment System (NES) will be a reality in 1990. The company has established a new "NES Network" division, which will be headed by Jerry Ruttenbur, whose former positions include vice presidencies at Home Box Office's video division, Microsoft Corporation's retail division, and Koala Technologies Corporation's sales division. Plans for the network are in the developmental stage, but it is known that the NES Control Deck will act as the terminal for the network. A modem and proprietary software will provide such services as stock purchase and trading as well as home banking. Game fans will also be able to compete one-on-one with players around the country by using the NES Network. Nintendo has plenty of experience with the network concept, because the NES equivalent in Japan, the Famicom, is already used this way in many Japanese households.

Adult Nintendo Fan Is Big Winner In Jaleco Sweepstakes

Jaleco USA recently announced the grand prize winner in their "We'll Make You a Pro" Sweepstakes. Larry Dean of Hersey, Michigan won a Wilson tennis package including Pro Staff rackets, tennis gear and a dozen lessons with a Wilson teaching pro. And for those of you who persist in thinking that most, if not all, video gamers are kids—Larry Dean is a 54-year-old, avid Nintendo fan with a collection of 91 games for his system.

Steve has been with Sega for 12 years, first with Sega of Japan and then in the U.S. After graduating from a university in Tokyo, he began as a production engineer working on Sega coin-op games and was involved in the programming of the arcade hit, "Turbo." Steve was sent to the U.S. for training as a game programmer (his background was in coin-op hardware), and he has been with Sega in the U.S. through many ups and downs on both the coin-op and consumer sides of the business. When Gulf & Western sold Sega of Japan in 1984 to a group of Japanese investors, the less profitable U.S. coin-op and consumer divisions were closed. A Sega coin-op sales office was established by Sega of Japan in San Jose in early 1985, with Steve acting as engineering coordinator between the U.S. and Japan. With news of Nintendo's success in the New York launch of the NES for Christmas, 1985, Sega of Japan made a quick decision in March, 1986 to adapt its Mark III system for the U.S. market and re-open a U.S. Consumer Division of the company. Steve described the wild race to get the Sega Master System ready for a first showing at CES in June, 1986—perhaps one of the fastest product launches on record—and a September, 1986 introduction to the U.S. market. Steve was Product Manager of the new division, and he recounted the story of the day before CES, when there was no product to put in the Sega booth because it was being air-shipped from Japan. He and a few others from Sega waited nervously at Chicago's O'Hare Airport for several hours after the expected arrival time of the plane. Worse yet, no one seemed to know where the plane was. It turned out that it had been too foggy for the plane to land, so it went on to New York. Many tense hours later, the samples of the new Sega Master System finally made it to Chicago and the CES booth with very little time to spare before the opening of the show. After that experience, Sega has put lots of planning into the introduction of the new Genesis system!

A giant papier-mache model of Opa-Opa (from Fantasy Zone) watches over the customer service dept. at Sega
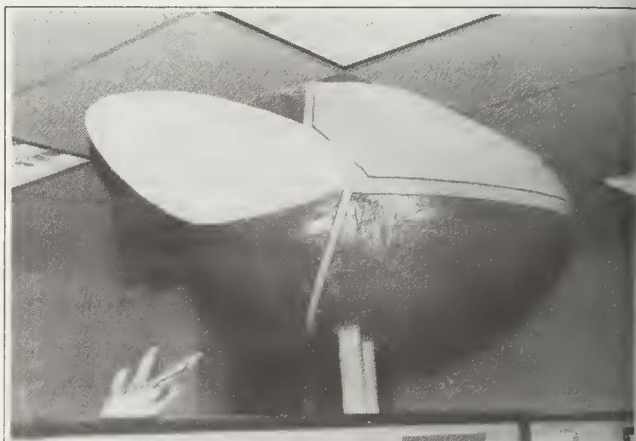
Coin-Op and Home Games

Since Steve started in coin-op games and is now thoroughly involved in home games, we asked him which he prefers working with. "I still believe, as an engineer, that coin-op is more exciting from the development side," he said. He went on to explain that because the machines themselves continuously generate revenue, more money can be devoted to development, and the newest technologies can be used right away.

He went on, "from a programmer's standpoint, if a programmer needs more sprites to make games, you just ask the hardware people to change the hardware. You can't do that with the consumer side." But he likes the consumer side of the business, too, which he attributes at least partly to an early involvement with the Sega Customer Service phone lines. " was very happy to talk to kids," he said, adding that he learned a lot from them. "Right now, Sega and Nintendo have forced kids to adapt to Japanese games. My goal is to create the best games for the U.S. market by both Japanese and U.S. game designers."

A Visit to Customer Service

Steve's mention of Customer Service reminded us of one very important part of our visit: we insisted on meeting Judy Jette, the lady with the smiling voice. Judy is every bit as delightful in person as she is on the phone, and we know that many of our subscribers have talked to her. The walls of her small office are covered with letters, drawings, photographs and memorabilia sent to her by Sega customers everywhere. And Judy's fellow Customer Service representatives also have happily cluttered walls. The benevolent overseer of Customer Service is a gigantic papier mache model of Opa-Opa, handmade by Steve Hanawa, who seems to smile down on the activities below. We came away from our visit to

Judy Jette, the face behind one of the friendly customer service voices at 1-800-USA-SEGA

Sega with the overwhelming feeling that the people there really care about what they're doing, and that they care about the people who play the games.

SNEAK PREVIEW   GENESIS Software

Please note that all reviews, other than Altered Beast, are done from preliminary test copies loaned to us by Sega and, therefore, no instructions are included. We have done our best to report on all the options and nuances; however, we may miss some items due to the fact that we do not have instructions to refer to. We wish to thank Sega for their tremendous cooperation is allowing us a true Sneak Preview on so much of the first product on the Genesis System! Our readers truly appreciate this very early look.

ALTERED BEAST (★★★★/★★★★) is packaged with the Genesis in a move which we applaud as the purchaser of the unit really gets one of the best games anywhere. In this incredible game   men turn to warriors and Gods ruled the world. You've been summoned by Zeus to rescue Athena and you must enter the Underworld with the power to transform into all sorts of mythical creatures with supernatural strengths. In the first level, you become a savage Werewolf and your brute strength is used to kill the enemy. Once you capture three of the Spirit Balls, you're transformed into a fireball throwing Werewolf. In the next levels, you take flight as the Weredragon and fly through spooky caverns as you beg

ur descent into the underworld. In this level, you'll encounter cteyes, an incredible creature which spawns poisonous spores in the hape of eyeballs. You then transform into the Werebear as you move

further and further into this strange world. Then move on to a weretiger and werewolf where you must fight the ferocious Neff who has Athena.

Amazing Multi-Layered Graphics

You really have to see this one to believe it. There is tremen-

us depth as you have scrolling of varying speeds on different parts the background! Add to that the extremely large characters with dra-atically detailed features and you'll know you've entered a world of aphics likes you've never seen at home before! Anyone who was at ur reception at the Chicago CES can attest to the wonder of this game we couldn't tear people away from it. As this was packaged with our it, this game did include an instruction booklet. If this booklet is any dication of what will be in the other Genesis games, you'll be thrilled know that there is more information, pictures, and descriptions here at we've seen in the past from any Sega game. Anyone who sees this me demonstrated in a store will lose any doubt they might have had hen walking in as to whether the Genesis was "worth the money." st go ahead and take that checkbook or chargecard with you – you'll ed it! (one player; two-player)
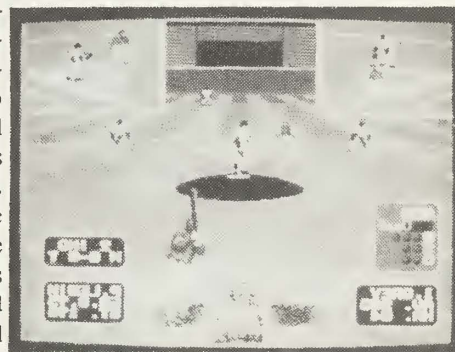ecommended

RNOLD PALMER TOURNAMENT GOLF (★★★★/★★★1/2) kes you out to the links for several rounds of golf. You can choose play rounds of golf, match play, one or two-player versions. There also a password option allowing you to work your way through the nks in the tournament. Before leading the clubhouse, you can choose put the clubs of choice in your bag. Once you step up to the tee, you ve a large graphic inset which shows you the various clubs to choose om, the position of your feet, what type of lie your ball has, and a eather vane which may be twirling at any rate depending on how uch the wind is blowing. Once you're ready to tee off, there's a gauge ith which to time your swing (frankly, we had a good deal of trouble etting the rhythm down as we had the feeling a little help from the struction book would have cleared up what we were doing wrong). nce you make contact with the ball, there's an extremely realistic hwack" as the club meets the ball. Along the way, a message window ts you know how much further to the green. When you sink your put, e gallery gives you a nice round of applause. With the directional utton, you can move the spotter in the background to affect which way ur ball heads. By the way, there are four choices in background und – from rather traditional videogame music to "new wave." /hile you have a close-up view from behind your golfer, there is also 1 overhead shot of the entire hole with the location of your ball noted 1 that shot.

Great Graphics, Sound, Gameplay
We decided to hook up our walkman headphones (we ended up aying all the games this way) in order to get the affect of the stereo at Sega is touting. The music and sound effects are simply awesome. he sounds of the club hitting the ball are amazingly realistic. Once on e green, the message window keeps up with your shots telling you ich things as "you hit that a little too hard," "too bad, you just missed,"

etc. Because we didn't have the instructions, we aren't able to tell you if there's more than 18 holes for the tournament; however, it's one heck of a golf game regardless! You definitely get the sense of where you are on the course as the graphics change each time you move the ball, even if you miss a shot and only move 10 or 20 feet. After all, your view changes in the real game as you move closer to trees, or the like. This does the same. A great start in the sports arena. (one player; two-player; password)   Recommended

TOMMY LASORDA BASEBALL (★★★★/★★★★) is another great game for the sports lover as it brings you right into the ballpark in a realistic game featuring the ability to play in any of the leagues, or you can create your own team from available players. Set your line-up and it's time to head down to the playing field. The initial screen is from behind the catcher (who is, in a creative approach, only an outline so you can see the ball coming over the plate!). As the batter, you can move into any position you wish in the batter's box and either swing away (your bat will give out a definitive "whoosh" when you miss the ball) or bunt. As the pitcher, you can move around on and off the rubber and have tremendous control over location and type of pitch. We found ourselves able to pitch some pretty amazing pitches as we played

around with the com-bination of the direc-tional pad and the but-ton. That screen also gives you the typical player stats as well as the speed of the pitch. There's voice throughout the game who announces strikes, balls, outs, and tells you where the ball is going when hit

("first base," "left field," etc.) in very clear tones. Once the ball is hit, the screen switches to a high birdseye view of the entire field with a small inset giving locations of all the fielders and the ball's location – very useful especially in a flyball situation. If there should be runners on all bases, the program shows all bases with the runners leaning off the bases...more movement at the same time in large figures than we've ever seen in a videogame! The program allows for substitution in offense and defense.

All That's Needed Is Peanuts and a Hotdog!
We spent a good deal of time playing this game at the show in the two-player mode and found it to be a great deal of fun and challenging. Now having it in our own testing facility, we still find this to be a truly wonderful baseball game with great voice, terrific sound effects, and strong gameplay. When there's a flyball, it comes zooming up at you to where you can even see the stitching. In a grounder, the ball kicks up "dust" as it bounces along the infield. Field the ball and throw it to any base or run it to the base. The choice is yours. The roar of the crowd will sound as though you really are in Dodger Stadium along with Lasorda. This is a very satisfying game of baseball with some really nice extras. It's another definite for that new Genesis library! (one player; two player; password option)
Recommended

SUPER THUNDER BLADE (★★★★/★★★★) should be a familiar title to many as the original Thunder Blade for Sega has been a very popular title. This is really more of the same but with the incredible Genesis graphics and sound effects. Once again you're at the controls of an advanced attack helicopter going against rebel forces in ci-

tyscapes, the ocean, desert, and many more. The enemy arsenal is full of everything from huge tanks to jet fighters, torpedo cruisers and more. The size of some of these enemy tanks, etc. are pretty amazing as they can fill the screen sending heat-seeking lasers after you. Fast action and lightening quick responses are the only things which will keep you alive as you duck around buildings, dodge the enemy, while trying to shoot them down.

Beautiful Colors

Your copter is a richly detailed blue machine with whirling blades to add to the realism. There are plenty of great sound effects depicting all the artillery which, of course, sound simply awesome when you listen on stereo speakers. The sounds are very reminiscent of programs we've heard on the Amiga computer. This is a terrific action game for those who like the "numb thumb" approach to gaming. We found the oversize control pad highly comfortable for this time of fast action game as we could get a good grip on it and let those rockets fly! (one player) Recommended

LAST BATTLE (★★★/★★★) by *Sega* for the new Genesis system is a martial arts action adventure with plenty of kicking, punching and jumping. It concerns the legend of Aarzak, the Last Hero, as he seeks out his longtime enemy, Garokk. In a previous series of battles against the three most evil men in the land, Aarzak was victorious. Now he has learned the secret martial art of Jet-Kwon-Do which will allow him to defeat his most powerful enemy. But first, he must make his way through a number of settings guarded by Garokk's henchmen. Wielding some very nasty looking swords, axes and other weapons, Garokk's warriors do their best to stop Aarzak. Some settings involve one-on-one battles with some of Garokk's chief warriors, and they're all very tough to defeat. (The first one we encountered looked like the Incredible Hulk!)

Special Graphic Capabilities in 16-Bit System

LAST BATTLE exhibits several of the Genesis graphic capabilities that seem to be possible only with a 16-bit system. The fighting characters are very large (about one-third screen tall), graphically detailed, and well animated without a trace of flicker. Two levels of background scenery scroll independently at different rates of speed, giving the impression of three-dimensional depth and realism. The game itself is a pretty straightforward matter of kicking, punching and jumping your way through a variety of enemies which your character meets in different settings. There is nothing especially original about the game, and it is likely destined to be overshadowed by a future martial arts game for the system which is more interesting to play repeatedly and over a long period of time. In the meantime, however, LAST BATTLE will suffice as the requisite game of the type because it does offer the gamer plenty of fighting action. (Solo play)

THUNDER FORCE II (★★★★/★★★★) is a classically styled scrolling and shooting space game by *Techno Soft* for *Sega* which shows off many features of the Genesis system to excellent advantage. It has elements that reminded us of several favorite arcade games, such as "Xevious" and "Defender." You control a highly agile little ship that begins over variegated green and gold lands interspersed with bodies of water. Enemies fly at you in the air, and ground-based installations shoot at you as well. We didn't need instructions to tell us that we should shoot at everything in sight! (Automatic rapid-fire is programmed into the game, which saves a lot of wear and tear on the trigger finger!) Aside from force-field barriers that cannot be breached without shooting them away, it's possible to fly anywhere over the landscape, including back in the same direction you just came from. There are enemy bases on the ground in the different sectors, and destroying enough of them lets you move to subterranean passages that scroll horizontally. There are some magnificently ugly enemy crea-

tures down there, and we also saw some scenes that looked like great underground cities. (We have been told that there are 160 screens of action in this game.) Throughout the great variety of scenes in THUNDER FORCE II, the ship maneuvers with ease and has the ability to pick up many different and fantastic types of "power-up" weapons. (Each weapon earned is announced by a synthesized voice.) This game is loaded with easy-to-control action, beautifully detailed graphics (including independently scrolling levels of backgrounds in several scenes), and the best stereo sound effects and music we've heard yet in a game for Genesis. If you enjoy this type of game, THUNDER FORCE II is a must. (Solo play; Continue feature.) Recommended.

More Reader Response to CES

In last month's issue, we shared some reactions to CES from a few of your fellow subscribers. Since then, we heard from Tristan Leeds, the "birthday boy" pictured in the July issue. Tristan had spent the day (his 15th birthday) eagerly playing games in the Nintendo and Sega booths, and he sent us mini-reviews of some of his favorites. He wrote that A BOY AND HIS BLOB (Absolute for NES) "has good graphics and music. Especially the animation of the Blob and his friend, the Boy. The goal of the game is you have to help the boy to feed the Blob to do good deeds and do special tricks. The Boy will feed the Blob some candy, then it will transform into a bowling ball or ray gun or whatever item you want him to change into." In his next review, Tristan said that "Acclaim has definitely done an excellent job on the Nintendo version of DOUBLE DRAGON II. It is a great follow-up to the original game. The graphics are great and the music is cool." Tristan went into great detail about SNK's P.O.W.: "You control a character of the prisoner who breaks out of his holding cell by lighting a pack of dynamite. While the door explodes, you have to hack through the horde of oncoming guerrilla and contra fighters that are armed with weapons. Along the way to the [leader's] hide-out, you have to pick up whatever the enemy has left on the ground. The weapons the prisoner can use are guns, grenades, knives, his bare knuckles, and feet." Of BATMAN THE DARK KNIGHT (Sunsoft for NES), he said, "When I played it the graphics and sound blew me away. I don't know how many stages it had because really it was incomplete and only had two stages. The game has good animation and the night scenes made it look spooky."

In The Arcades

Bally has recently shipped *Arch Rivals*, a sports video game which presents a "basketbrawl" challenge. The referee is a bit near-sighted so when the players push, kick, punch, etc., there are no penalties. You control the actions of one team member using a 49-way joystick (!).
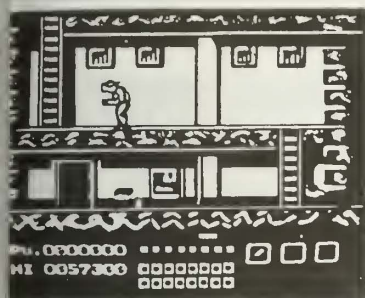
Konami has shipped *Crime Fighters*, a four-player interactive game in which the players take on sleazy underground characters in order to rescue several lovely ladies who are being held captive. The punks you must go up against include ones with knives, steel pipes, and guns. Use your fighting skills or pick up their weapons in eight different areas of a city.

Sega has a new driving game, *Super Monaco GP*, which takes you through the streets of Monte Carlo behind the wheel of a Formula 1. In the preliminary race you must test your ability as you attempt to qualify for your position. There's a 4-speed or 7-speed manual version as well as automatic and the deluxe version includes an air drive suspension system which whips drivers through turns.

TEENAGE MUTANT NINJA TURTLES (★★★1/2/★★★★) is a game from *Ultra* which many have been anxiously awaiting following the huge success of the comic book heroes by the same name. You team

up with four the four turtles as you battle carnivorous robots and brutal Ninjitsu Warriors who are destroying New York. On top of that, the Turtles' trusted friend, April, has been kidnapped. Of course, you must rescue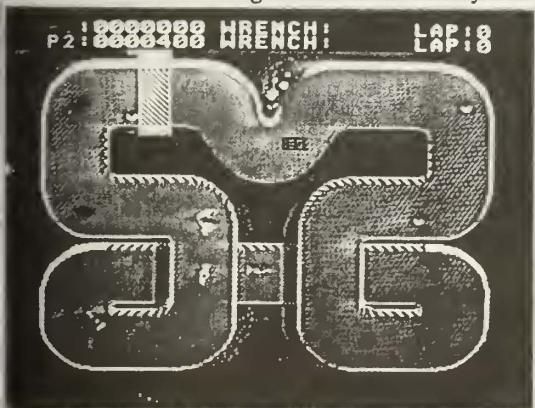 her from the terrorist bully Shredder. But you must also do battle through the streets and sewers of New York as you attempt to reach and score a victory at the Technodrome, home of the evil Shredder and his Life Transformer Gun. Before you can reach the Technodrome, you must make your way through five levels which all have several stages where you fight all sorts of enemies. As you go through these stages, you must keep an eye out for ropes, weapons, and pizza which is your life-sustaining food. Initially, you'll have an Information Screen which includes turtle data (you can choose which turtle to use as you are playing), messages from your loyal friends, as well as an area map which displays a diagram of the level you're working on. You then move to the screens depicting the streets of New York, sewers, and Hudson River. Throughout, you can go back and forth to the information screen in order to switch turtles for specific situations. At the end of most levels you must fight off the Karate Boss who's there to try to turn you into turtle soup. You've got a life line at the bottom of the screen which will continue to run out as you are attacked by the various enemies.

Loads of Fun

The turtle characters are loads of fun, with very nice animation. When the turtle "jumps," he tucks in and spins up, landing on a higher shelf. He then stretches out and walks about with his weapon. There are several different scenes which contain all sorts of challenges in order to make it through secret passages, above and below ground. It's a terrific action game with lots of fun animation. (one player; continuous feature) **Recommended**

SUPER SPRINT (★★1/2/★★★) takes you to the race track where it's a race against computer-controlled cars or a friend in this latest from *Tengen*. The heats are five laps on one of seven different tracks, all of which are viewed from high above with a birdseye view of the entire

track. There's everything from gates which open and close, oil spills, tornadoes, exploding traffic cones, overpasses and underpasses and more. Meanwhile, you attempt to pick up wrenches which appear along the track which enable you to customize your car with higher top speed, turbo acceleration, and super traction. At the end of each race, there's a "Winner's Circle" display which shows each driver's rank, best lap time, and average lap time.

Steering is the Real Challenge!

The true challenge here is to steer correctly with the control pad. We found ourselves spinning, bumping, and generally having an extremely tough time making our way around the track. It was very frustrating and we found ourselves feeling almost helpless at times. With a great deal of practice, you'll get better but the control pad is not the best of controllers for this particular game. There's good racing action, though with plenty of tight turns and interesting race patterns. You may want to experiment with some of the other joystick controllers for Nintendo to optimize your scoring abilities. (one player; two-player simultaneous; continue feature) **Recommended**

THUNDERCADE (★1/2/★★) is one of those games that you wonder how it got through Nintendo "quality control" as there is an embarrassing amount of blinking and disappearing portions of tanks, etc., behind background that mysteriously blocks out portions of the vehicles. From *American Sammy*, the premise finds a terrorist organization having build their own nuclear power plant. Your job is to make it to the fortress in time to save the world in your high-performance combat motorcycle which is outfitted with sidecar cannons and backed with a B-7 bomber. You battle enemy soldiers, tanks, helicopters, etc., as you move through city streets, forests, and various enemy strongholds heading for the fortress and the ultimate battle.

Don't Bother

Not only is the gameplay remarkably repetitive and the same as so many other games out there, the blinking graphics problem along with sparse graphics to begin with, make this a definite "don't bother." It may have the Nintendo Seal of Quality on the box but this is one of those cases where we wonder why Nintendo bothers to look at a game and approve it for manufacture. (one player; two-player simultaneous; continue feature) **Not Recommended**

ADVENTURES OF TOM SAWYER (★★★/★★★) is a fairly cute game geared to young kids from *Seta*. Here you join Tom on his adventure as he daydreams in school....first aboard an abandoned ship where he must avoid rolling barrels, seagulls, rats, and pirates, while reaching the giant octopus Naruklus, who he must defeat before rafting down a dangerous river where he must confront a monstrous alligator. Then it's on to the forest, haunted house, a journey on a balloon through the sky, and deep down in a cave where Injun Joe is the ultimate enemy.

Cute for Kids

This is definitely geared towards the younger set with whimsical characters and such. There are some cute graphic touches such as Tom's straw hat. There's enough different action adventures in the game to hold a young person's attention (not too young, though, because it's not all *that* easy!)

The schoolhouse screen is a cute touch as Tom awakens from his daydream. Overall, it's a cute game which should hold a child's interest for a good period of time as there are plenty of different screens for adventuring with different enemies, etc. (one player; two-player; continue feature) **Recommended**

BAD DUDES (★★★/★★★) is a martial arts game from *Data East* in which you must rescue the President from deadly Ninja kidnappers. You assume the role of two tough streetfighters who fight their way through throngs of ninjas, dogs, and enemies on city streets, alleys, the sewer, and moving semi-trucks and freight trains. The enemies use everything from knives to shurikens and numchucks. And, they all

fight differently so you have to use all sorts of moves to kill them. It's a very fast-paced game with wave after wave of enemies out to get you.

Pretty Good Street Fighting

There's plenty of action for any fans of the genre as there are constantly several enemies coming at you at all times. You'll find yourself using all the control pad as you duck, kick, punch, etc., trying to kill the enemies as well as getting to where the President is held. The graphics are nice and the characters are pretty good-sized. There is slight blinking when several characters are on-screen at one time, but it's not enough to be a problem. Overall, it's a good martial arts game which has been quite a hit in the arcades. (one player; two-player; continue feature)   Recommended (MSR $44.95)

BASEBALL STARS (★★★1/2/★★★★) is the newest in the baseball games for Nintendo, this one from _SNK_. Here, you are the player, manager, and owner as you do it all. At first, select the number of teams in your league and how many games they will play. You have your choice of up to six teams, up to twenty-five games. Then, upon selecting the teams to play, you choose whether they will e controlled by a player or the computer. When creating your team, you'll choose among eight different categories to cover the strong points of the team. Characteristics will include such things as power hitters, good defense, strong pitchers, balanced team, etc. You'll name your team and choose a team logo. As mentioned, you can have up to six teams. If you tire of one, or want to make room for a new one, you can erase a team. Once you have your various original teams, you can trade players among the teams (you can't use this function within the pre-programmed teams). You can also buy a new player once you've fired one – that is, if you've accumulated enough money.

On To The Field

Once it's time to play ball, you can change your starting line-up as well as batting order. If you're on the field, your pitcher has the choice of fast-ball, slow ball, and left and right curve-balls. You can also move him around on the mound. If the batter hits the ball and it's a fly, you can see the shadow in order to move under it. Line drives can be caught by the infield by making a diving catch. Does the ball look like a home run? Run your outfielder to the wall and, with some practice, have him climb the wall. If the timing is just right, he might snag the ball as it goes over the fence. When you need to get the ball into one of the bases, you can either throw it in or have your man run it to the base if he's close. If the runner is leaning the wrong way off a base, you can pull up the "Pickoff" screen so you can attempt to catch him off the base. As the hitter, you can move around in the batter's box, swing away (either upwards or downwards), or bunt. Your player will automatically run to first base but will only keep going if you maneuver with the control pad. You can stop your runner between bases and attempt to steal bases (watch out for the pitcher if he tries to pick you off!). If there's a homerun by either team, there is a brief interlude as the action moves up to the scoreboard with the runner triumphantly running the bases while the pitcher kneels down and pounds the ground.

Lots To It

There is a nice balance of strategic simulation and straight-ahead action on the field to make this a strong contender in the Nintendo baseball wars. You have plenty of opportunity to strategize and work on statistics as you build stronger and stronger teams while using your skills in trading, firing, and hiring. The game itself is quite good with lots of control and action. You must do all the work in running down the ball, as well as getting around the bases. Your view during the game is from behind homeplate from about the tenth row. You have a small inset with the diamond and relative positions of the runners. Upon contact with the ball, the screen changes to the area of the field where the fielder is. Of course, the screen also gives you strikes, balls, who's up, etc. There's very nice animation with the umpire along the first and third base lines calling fouls and the nice touch of the outfielder being able to reach over the fence to pull in the ball. SNK has done a very nice job with this game with snappy play as well as good graphics and plenty of good ballpark music to enhance it. (one player; two player simultaneous)   Recommended

STRIDER (★★★1/2/★★★) is an interesting action game in which you receive your orders from your commander and then dropped into the heart of Russia where you must infiltrate the Red Army and return secret weapons to your bosses. From _Capcom_, the game quickly shifts to other locales as you fight off KGB attacks and the clues lead you elsewhere as you attempt to rescue your friend Kain who has been caught by the enemy. Your superiors have told you to kill him. You discover there is a terrible plan hatched by your bosses who comprise "Strider," the strongest secret maneuvers group in the world. So, it's off to many parts of the world as you choose to transfer to different locations as you collect the data you need by analyzing message disks. Those disks are found as you kill certain enemies along the way.
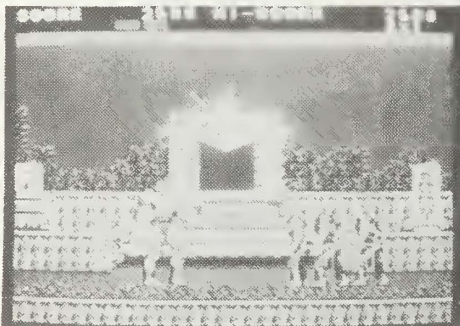
Action With Analyzing Skills Needed

While the game relies, on the most part, on action as you attempt to kill all enemies as encountered. you must find the message disks as well and then analyze them in order to complete your mission. The graphics are very good with the character depiction quite realistic. There's plenty of action and good movement for fans of the genre. (one player; password option in order to remember past accomplishments so you can continue with the items you acquired the last time you played)
Recommended (MSR approx. $54.95)

SEGA Software

ALTERED BEAST (★★★/★★★★) is an anxiously awaited title from _Sega_ and they've done a remarkably good job packing it into the 8-bit, considering how much there is to this game. The premise has you called by Zeus to rescue his daughter, Athena, from the evil hands of Neff, Lord of the Underworld. You have been given the power to transform into magical beasts from everything from a werewolf, weredragon, weretiger and more as you move from one gripping scene to another. Along the way, you encounter some pretty amazing enemy beasts which must be overpowered, or avoided.

Loads of Fascinating Gameplay

This is a fascinating premise and this version is quite good. After all, we had the opportunity to play the Genesis version the same day (review in this issue) which, of course, boasts 16-bit and is a truly awesome version of the game. Not only does the gameplay hold up
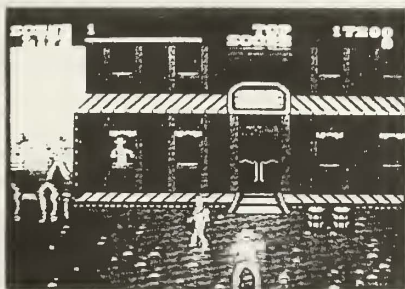
SEGA Software

quite well, but the graphics are very good also. While there is some flickering when there are multiple characters on the screen, the characters are quite large and the detailing is quite nice. Obviously, if you're planning to purchase the Sega Genesis, you'll want to pass on this; however, if you don't plan on that upgrade, you will be quite happy with this version for your venerable Sega 8-bit. (one player) Recommended

WANTED (★★★/★★1/2) is the latest in the shooting games from *Sega*, requiring the Light Phaser. You enter the world of the Wild West as the Sheriff where you must gun down the outlaws in the middle of town, in the saloon, the desert, the lobby of the hotel, and more. They'll pop out from behind windows, doors, and more as they try to shoot you before you get them. Between the rounds there are challenge screens where you can work on your shooting skills. One screen has you shooting bottles while another has you trying to shoot moving coins.

Nothing Special
This is just an excuse to use the light phaser as the game itself is pretty boring and repetitive. The scenes may change, but you just point and shoot at the bad guys. We found ourselves quickly tiring of it. If you just love game for the gun, it's okay and the setting is sort of fun. After all, the wild west is the one place you can get away with gunning down folks without morale objection from anyone. We just didn't find enough variation in it for our taste. (one player) **Not Recommended**

CLOUD MASTER (★★★1/2/★★1/2) by *Sega* (from *Hot-B* and licensed by *Taito*) is a cute but improbable story about Michael Chen, a mysterious hermit who rides around the sky on a cloud, shooting Ki force from his fingertips. His aim in life is to become the Cloud Master, wizard of the skies. To do so, he must fly through five different worlds, eliminating the strange evil forces that are out to prevent him from reaching his goal. The game scrolls horizontally, with Michael floating in his cloud and shooting at such strange enemies as flying soup bowls, bird men, and pigs with guns. CLOUD MASTER is a basic avoid-and-shoot contest with power-up weapons and a zany array of enemies. Although it's undeniably cute and features very crisp graphics, we don't think this one has much staying power. (Solo or two-player alternating; Continue feature.) Not recommended.

Super Pitfall II (ACT)
Tombs and Treasure (ACT)
FOURTH QUARTER
Adventure of Dino-Riki (HS)
Boy & His Blob (ABS)
Cybernoid (ACM)
Demon Sword (TAI)
Double Dare (GT)
Glove Pilot (MAT)
I Stewart Super Off-Road (TW)
Magic Johnson's Fast Break (TW)
Roller Ball (HAL)
720 (MIN)
Super Glove Ball (MAT)
Target Renegade (TAI)
Terror of Tech Town (MAT)
Twin Cobra (AS)
Unser's Turbo Racing (DE)
Vegas Dream (HAL)

SEGA MASTER SYSTEM
JULY
x-King's Quest (PB)
AUGUST
x-Cloud Master (SEG)
x-Wanted! (SEG)
Spellcaster (SEG)
Wonder Boy III: Dragon's Trap (SEG)
SEPTEMBER
Captain Silver (SEG)
Casino Games (SEG)
Galaxy Force (ACT)
World Games (SEG)
OCTOBER
Basketball Nightmare (SEG)
Walter Payton Football (SEG)
NOVEMBER
Dead Angle (SEG)
Dynamite Dux (SEG)
Scramble Spirit (SEG)
Super Golf (SEG)
Tennis Ace (SEG)

SEGA GENESIS
SEPTEMBER
Genesis System
Ghouls'N Ghosts (SEG)
Last Battle (SEG)
Space Harrier II (SEG)
Super Thunder Blade (SEG)
Thunder Force II (SEG)
Tommy Lasorda Baseball (SEG)
World Championship Soccer (SEG)
OCTOBER
Arnold Palmer Golf (SEG)
NOVEMBER/DECEMBER
Alex Kidd Enchanted Castle (SEG)
Basketball (SEG)
Forgotten World (SEG)
Rambo III (SEG)
Super Hang-On (SEG)

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

AVAILABILITY UPDATE

ATARI ST
JULY
x-Artura (ARC)
x-Dark Side (SPO)
Dragon Force (INS)
Federation (SPO)
Forgotten Worlds (CAP)
Pirates (MIC)
x-Rambo III (TAI)
x-Red Lightning (SSI)
x-Rocket Ranger (CIN)
AUGUST
A.P.B. (TEN)
Arkanoid II (TAI)
Blood Money (PSY)
Clue (VIR)
x-Gauntlet II (MIN)
Monopoly (VIR)
Operation Wolf (TAI)
Qix (TAI)
TV Sports Football (CIN)
Weird Dreams (MED)
SEPTEMBER
After Burner (SEG)
Bad Dudes (DE)
Indiana Jones Last Crusade/Adv (LF)
Omega (ORI)
Risk (VIR)
Shinobi (SEG)
Shoot'Em Up Construc Kit (ACO)
Wayne Gretzky Hockey (BS)
THIRD QUARTER
Android Decision (DS)
Axe of Rage (EPY)
Bionic Commando (CAP)
Downhill Challenge (BRO)
Fiendish Freddy's Big Top (MIN)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Kristal, The (CIN)
Last Duel (CAP)
LED Storm (CAP)
1943 (CAP)
Paperboy (MIN)
Platoon (DE)
Project Neptune (EPY)
RoboCop (DE)
Side Arms (CAP)
Star Command (SSI)
Street Fighter (CAP)
Total Eclipse (SPO)
Wizard Wars (PAR)
OCTOBER
Licence to Kill (BRO)
Loom (LF)
Their Finest Hour (LF)
Xybots (TEN)
FOURTH QUARTER
Colony, The (MIN)
Double Dragon II (MH)
Ghouls & Ghosts (CAP)
Rastan (TAI)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Stinder (CAP)

COMMODORE 64/128
JULY
Android Decision (DS)
x-Baal (PSY)
x-Curse of Azure Bonds (SSI)
x-Dark Side (SPO)
x-Dr. Doom's Revenge (PAR)
Empire (INS)
x-Fire King (SSG)
Forgotten Worlds (CAP)
x-Heroes of the Lance (SSI)
x-J Nicklaus 89 Course Disk (ACO)
Might and Magic II (NWC)
Shinobi (SEG)
x-Speedball (SPO)
Storm Across Europe (SSI)
x-Wizardry III (SIR)
AUGUST
A.P.B. (TEN)
After Burner (SEG)
Arkanoid II (TAI)
Aussie Games (MIN)
Clue (VIR)
Dragon Wars (IP)
Dungeon Masters Asst Vol 2 (SSI)
Frightmare (ACO)
x-Gauntlet II (MIN)
x-Harrier 7 (ACO)
x-Hostage (MIN)
x-Mental Blocks (ACO)
Rambo III (TAI)
Sgt Slaughter Mat Wars (MIN)
x-Shoot'Em Up Construc Kit (ACO)
Weird Dreams (MED)
SEPTEMBER
Battle Chess (IP)
Black Tiger (CAP)
Cabal (CAP)
Deathbringer (SPO)
1918 (CAP)
Omega (ORI)
Orel Hershuser's Strike Zone (MH)
Space Rogue (ORI)
Wayne Gretzky Hockey (BS)
Windwalker (ORI)
THIRD QUARTER
Android Decision (DS)
Bad Dudes (DE)
Cycles, The (ACO)
Downhill Challenge (BRO)
Falcon (SPE)
Ferrari Formula One (EA)
Heavy Barrel (DE)
Indiana Jones Last Crusade/Action (LF)
Kings of the Beach (EA)
Last Duel (CAP)
LED Storm (CAP)
1943 (CAP)
Pocket Rockets (CAP)

APPLE IIe/IIc
JULY
x-Arthur: Quest for Excalibur (INF)
x-Bubble Bobble (TAI)
PT-109 (SPE)
Purple Saturn Day (EPY)
Revenge of Defender (EPY)
Sentinel Worlds I: Future Magic (EA)
Snow Strike (EPY)
Starflight (EA)
Super Hang On (DE)
Target Renegade (TAI)
Test Ride (CAP)
Tiger Road (CAP)
TV Sports Football (CIN)
War in Middle Earth (MH)
OCTOBER
ABC Monday Night Football (DE)
Knights of Legend (ORI)
Xybots (TEN)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
Castlevania (KON)
Double Dragon II (MH)
Ghostbusters II (ACT)
Ghouls & Ghosts (CAP)
Licence to Kill (BRO)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Stinder (CAP)
Teenage Mutant Ninja Turtles (ULT)

AMIGA
JULY
Artura (ARC)
x-Batman (INS)
Dragon Force (INS)
Federation (SPO)
Fidelity Chessmaster 2100 (ST)
Forgotten Worlds (CAP)
J Nicklaus 89 Course Disk (ACO)
x-Jack Nicklaus Greatest 18 (ACO)
x-Keith Van Eron Pro Soccer (MED)
x-Kristal, The (CIN)
Magic Johnson Basketball (MH)
Neuromancer (IP)
x-Populous (EA)
Powerdrome (EA)
x-Project Neptune (EPY)
AUGUST
A.P.B (TEN)
Clue (VIR)
Fiendish Freddy's Big Top (MIN)
x-Gauntlet II (MIN)
Monopoly (VIR)
Qix (TAI)
Pocket Rockets (CAP)
x Rambo III (TAI)
Weird Dreams (MED)
SEPTEMBER
After Burner (SEG)
Bad Dudes (DE)
Dr. Doom's Revenge (PAR)
P-19 Stealth Fighter (MIC)
Indiana Jones Last Crusade/Adv (LF)
It Came from the Desert (CIN)
Omega (ORI)
Risk (VIR)
Shinobi (SEG)
Shoot'Em Up Construc Kit (ACO)
Sky Shark (TAI)
Target Renegade (TAI)
Windwalker (ORI)
THIRD QUARTER
Android Decision (DS)
Arkanoid II (DIS)
Axe of Rage (EPY)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Jackal (KON)
Last Duel (CAP)
LED Storm (CAP)
Leisure Suit Larry II (SIE)
Metal Gear (KON)
1943 (CAP)
Operation Clean Streets (BRO)
Paperboy (MIN)
Purple Saturn Day (EPY)
Revenge of Defender (EPY)
Rick Davis World Trophy Soccer (MH)
RoboCop (DE)
Side Arms (CAP)
Street Fighter (CAP)
Test Ride (CAP)
Total Eclipse (SPO)
OCTOBER
Licence to Kill (BRO)
Loom (LF)
Their Finest Hour (LF)
Xybots (TEN)
NOVEMBER
TV Sports Basketball (CIN)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
Castlevania (KON)
Colony, The (MIN)
Devon Aire Diamond Caper (EPY)
Ghostbusters II (ACT)
Ghouls & Ghosts (CAP)
HardBall II (ACO)
Ishudo (EPY)
KyBos (BS)
Rastan (TAI)
Red Lightning (SSI)
Shark Attack: G Norman Ult Golf (MH)
Stinder (CAP)
Teenage Mutant Ninja Turtles (ULT)

APPLE IIe/IIc
JULY
x-Arthur: Quest for Excalibur (INF)
x-Bubble Bobble (TAI)

Dragon Wars (IP)
Earl Weaver Baseball 1.5 (EA)
First Over Germany (SSI)
x Journey (INF)
x Shogun (INF)
x Zork Zero (INF)
AUGUST
Clue (VIR)
Dungeon Masters Asst Vol 2 (SSI)
Indiana Jones & Temple of Doom (MIN)
Omega (ORI)
Qix (TAI)
Renegade (TAI)
SEPTEMBER
Space Rogue (ORI)
Windwalker (ORI)
THIRD QUARTER
Heavy Barrel (DE)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
RoboCop (DE)
Superstar Ice Hockey (MIN)
OCTOBER
Knights of Legend (ORI)
FOURTH QUARTER
Curse of Azure Bonds (SSI)
Devon Aire Diamond Caper (EPY)
Where in Time/C Sandiego (BRO)

APPLE IIGS
JULY
Ancient Land of Ys (KYO)
Battle Chess (IP)
x-Duel: Test Drive (TAI)
Halls of Montezuma (SSG)
J Nicklaus 89 Course Disk (ACO)
x-Jack Nicklaus Greatest 18 (ACO)
Life & Death (ST)
x Rocket Ranger (CIN)
x-Silpheed (SIE)
AUGUST
A.P.B (TEN)
Arkanoid II (TAI)
Captain Blood (MIN)
Renegade (TAI)
THIRD QUARTER
Downhill Challenge (BRO)
Hostage (MIN)
Indiana Jones & Temple of Doom (MIN)
Leisure Suit Larry II (SIE)
Project Neptune (EPY)
Purple Saturn Day (EPY)
Quarterstaff (INF)
Superstar Ice Hockey (MIN)
Third Courter (ACO)
Three Stooges (CIN)
Zoom! (DIS)
OCTOBER
Xybots (TEN)
FOURTH QUARTER
Double Dragon II (MH)
Ishudo (EPY)
Qix (TAI)
Rastan (TAI)

MACINTOSH
JULY
x-Cosmic Osmo (ACT)
Fidelity Chessmaster 2100 (ST)
x-Shanghai/Mac II (ACT)
AUGUST
Captain Blood (MIN)
Carner Command (MED)
Starglider II (MED)
Wayne Gretzky Hockey (BS)
SEPTEMBER
Omega (ORI)
THIRD QUARTER
Arkanoid Construc Set (DIS)
Arkanoid II (DIS)
Halls of Montezuma (SSG)
Hostage (MIN)
Karnov (DE)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
Puzzle Gallery (MC)
Sceptre (DIS)
Project Neptune (EPY)
Ultima IV (ORI)
FOURTH QUARTER
F-19 Stealth Fighter (MIC)
Harpoon (TS)
Ishudo (EPY)

MS-DOS
JULY
Action Fighter (SEG)
Alcon (TAI)
Alien Syndrome (SEG)
x-Amer Civil War Vol 2 (SSG)
Ancient Land of Ys (KYO)
x-Apache Strike (ACT)
x-Arkanoid II (TAI)
x-Caveman Ugh-Lympics (EA)
x-Curse of Azure Bonds (SSI)
Last Duel (CAP)
Might & Magie II (NWC)
Monopoly (VIR)
Murder Club (KYO)
Neuromancer (IP)
Orel Hershuser's Strike Zone (MH)
x-Red Lightning (SSI)
x-Space Harrier (SEG)
AUGUST
A.P.B (TEN)
After Burner (SEG)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Carner Command (MED)
Clue (VIR)
Deathbringer (SPO)
Deja Vu II (IS)
F-15 Strike Eagle II (MIC)

Fiendish Freddy's Big Top (MIN)
Frightmare (ACO)
x Gauntlet II (MIN)
x-Harrier 7 (ACO)
x Heavy Barrel (DE)
Hoyle's Book of Games (SIE)
x-Indiana Jones & Last Crusade/Adv (LF)
Journey (INF)
M1 Tank Platoon (MIC)
Manhole, The (ACT)
Manhunter: San Francisco (SIE)
x Mental Blocks (ACO)
Operation Wolf (TAI)
Pocket Rockets (CAP)
SimCity (MAX)
Sorcerian (SIE)
Starglider II (MED)
Sword of Aragon (SSI)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
x-Wibarm (BRO)
SEPTEMBER
Cabal (CAP)
Colonel's Bequest (SIE)
David Wolf: Secret Agent (DYN)
Federation (SPO)
Forgotten Worlds (CAP)
Harley-Davidson: Rd to Sturgis (MIN)
Indiana Jones Last Crusade/Action (LF)
Kristal, The (CIN)
Loom (LF)
1943 (CAP)
Omega (ORI)
Qix (TAI)
Rastan (TAI)
Risk (VIR)
Shinobi (SEG)
Space Rogue (ORI)
Star Trek V: Final Frontier (MIN)
Stinder (CAP)
Sword of the Samurai (MIC)
Tank Killer: A-10 Thunderbolt (DYN)
Their Finest Hour (LF)
Thunder Blade (SEG)
Tongue of the FatMan (ACT)
THIRD QUARTER
Android Decision (DS)
Arthur: Quest for Excalibur (INF)
Axe of Rage (EPY)
Conspiracy: Deadlock Files (ACO)
Cycles, The (ACO)
Dark Side (SPO)
Don't Go Alone (ACO)
Double Dribble (KON)
Downhill Challenge (BRO)
Eye of the Storm (LEO)
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Ferrari Formula One (EA)
Galactic Conqueror (TI)
Gold of the Americas (SSG)
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Leisure Suit Larry III (SIE)
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Quarterstaff (INF)
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Third Courter (ACO)
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OCTOBER
ABC Monday Night Football (DE)
Conquests of Camelot (SIE)
Ghostbusters II (ACT)
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Knights of Legend (ORI)
Licence to Kill (BRO)
Rambo III (TAI)
Xybots (TEN)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
California Games II (EPY)
Castlevania (KON)
Code Name: Ice Man (SIE)
Devon Aire Diamond Caper (EPY)
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Where in Time/C Sandiego (BRO)

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JULY
Off the Wall (AT)
AUGUST
Double Dragon (ACT)
Road Runner (AT)
SEPTEMBER
Ikari Warriors (AT)
THIRD QUARTER
Radar Lock (AT)
Street Fight (AT)
FOURTH QUARTER

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ATARI 7800
JULY
Rampage (ACT)
AUGUST
Double Dragon (ACT)
Jinks (AT)
Xenophobe (AT)
SEPTEMBER
Commando (AT)
Mean 18 Golf (AT)
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Ikari Warriors (AT)
FOURTH QUARTER
Barnyard Blaster (AT)
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AUGUST
Deflektor (AT)
SEPTEMBER
Commando (AT)
Midi Maze (AT)
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NINTENDO
JULY
x Adventures of Bayou Billy (KON)
x Athletic World (BAN)
x Baseball Stars (SNK)
x-Desert Commander (KS)
x Dr. Jekyll & Mr Hyde (BAN)
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x Teenage Mutant Ninja Turtles (ULT)
AUGUST
x Adventures of Tom Sawyer (SET)
x Bad Dudes (DE)
Bad Street Brawler (MAT)
x Bugs Bunny Crazy Castle (KS)
x Cobra Triangle (NIN)
x Dragon Warnor (NIN)
Duck Tales (CAP)
x Monster Party (BAN)
Power Glove (MAT)
Silent Service (ULT)
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U-Force (BRO)
SEPTEMBER
Air Fortress (HAL)
Fester's Quest (SUN)
Hollywood Squares (GT)
Jeopardy Jr (GT)
P.O.W. (SNK)
Rolling Thunder (TEN)
Sesame Street ABC (HT)
Tetris (NIN)
Vindicators (TEN)
Wheel of Fortune Jr (GT)
THIRD QUARTER
Adventures of Lolo (HAL)
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Short Order/Eggsplode! (NIN)
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Who Framed Roger Rabbit (LJN)
Willow (CAP)
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Barker Bill's Trick Shooting (NIN)
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Goal! (JAL)
IronSword (ACM)
Jack Nicklaus Greatest 18 (KON)
Kings of Beach (ULT)
Romance of Three Kingdoms (KOE)
Shooting Range (BAN)
Spy Vs. Spy II (KS)
Top Gun II (KON)
Wild Boys (BAN)
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World Champshp Wrestling (FCI)
DECEMBER
Archon (ACT)
Ghostbusters II (ACT)
Knight Rider (ACM)

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