

Computer Entertainer

the newsletter

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Animate
...for Apple
Ferrari Grand Prix
World Builder
Patton vs. Rommel
...for Macintosh
Commando
1942
M.U.S.C.L.E.
...for Nintendo
Black Belt
f-16 Fighting Falcon
...for Sega
Hover Force
...for Intellivision
...and more!!

THE TOP TWENTY

1. Leader Board (Acc/Co)
 2. Leather Goddesses (Inf/Ap)
 3. Marble Madness (EA/Co)
 4. Gunship (Mic/Co)
 5. Silent Service (Mic/Co)
 6. Hacker II (Act/Co)
 7. Leather Goddesses (Inf/I)
 8. Bop N' Wrestle (Min/Co)
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 11. Mean 18 (Aco/I)
 12. GBA Basketball 2on2 (Gam/Co)
 13. World Karate Champion. (Epy/Co)
 14. Hardball (Aco/Co)
 15. Shanghai (Act/Ap)
 16. World Games (Epx/Co)
 17. Championship Golf (Gam/I)
 18. Winter Games (Epy/I)
 19. Marble Madness (EA/Am)
 20. Defender of the Crown (MDS/Am)
- * Top Twenty is the result of telephone polls with a selected group of retailers and distributors throughout the country

COMING...

Index to Everything Reviewed in 1986
Details of 5th Birthday Contest
Sneak CES news from...
(we can't say!)
REVIEWS include...
Mail Order Monsters
...for Atari
Action Fighter
...for Sega
Dark Castle
...for Macintosh
Radio Baseball
...for IBM

Ho-Ho-Ho, Happy Holidays to Everyone!

It doesn't seem possible, but here we are again...shopping, decorating, thoughts of sugar plum fairies, and family. It's time, once again, to thank our readers for the continued strong support you've shown us. You've been kind in what you've said and written, but you won't hold back when you disagree with something we've said, or not said. We appreciate that as, without you, we don't exist! We also want to thank the software companies for their continued support with "sneak" information and product...helping us provide our readers with the information they insist on!

It's that time of year when we review the past year, as seen through the pages of Computer Entertainer (watch next month's issue for a complete index of everything we've reviewed in 1986).

JANUARY

The sneak preview of the C.E.S. (Consumer Electronic Show) covers some of the new software to be shown. Amiga and Atari ST computers are going to be the big machines for new software as conversions such as Kings Quest. Nintendo, following a successful rollout in New York, announces plans to add Los Angeles to their marketing plans, with other cities to follow. CE announces the 1985 Awards of Excellence with the Entertainment Programs of the Year going to: *Koronis Rift* for Atari XE/XL; *Fantavision* for Apple II; *Videoworks* for Macintosh; *Beach-Head II* for Commodore; and *Ancient Art of War* for IBM. The Designer of the Year is a tie between Garry Kitchen for *Gamemaker*; and Stuart Smith for *Adventure Construction Set*. Some of the major releases for the month include *Alter Ego: Male*, *A Mind Forever Voyaging*, *Black Cauldron*, and *Moebius*.

FEBRUARY

A complete re-cap of the C.E.S. including Amiga excitement from Electronic Arts. Activision announces the acquisition of Gamestar. Epyx announces *Temple of Apshei Trilogy* and *Rogue* for the ST and Amiga. Video Game Update returns (again) as games come back to C.E.S. Atari shows the 7800 system, and INTV Corp. announces new games including *Championship Tennis*, and *Super Pro Football*. We announce secret development by an unnamed company planning a new videogame system before the end of the year (later devulged as Sega). Away from the C.E.S. floor, Apple announces the new MacPlus, as well as the upgrade which will be available for current Macintosh owners. Major releases include *Crimson Crown*, *DeluxePaint*, and *Racter*.

MARCH

Computer Entertainer celebrates its Fourth Anniversary! We feature a futuristic look at CD-ROM, CDI, and CDV where interactive adventuring will take gamers where no gamer has gone before! Activision acquires Infocom. We refute an article in Time regarding the demise of the Commodore Amiga. Granted, the company is having problems, but they secure new extensions to their loans while they attempt to get more Amigas into the marketplace, get software support for the system, and adjust the company. Major releases include *Ultima IV* for Atari, *Ballyhoo*, *Jet*, and *Battlegroup*.

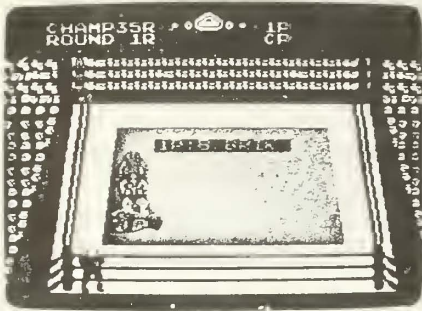
APRIL

Infocom announces new product including Trinity and Fooblitzky and their new Fiction Plus development system. The Amiga price tag is lowered \$500. Electronic Arts supports Atari with conversions such as *Racing Destruction Set*, *Chessmaster 2000*, and *Adventure Construction Set*. Major releases include *Leader Board*, *Bard's Tale*, *Mean 18*, *Sierra Championship Boxing*, and *Super Boulder Dash*.

MAY

Computer Entertainer receives a visit and a resulting fascinating interview from Dr. Peter Favaro, designer of *Alter Ego*. Master Designer Software is working on state-of-the-art animated programs for the Amiga, ST, and Macintosh. Mac owners up in arms as the wait list for MacPlus upgrades gets longer and longer. The wait for the kit is upwards to 6 months! There appear to be 7800 sightings in one or two cities, but Atari says,

Critically Speaking...Commodore 64 Compatible



TAG TEAM WRESTLING (◆◆/◆◆) is an adaptation of the *Data East* arcade game. When played solo against the computer, you control the two good guys, Ricky's Fighters, while the computer controls the two bad guys, the Strong and Bads. In the two-player game, players choose which pair of fighters they control. The object of the game is to fight your way through a series of title matches to reach various championship levels. A match is won by pinning your opponent to the mat for a count of three. Each fighter has a repertoire of six standard wrestling moves (body slam, body bash, drop kick, back drop, back breaker, neck hanging) plus his own "secret move." (Unfortunately, the secret moves are kept secret from everyone, including the player. There is no explanation of these moves in the instructions, except for a hint that the secret move of each fighter is "most effective against a particular opponent.")

Execution of Moves Is Tricky

Moving your fighter around the ring or calling in your partner with a tag is easy enough. However, execution of the wrestling moves is a bit tricky. First you have to get your fighter close enough to the opponent, then hold the firing button down while moving the joystick to select a move, and finally release the button to put your fighter into action. Provided the other fighter hasn't moved, you might be able to pull this off. It's a bit awkward and not too well explained in the instructions. Fighting action takes place in the ring, of course, and even outside the ring where you may find a weapon to use against your opponent. Throughout the match, you have to keep an eye on your fighter's energy level, using the tag team partner to take over when one fighter's energy level gets too low.

Confusing

Our initial reaction to this game was confusion. The instructions are much too sketchy and don't give a clear idea of how the game should be played. Experience with the game helps, as you gradually figure things out by trial and error. Once we did figure it out, we found the game sufficiently action-filled but rather humorless in comparison to other wrestling games such as *Mindscape's* "Bop'n Wrestle" and *Epyx's* "Championship Wrestling." Quite frankly, we became bored after a number of rounds with the solo game. At least the two-player game is a little more interesting. Also contributing to our negative reaction was the blocky and uninspiring graphic treatment of the fighters. Sound effects are not especially good, either. If you're looking for a lively wrestling game, we would suggest either the *Mindscape* or *Epyx* programs over this one. (Solo or competitive play; Joystick; Pause.) Commodore 64 version reviewed; also available for Nintendo Entertainment System (review in this issue). Not recommended. (MSR \$34.95)

ARCTICFOX (◆◆◆1/2/◆◆◆1/2) by *Dynamix* for *Electronic Arts* is now available for the Commodore 64/128, and it's every bit as good as previous versions for Amiga and Apple II. A



strategic game of futuristic tank warfare, **ARCTICFOX** puts the fate of human survival in your hands as you attempt to stop a group of alien invaders who have landed in Antarctica, surrounding their base with a seemingly impenetrable force field. The aliens are converting Earth's atmosphere to a deadly blend of ammonia, methane, and chlorine gas. Your Arcticfox polar combat tank, whose cockpit

window gives you a view across frozen tundra to the vector graphics shapes of the enemy ground and aircraft, is equipped with a variety of weapons and defensive devices. You are working against time and the sophisticated combat and surveillance techniques of the aliens. Your job is to avoid detection by alien reconnaissance, destroy their oxygen converters to buy extra time, wipe out as much of their weaponry as possible, and finally destroy their main fort. That may sound easy enough, but it is made very difficult by the relentlessness of the enemy's reconnaissance. Once they know where you are, you can be in very big trouble. **ARCTICFOX** is a very challenging game that requires quick thinking and good planning. And it's good for many hours of playing sessions without becoming repetitive. (Solo play; Joystick &/or keyboard; Pause.) Commodore 64/128 version reviewed; also available for Amiga and Apple II at \$39.95. Recommended. (MSR \$32.95)

5TH BIRTHDAY CELEBRATION PRIZES...PRIZES...PRIZES!!!

It's Our Birthday, but You get the Presents!

In March, Computer Entertainer/Video Game Update celebrates its Fifth Birthday (that's 60 issues and over 1500 reviews for 10 game systems and 9 home computer systems!!!) **WOW!**

We're pretty proud of our accomplishment and, once again, we have our readers to thank for their loyalty. Because you're the reason we're publishing, we want to celebrate our birthday by giving away thousands of dollars worth of software, accessories, and some other surprises!!! Yep, that's right, **THOUSANDS** of dollars worth of software and accessories for the system *YOU* own!

So, stay tuned...in January we'll have all the details on how you become eligible for the prizes. We are so excited that we promise to make this a celebration that everyone will not forget! There's going to be lots and lots of prizes, so your chance of winning something is going to be good...you just have to enter.

...Details in January!

THE AMERICAN CHALLENGE: A SAILING SIMULATION (◆◆◆/◆◆◆) is a combination tutorial and racing program from *Tom Snyder Productions* for *Mindscape*. It includes an audio cassette with a sailing tutorial and a song by Tom Snyder, "Win Back the Cup." (We don't fancy ourselves music reviewers, so we decline to comment on the song.) The program's tutorial gives novices a chance to learn the ropes (and sails and rudder, etc.) of basic sailing. With the basics mastered, you'll want to try racing on one of the seven courses. There's also an eighth course, the Cup Race, but you cannot race on that course until your sailboat has completed the other seven courses with a winning time. You can also race any of the courses with a motorboat, obviously a speedier way to familiarize yourself with their patterns.

Race Against a Friend

One of the most unusual aspects of this program is the ability to race against a friend who also has a copy of the program. Racing via modem is only guaranteed to work with the Commodore 1660 modem. The instructions state that other, "similar" 300-baud modems may work. You may also race against an opponent with two C64 or C128 computers connected directly by cable to the user ports of each machine. The main drawback to this method is the lack of a ready-made cable for the connection. The instructions do tell you how to make such a cable, however.

Good Graphic Approach

The designers have used an interesting combination of standard graphics for backgrounds and vector-style graphics for the outlines of

THE RATING SYSTEM:

4 SYMBOLS = EXCELLENT 2 SYMBOLS = FAIR
3 SYMBOLS = GOOD 1 SYMBOL = POOR

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

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

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

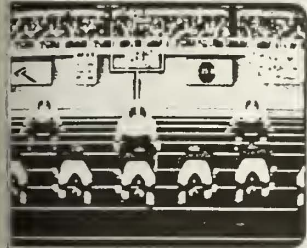
Critically Speaking...Commodore 64 Compatible

boats and sails. This approach makes the visual representation of sailing much easier to understand than it would have been with solid sails and boats. The combination of recorded tutorial, program, and detailed instruction booklet provides a very good introduction to the techniques of sailing. The variety of courses and motorboat options provide a nice variety, and the two-player, long-distance option is a welcome bonus. (Solo or competitive play; Keyboard; Optional Commodore 1660 modem.) C64/128 version reviewed; also available on Apple II and IBM at \$39.95.
Recommended for sailing buffs. (MSR \$29.95)

AFL CHAMPIONSHIP FOOTBALL (◆◆◆◆/◆◆◆◆) is here to sports fans and, thank goodness, it's not like any other football game ready out there (and there's a bunch!) *Gamestar*, known for their fine sports games, has really come up with a humdinger! As we often do, the program was initially booted up without looking at the directions just to get a feel of how hard or easy the program is to get into. As a result, we were not prepared for the first tackle! Here you're *in* the game as the view is right down on field level *from your eyes!* In other words, that tackle came flying right out at us (we thought, for a second, he was going to jump out of the TV and knock us to the ground!)

Loads of Play Selections

Once you've chosen one- or two-player mode, you'll be asked to draft a team. The choice is made from 28 teams divided into four divisions, ranked in eight categories according to the skills of the players and coaches. Then it's on to the play selections where you'll choose from many offensive plays including sweeps, traps, passes, draws, flag pass attempts, and more. Your view of the field depends on the play selected. In other words, if you've chosen a pass pattern, all you'll see of yourself is the receiver's hands as he's going for the football, as well as the two defenders—a cornerback and free safety who will run the pattern with you, attempted to intercept or knock the ball down. The various pass routes are included in the documentation and there are arrows at the bottom of the screen to help teach you the routes by pointing in the direction you should be going. By the way, once you've chosen the play, you still have four seconds at the line of scrimmage to change the play via an "audible".



Defense, Defense

As on the offense, you'll have plenty of play options to choose from. You can set up a "nickel," run a "blitz," shift your men, etc. Unlike the offense, however, the computer will control your men in the play once you've chosen your defense. Once the play is finished, you'll return to the statistic screen where you'll be able to see how many yards were gained or lost, down, yards to go, as well as (if you've chosen the feature at the beginning of the game) "Feedback." If you've chosen this option, the offensive and defensive plays just executed will be highlighted—with their results—allowing you to learn which offensive plays work or don't work against various defenses.

Very Exciting

The first-person perspective of this game gives it its uniqueness; however, even that aside, this is a fine football game. It requires a good deal of skill and you'll derive great satisfaction with the wide choices available—you'll truly feel as though you're playing and coaching the game. The graphics are colorful, crisp, and up to the usual *Gamestar* excellence. Three cheers to designers Dennis Kirsch, Mark Madland, and Scott Orr for taking an over-saturated computer game, and bringing new life to it! (We can't wait to see the Amiga and ST versions!) (one-player; two-player simultaneous; joystick required; reviewed on Commodore 64/128; coming for Apple & IBM at \$39.95, Amiga and Atari ST)
Recommended (MSR \$34.95)

PORTAL: A COMPUTER NOVEL (◆◆◆◆/◆◆◆◆) was conceived by Brad Fregger of *Activision* in collaboration with adventure and science fiction writer, Rob Swigart, as "the first true piece of computer literature, in which the player is in large part the author." As such, *PORTAL* is an experiment, a new software direction, for it is definitely NOT a role-playing adventure in the sense that we now understand that term. It is certainly interactive, but in a way that previous text or graphics and text games have not been, and in a way that books or movies could never be. It does not rely on winning battles, physical exploration of territories, learning magical spells, solving puzzles, or developing characters to the umpteenth level in order to grab and hold the player's interest. Instead, *PORTAL* tells a story which unfolds in layers like the unfurling of a budding rose. But the exposition of those layers is under the player's control, in terms of both sequence and depth of exploration.

Prologue: Earth without People

The background of this futuristic computer novel is contained in a Prologue supplied with the multi-disk program. The main character is a space traveler returned to Earth in the year 2106 after a flight that never reached its goal of 61 Cygni. That flight left in 2004, its lone explorer put into cryogenic sleep for the long voyage. The explorer awoke as the spacecraft came in over the South Atlantic, landing in Florida at what once was Cape Canaveral. Alarmed at grassy fields and launch facilities in poor repair, the explorer soon discovered that there were no people there or anywhere else on Earth. Attempting to find out what happened to all the people, the explorer finally discovers a single operating terminal connected to the 12 Worldnet databases. At this point, you become that frightened and lonely explorer.

Exploring Earth through Worldnet

Signing onto Worldnet, customarily accessed through Mindlinks, you must resort to the primitive input devices of the late 20th century: joystick and keyboard. At first, only the tiniest stirrings in the Central Processing database are detectable, which provide emergency instructions. Next, Homer comes alive. Homer is a biological computer designed as a storytelling artificial intelligence machine, and he reports that yours is the first active terminal in 12 years. All other databases (History, Military, Psilink, Scitech, Geography, Med10, Psychology, EdMod, Life Support, and Wasatch genealogical) are reported to be temporarily empty. But Homer seems to need human companionship as much as you do and begins to remember scattered bits of information long inactive in his memory. Something about your probing seems to arouse the cobwebby links to other databases in Worldnet. Slowly, as you keep trying for access, tiny snippets of information are revealed. You grab at them hungrily, hoping to learn why the people are gone and if it might even be possible to bring them back. Med10 tells you about the new genetic diseases. And Homer remembers a name, Peter Devore, who seemed to be linked to the disappearances. History files open, revealing events of near and distant past. As you chase from database to database, Homer flashes his icon excitedly when he recalls something, leading you to more knowledge gained in agonizingly small chunks. The Vega myths. The Migration. Mozarting. And the Portal: possible mathematical manipulation of psychic space? You can't stop, for uncovering the mystery has become a joint obsession for you and Homer.

Hooked within Minutes

PORTAL is one of the most fascinating pieces of software we've explored in quite a while. We had our doubts about something that acts and looks a little like a standard computer adventure but contains no puzzles or tasks for the player. It turns out that straightforward exploration among the vast databases of an imagined 22nd century culture, combined with a totally gripping story, had us thoroughly hooked within ten minutes of play. We had no difficulty becoming that lonely space traveler and feeling the urgency of finding the lost people of Earth. Even without puzzles and tests, we pushed on through the immense program. After just under three hours of poking and probing, we were directed to insert side two of five sides, so we still have many more hours of exciting exploration ahead. The *Activision* team is to be congratulated for their boldness in bringing *PORTAL* to reality. It takes a certain amount of courage to chart a new course and test untried waters, but products like *PORTAL* help entertainment software to grow in new directions. (Solo play; Joystick; 3 disks.) Commodore 64/128 version reviewed; coming soon for Amiga, Apple II, Atari ST, IBM PC/PCjr/Tandy 1000, Macintosh. (Pricing for systems other than C64/128 unknown at this time.)
Recommended. (MSR \$39.95)

Stadium Disk Ships

SubLogic has just shipped their Stadium Disk to be used with *Pure-Stat Baseball* (Commodore 64/128) which features twenty-five ballparks. Statistics such as distances to the fences, wind factors, etc., are factored in for a realistic approach to each stadium. In addition, background information on each park is included, such as year built, any nicknames, etc. Retail for the disk is \$19.95

BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (none left of Vol 1, #1,2,3). Send \$2.00 for each back issue you want. Buy six or more, and they're just \$1.50 each. Make certain you have a complete set!

"impossible!" (except Customer Service who is blithely telling everyone that the unit is in their local toy store. Major releases *Gemstone Warrior*, *Bop 'N Wrestle*, and *Championship Golf*.

JUNE

Details of the upcoming Sega System devulged as we get ready for the Summer C.E.S. Apple rumors surfacing regarding their new computer to be announced in September. From what we know, it sounds pretty exciting (when the announcement comes, it will be the IIGS). Activision announces enhanced versions of *Gamemaker* and *Little Computer People* for the Amiga and ST. Releases include *Super Mario Bros.* for Nintendo, *GBA Championship Basketball*, *Fooblitzky*, *Infiltrator*, and *Murder on the Mississippi*.

JULY

The re-cap of C.E.S. is one of games, games, and more games! Sega has a big booth, showing dozens of software titles. Commodore shows its new 64C, as well as GEOS. The 7800 has shipped (!) and Nintendo goes into national distribution. SubLogic ships new scenery disks for its flight simulator packages, and Polarware lowers its prices. Major releases include *Shanghai* and *Uninvited* for Macintosh, *Temple of Apschai Trilogy* for Amiga and ST, *Hardball* for Atari XE/XL.

AUGUST

Brian Moriarty, designer of *Wishbringer*, visits our offices to fill us in on the origins of his new adventure, *Trinity*. We feature a tongue-in-cheek review of a CD of videogame sounds. Releases include *ComicWorks* for Macintosh, *Hacker II* and *Commando* for C64, and *Trinity*.

SEPTEMBER

Sierra is working on a helicopter simulator for IBM and the ST. Coleco denies the rumors that they are working on a Macintosh-like computer. We're days away from the IIGS announcement. Delays and shortages plague the Atari 7800 while the Sega is on schedule for an October rollout. Konami and Nintendo sign an agreement for software, and both Sega and Nintendo announce major TV ad campaigns for the Christmas-selling season. Major releases include *Marble Madness* for Amiga, *Ogre* for Apple, *Winter Games* for IBM.

OCTOBER

Computer Entertainer visits the labs of Master Designer where we're dazzled with *CinemaWare*, showing breathtaking animation in such titles as *Defender of the Crown*, *King of Chicago*, and more. Details of the Apple announcement of the IIGS. SubLogic announces plans to convert *Flight Simulator II* for both the Amiga and ST. More delays are announced for 7800 software, and we have the Sega unit and software inhouse for early hands-on reviews. Major releases include *Grand Slam Bridge*, *Karateka*, *World Tour Golf*, and *Balance of Power* for IBM, *Print Shop* for Macintosh, *Silent Service* for Atari ST.

NOVEMBER

We offer an exclusive update on what's happening in the world of CDI and CDV. We visit the set of an Epyx commercial for the 500XJ Joystick that will be shown on MTV. More 3rd party software is announced for Nintendo from Capcom, Data East, and Bandai. Computer Entertainer visits Japan to see what's up in the stronghold of videogames. Reports of the visit to follow. Major releases include *Marble Madness*, *Howard the Duck* for C64, *Airheart* for Apple, *Ninja Kid*, *Urban Champion* for Nintendo, *Teddy Boy* for Sega, and *Theatre Europe* and *Warship*.

DECEMBER

The countdown for the holidays begins in earnest. We wish you and yours the happiest holiday possible, with all the best for a happy, healthy, and rollicking New Year with loads of exciting new games to play!

Critically Speaking...Apple II Compatible

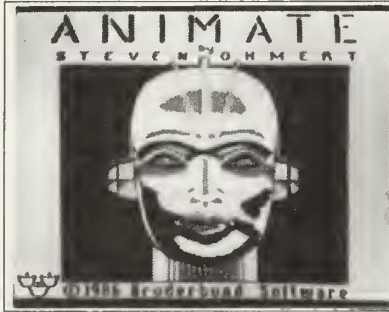
BOP 'N WRESTLE (♦♦♦1/2♦♦♦) has just been converted for Apple owners by Mindscape, keeping the quality of gameplay, but losing a good deal of the graphics excellence (this due to the computer, not the designers). This is an all-in-fun wrestling match of the Saturday night variety (you definitely will not find this version of wrestling on *ABC Wide World of Sports*). You'll control Gorgeous Greg against the computer or any of ten different wrestlers in the two-player version. You control the action with the joystick or keyboard, with the joystick, by far, the preferable mode (unfortunately, in the two-player mode, one player must play with the keyboard). There are all sorts of moves you can make--from a ahead butt, body slam, spins, pile driver, pins, etc. It takes quite a while to become proficient as virtually anything is legal and the computer player will life, spin, drop and stomp you before you realize what's happened. For those not familiar

with the terminology, there is a complete appendix included.

Still Fun

We really enjoyed this in its Commodore version, and the Apple version is just as much fun. There are loads of moves you can use and plenty of ways to play. Unfortunately, due to the restrictions of the computer, the graphics don't measure up to the earlier version at all. Nonetheless, the action is strong enough to compensate for whatever is lacking in the graphics (one player; two player simultaneous, also available for Commodore 64/128) Recommended (MSR \$29.95)

ANIMATE (♦♦♦♦♦♦♦♦) is the latest entertainment tool to be released from Broderbund, this time giving users the ability to



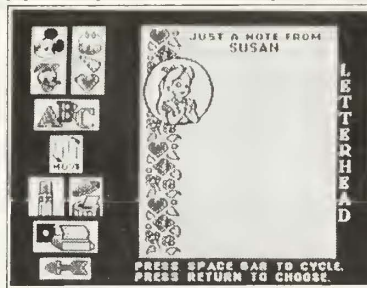
produce high quality animated scenes by creating their own images, or by using the pre-drawn characters and backgrounds provided with the package. This program can almost be described as the advanced *Fantavision* (also by Broderbund) as it takes advantage of the Apple's 16-color double hi-res graphics to create "cell-like" animation. Where *Fantavision* animates by

creating intermediate frames, making it ideal for beginners, *Animate* offers many sophisticated features such as pixel control, sound, and more.

Control for Serious Creativity

Your imagination is virtually the only thing which will stop you as you can control up to 16 different characters in one scene, design your own backgrounds, include sound, and much more. Once you've finished your masterpiece, you can either print it out in color or black and white, depending on your printer. Because there is so much you can do with the program, you'll find that's it's not too easy to master, although the pull-down windows are a great help. We found the sounds and graphics quite dazzling as we checked out the library of animated objects and backgrounds. It wasn't too difficult at all to put together a brief scene using the enclosed library. The program can also use any creations you've designed within *Dazzle Draw*, a program Broderbund released last year. The real satisfaction and fun, however, would be creating your own masterpiece. By the way, there is a demonstration disk enclosed which is a great way to get a sense of the program. As an extra added bonus, Broderbund has included a booklet entitled *The Art of Animation*, which is a tremendous help as you venture into this artform. If you enjoy drawing, you will find hours and hours of enjoyment in this program. Here's your chance to design and animate your own version of *Max Headroom*! (requires 128K; mouse, joystick, koalapad, or Apple Graphics tablet.) Recommended (MSR \$69.95)

WALT DISNEY CARD & PARTY SHOP (♦♦♦♦♦♦♦♦) is a joy to anyone who has a special place in their heart for the Disney characters. Our first thought was "Oh no, not another sign and greeting card program!" However, this one from Bantam Electronic Publishing is loads of fun and offers everything you need for a terrific Walt Disney inspired party! There are three theme party sets: Mickey & Friends, Alice in Wonderland, or Winnie the Pooh. You can make several items for your party including



invitations, name tags, place cards, tickets, banners, and even wrapping paper and place mats! If you want to make stationary, you can design envelopes, cards, postettes, memos, and letterheads. There's loads of Disney characters to choose from (19 in more than 45 different poses), as well as pre-designed items which you can just print out. You can add a typed message, in a choice of typestyles, as well as borders, holiday objects and more.

Extremely Easy to Use

We didn't have to even open the directions to use the program as every choice is clearly indicated with a picture icon. As a result, this program can be used by the entire family. Imagine the satisfaction and fun a child would garner by being able to produce everything needed for his her her very special party! (64K; printer required; also available for C64)

Recommended (MSR \$39.95)

*Special Commemorative Issue
...See January issue for details!*

Critically Speaking...Apple II Compatible

WALT DISNEY COMIC STRIP MAKER (◆◆◆◆/◆◆◆◆) is the other half of the Walt Disney release from *Bantam Electronic Publishing* and, again, it's loads of fun and easy to use. In this program, you can create your own personalized comic strips featuring the lovable Disney characters. There are 180 high-res color graphics of Disney characters included, as well as several objects and backgrounds



which you can mix, match, flip, and flop to your heart's content. Then you can choose from a variety of word balloons to place over your action and either use pre-programmed phrases, or write your own. The backgrounds include everything from an outdoor scene, indoor, seaside, and more. Again, for ease of use, the program uses picture icons which are very descriptive. This program is certainly more involved, and therefore a little more difficult to use, than the Card & Party Shop; however, it'll make a great family project. We must admit to the fact that we got hooked on a comic strip we started using Goofy and Pluto. We were fascinated with what we could do to move the objects around and truly create our own Disney comic strip. You can build up a disk of your favorite comic strips and they can be printed out to share with friends. This one makes a great family project! (64k; printer required; also available for C64)

Recommended (MSR \$39.95)

GUNSLINGER (◆◆◆◆/◆◆◆◆) is a beginner-level graphics and text adventure from *Datasoft* that captures the flavor of the Old West. You take the role of Kip Starr, former Texas Ranger and friend to James Badland, who has been jailed in Tijuana. You have to make your way south of the border to rescue your pal, who has an appointment with the hangman's noose in just two days. Worse yet, all six of the Dalton boys have just escaped from prison, and they're gunning for you and friend James. And just to make things a little more difficult, you begin the game stranded in the desert with nothing but a dead horse, your six-gun, and 18 cents in your pocket. A wandering stranger gives you a ride to Dawson City, where the adventure begins. You meet and talk with the people of the town as you nose around, trying to increase your pocket money and get a start on rescuing James. A poker game looks to be a likely prospect to raise a little cash, but it turns out to be a distinctly unfriendly game. Just remember to act decisively and ask questions later, or you may come to a quick end. When you can, grab a stagecoach heading to Carson, and you're on your way. Many more explorations and pitfalls await you before you reach Mexico: ambushes, a ghost town, an Army fort, an Indian village, and every danger of the Old West you can imagine. And the game isn't over when you rescue James, because both of you must then head for Tombstone and a showdown with the Daltons at the OK Corral.

Good for Beginning Adventurers

GUNSLINGER is especially good for beginning adventurers for two reasons: content and method of interacting with the game. The puzzles are not terribly difficult, so beginners will be challenged without being terribly frustrated. And the Western theme of the story is both familiar and enjoyable. Interaction with the story is quite easy, because lists of verbs, nouns, and prepositions appear on the screen to be chosen with joystick or keyboard. (It's entirely possible to play the game without typing in a single word.) Beginners are also helped by having limited choices in each location. An on-screen compass lets you choose which of four directions to move your character, but only one direction is available in many locations. Even the rankest beginner can understand that he or she must move north if the other three directions are blocked! However, what makes GUNSLINGER good for beginners and young players renders it unsuitable for most intermediate to advanced adventurers, who will find the game too easy to solve. This is hardly a drawback, though, since there are very few easy adventures on the market, but more than enough challenging ones for advanced players. Graphically, the game offers more than 100 well-drawn screens of Old West scenes and characters. (Solo play; Joystick &/or keyboard; 2 double-sided 48K disks; Blank disk required for game saving.) Apple II version reviewed; coming soon for Atari XL/XE, Commodore 64/128.

Recommended for Beginners Only. (MSR \$34.95)

...Commodore 64 Compatible

KNIGHT GAMES (◆◆◆◆/1/2/◆◆◆◆) is a delightful set of eight Medieval-style contests from *Mastertronic*. Set against the pageantry of those fabled days of old when knights were bold, the contests can be played at three skill levels either solo against the computer or by two for some great competitive action. The contests include two different Sword Fighting games, Duelling Axemen, Quarterstaff Bashing, Pikestaff Contest, Ball and Chain Flailing, plus two games of aiming skill, Archery and Crossbow. The man-to-man contests feature lively action punctuated with the clanking of steel against shield or opponent's weapon. The aiming contests require placement of a cursor over a moving target and then shooting quickly. (The knight's arm tires, and the cursor starts wobbling if you wait too long to let loose your arrow.) All contests are timed by a burning candle that soon melts down to nothing. Each knightly sporting event is backed with an appropriately splendid graphic setting and accompanied by original music. (The music can be turned off if it disturbs your playing concentration.) Somewhat reminiscent of the multi-event olympics-style sports programs from Epyx, KNIGHT GAMES still manages to be different enough from those programs to be enjoyable. And for its low price, the program is an excellent play value. (Solo or competitive play; Joystick; Pause.) Available for Commodore 64/128 only. Recommended. (MSR \$9.95)

TITANIC: THE RECOVERY MISSION (◆◆◆◆/◆◆◆◆1/2) is a first-person graphic adventure from *Electric Dreams* in which your goal is to explore and raise one of the most famous shipwrecks of all time, the "R.M.S. Titanic" ocean liner that sank over 70 years ago. As the leader of the salvage mission, you must not only find the ship's treasures and the activators for the eight flotation bags around the hull of the great ship, but also keep your financial backers and the press happy in order to keep necessary money flowing into your company's coffers. (Salvaged objects can also be sold for additional funding of your venture.) Technically, there is no time limit involved in raising the "Titanic." You can take just as long as you want—so long as you can keep raising enough money to keep your salvage mission afloat.

Playing the Game

Your deepwater salvage craft, the T.S.I, has a full complement of the most advanced devices available, including a robot arm, sonar and sonar buoys for keeping track of your location within the wreck, and automatic S.O.S. calling if oxygen or power levels fall dangerously low. The T.S.I can be sent to any of five entry points on the "Titanic," from which you can explore all 240+ rooms, which are modeled on those in the actual ship. Within those rooms are open and locked doors, puzzles to be solved, and over 170 objects, many of which were actually aboard the real "Titanic" when it sank. While you're moving the T.S.I around all those rooms, you have to be quite careful to avoid damage to the craft. And damage to the robot arm can really spoil your dive. Moving around the ship can get a little spooky in the murky depths, especially when you get that panicky feeling that you can't remember the way to your entry point. Fortunately, rescue is just a quick call away. Just like a real salvage mission, though, bringing up treasures is only part of your job. The press may interrupt your mission with clamors for press conferences and interviews, but keeping public interest high can be crucial to continued funding. Likewise, you must be a political animal to keep the money flowing from your financial backers. All of these demands on your skills and time must be balanced for the most successful results in the game.

Puzzle-Solving Challenges

Those who enjoy the puzzle-solving challenges of a good adventure will enjoy TITANIC: THE RECOVERY MISSION. Despite a fairly imposing manual (22 pages), controls are straightforward and easily learned. Interaction with the game is mostly through icons and actions controlled by the joystick, with only a bare minimum of keyboard entries. Graphics are quite good, especially in the dim 3-D maze of the undersea wreck, where you spend much of your time. Graphics in the press and financial rooms feature amusing caricatures of the reporters and financial backers who are critical to your progress. Altogether, we found TITANIC a different kind of adventure that is especially enjoyable for its historic accuracy and relevance. (Solo play; Joystick & keyboard; Blank disk required for game saving.) Available for Commodore 64/128 only.

Recommended. (MSR \$29.95)

SSI Plans More MAC Conversions

Strategic Simulations (SSI) plans to release two new Macintosh conversions in January...North Atlantic '86 and Computer Ambush

Watch Next Month's issue for details on how you can win prizes in our Fifth Birthday Celebration!

Critically Speaking...Multi-Systems

THE PAWN (NA/◆◆◆1/2 Apple) (◆◆◆1/2/◆◆◆1/2/ C64) was designed by Magnetic Scrolls for Rainbird Software of Great Britain and distributed in the U.S. by Firebird Licensees. The game drew rave notices in its initial version for the Atari ST and the follow-up for Amiga (the version which includes spoken text). Essentially a text adventure (albeit a sophisticated one with a parser capable of some rather astounding tricks), **THE PAWN** in its first two versions was especially notable for its stunning graphics. These latest conversions cannot be expected to live up to the graphic splendor of ST and Amiga versions, but the hi-res illustrations in the C64 version are lovely nonetheless. Graphics are entirely absent from the Apple II version, where the adventurer must rely on the pictures conjured up in his or her mind. (For devotees of text adventures, these are often the best pictures of all!).

In the Kingdom of Kerovnia

The story takes place in the kingdom of Kerovnia, a mythical place that's partially moored in the past and yet quite up-to-date. (Imagine a land where sorcerors, dwarfs, and dragons dwell, yet the castle has TV and the young prince of a neighboring kingdom listens to music on his Walkman!) Your goals as an adventurer who has stumbled into Kerovnia at a time of social and political upheaval are not set out clearly, but must be discovered by exploring and communicating with the people and animals of the kingdom. You'll meet a laughing guru and the mighty wizard, Kronos, who lusts for the throne. You'll explore a tree room and a golden palace. And as you wander, seeking escape from Kerovnia and the fulfillment of other goals, you'll have the pleasure of interacting with one of the most impressive parsers we've ever encountered in a text game. (Solo play; Keyboard; Blank disks required.) Apple II and C64 versions reviewed. Also available for Amiga, Atari ST; coming for C128 & IBM. Recommended. (MSR \$44.95)

GREETING CARD MAKER (000/000) is an easy-to-use creativity program by Dan Kitchen for Activision. The program comes with 20 sheets of ivory parchment stationery and lets you make a variety of greeting cards, invitations, or announcements in black-and-white or color (depending on your printer). Also included is an address book program which allows you to maintain files of names and addresses which can be automatically printed onto the envelopes which the program can also produce.

Plenty of Options

The first step in creating a personal greeting card is to select one of eight styles for the card. The choices include vertical and horizontal formats, sizes of 1/3, 1/4, and 1/2 page, two or three folds, and even a 3-D pop-up style. Once the card style is chosen, you're ready to get down to some serious artistry. There are so many choices available that you won't even be able to use them all: background colors and patterns, small designs, full-panel pictures, full-screen scenes, objects (clip-art pictures), borders, eight type-styles (fonts) for text, and a wide variety of verses for all occasions (or you can write your own). All options are easily accessed with scrolling menus and a pointing hand. Although the program includes more than enough artwork and ideas to create stacks of different cards, certain items can be imported from other programs to create even more variety. Apple users can include high-resolution scenes made with any standard Apple graphics program, and they can use clip-art objects from "The Print Shop" by Broderbund. Commodore users can use scenes created with "Doodle!" by Crystal Rose Software, and any sprites from "GameMaker" or the "GameMaker Designer's Libraries" can become clip-art objects for greeting cards.

Saving and Printing

When you're satisfied with your work of art, it can be saved by category and occasion into a greeting card rack for future use. But before moving onto another card, you'll certainly want to print the one you just finished. (The whimsical reindeer which accompanies this review is an example of the program's output.) Printing requires that your program be set up to match your interface card and printer (a very large number of combinations are supported), and then you're ready to go. If you haven't done any graphics printing before, you may be surprised to find out how long the process can take, so relax and do something else while your printer does its job. After the first side is completed, the paper must be removed and re-inserted to print the second side. Alignment can be a little tricky, so be careful with the re-insertion

step. When your card is ready, you can have the program make a perfectly size-matched envelope while you dress up the card with paints or colored pencils (unless you're fortunate enough to have a color printer).

Flexibility and Ease of Use

GREETING CARD MAKER is designed for flexibility and ease of use. And you don't have to be an artist to get beautiful results. The addition of the "envelope maker" and "address book" functions make the program even more useful. With a little help, even young children will enjoy using **GREETING CARD MAKER**, but it's sophisticated enough for adults to appreciate its creative possibilities. (Keyboard or joystick; Mouse with Apple version; Printer required; Blank disks required to save card designs and address files.) Apple II and Commodore 64/128 versions reviewed.

Recommended. (MSR \$39.95 Apple, \$34.95 C64/128)

TERM PAPER WRITER (NA/0000) from Personal Choice Software (an Activision label) is one of the most useful programs we've ever seen for the high school to college-age student. More than a filer, more than an outliner, and more than a word processor, **TERM PAPER WRITER** helps the student organize research notes, prepare an outline, and write a term paper more easily than any other method. Back in the b.c. (before computers) period, parents of today's high school and college students wrote outlines and term papers from notes on stacks of index cards. The work was hand-written and then had to be typed. After computers, a student could organize research notes with a filing program, outline with an outliner program, and then do the final writing with a word processing program. With **TERM PAPER WRITER**, all of these tasks and more are integrated into a single program whose functional sections work with each other. Organization is nearly painless, and the finished product is often better written because of the ease of editing inherent with word processing.

Using the Program

Using **TERM PAPER WRITER**, the student begins with the Notetaker, entering ideas, quotes, etc., along with complete source information as prompted by the program (author, book or article name, publisher, date, etc.). The Outliner helps the student organize ideas into a formal outline or a looser format, as needed. The Writer is a full-featured word processor which includes options such as boldface, underlining, margin settings, and centering. Three Writer features will be especially popular with students: running word-count, marking placement for footnotes, and the ability to bring Notetaker or Outliner text into a split-screen area while writing. Perhaps the most ingenious time and effort saver in the program is the Footnoter and Bibliography Compiler, which takes information from the Notetaker and saves multiple typing of source entries. The program is very easy to use, thanks to sensible menus, excellent documentation, and context-sensitive help screens. **TERM PAPER WRITER** is an excellent value for high school and college students. (Keyboard; 128K disk; Printer required; Blank disk required.) 128K Apple II & IBM PC/PCjr/Tandy 1000 versions reviewed; coming soon for Commodore 128 at \$49.95. Recommended. (MSR \$59.95)

Critically Speaking...

Atari XE/XL Compatible

WARGAME CONSTRUCTION SET (NA/◆◆◆1/2) is one of those "wow, we're surprised it hasn't happened already" type of programs. The big surprise, and a happy one for thousands of Atari owners, is that the first version of this Strategic Simulation (SSI) game is for the Atari XE/XL computer! Okay, wargamers (and we know there's lots of you out there!), now's your chance to draw your own battlemaps, create soldiers, scenarios, level of difficulty, and much more. You'll also be able to play from one of eight historical or science fiction scenarios included with the program (5 solitaire and 3 2 player). When you're building your map, you'll have four different scales with 15 terrain types in each. There are 78 icons depicting friendly and enemy units and you can choose the aggression settings. Choose your map colors, roads, bridges, fight four levels of combat. Want to set your game in the times of Ancient Wars? No problem, you can move forward and have a science fiction battle.

The Wargame Experts

There's no question that SSI has carved its niche as the wargaming experts. With all the construction sets out there--everything from racing to pinball, this seems a natural as we know many wargaming readers who would love to get their teeth into their own specific scenario. The on-screen icons are extremely easy to work with and, as usual with SSI games, the documentation is complete with pages and pages of details which will help you perfect your design. If you're wargaming fan, than this is an obvious addition to your library! (solo play; reviewed on Atari XE/XL; coming for Commodore 64/128) Recommended (MSR \$29.95)

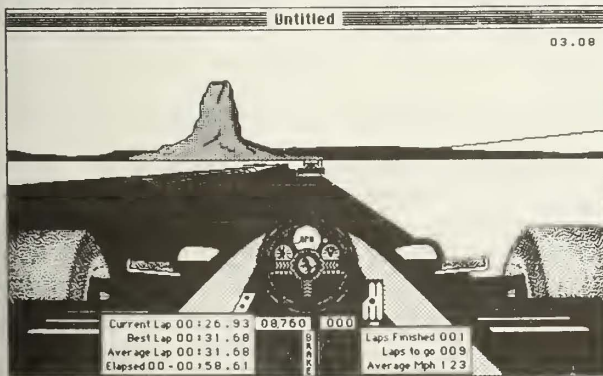
Critically Speaking...Macintosh Compatible

HARDBALL (♦♦♦♦1/2♦♦♦) has made its way to the Macintosh, after continued success on other computer formats. Happily, *Accolade* has spent the time to make use of the capabilities of the Mac, resulting in a fine conversion. Like its predecessors on the other systems, this features 3-D graphics looking in at the catcher from behind the pitcher's mound. In addition, there's the behind-the-plate view of right field or left field, depending on the play. Like the other versions, you'll be faced with the Manager's Decision screen where you choose options such as players substitutions, exchanging of positions in offense, as well as shifting your outfield and infield. On offense, you'll choose from six different pitches, as well as placement of the pitch (all done quite easily with your mouse and a small diagram at the bottom of the screen). If the ball is hit, the appropriate player will blink and, again with mouse control, you'll move to get the ball and throw it into the correct base. On defense, choose placement of your bat swing, whether or not you wish to bunt, as well as stealing options if you're on base.

Beautiful Graphics, Great Sound

Accolade is known for their large-style graphics and they work well on the Mac. We were pleasantly surprised when, upon our first strike, the home plate umpire yelled out clearly, "STRIKE!" In fact, on the third strike, he seems to enjoy yelling "Strike Three, You're Out of Here!" (or something similar as it changes). We still find, as we did in the Atari and Commodore versions, a slight sluggishness in the throws coming in from the outfield. It seems to take forever and it's rare indeed that you can beat the runner. One other note that should be made relating to the two-player version. Whereas the other versions use joystick control and the choice of direction of the ball being thrown or the bat swing are hidden from your opposing player, the diagram on the screen which the mouse responds to is out there for all the players to see. That creates serious problems for a "secret" decision. All in all, however, this is a very solid baseball game and the first baseball simulation for the Mac. (one player; two-player simultaneous; 128K; also available for Atari XE/XL and Commodore 64/128 at \$29.95 and Apple at \$34.95) Recommended (MSR \$44.95)

FERRARI GRAND PRIX (♦♦♦♦/♦♦♦♦) comes to you from designer Donald Hill Jr (designer of Fokker Triplane Flight Simulator) and *Bullseye Software*. The designer indicated that the game took far longer than planned to design. May we interject...it was worth every minute! We can understand why Ferrari of Italy allowed Bullseye to license their name as the game provides the same excellence as the gorgeous car it is named after!



Options Almost Limitless

There is tremendous depth to this game, being far from just another race car simulation. As you begin, you'll choose the course you wish to race on...either one of several included, or you can design your own from a very complete toolkit included (allowing you to zoom in on sections as you work on them, and the choice of curve radius). You then have the option to load a background that you've designed within MacPaint (complete instructions on how to accomplish this is included), or you can default to the background on the disk. Moving on to the skill level, beginner puts the steering cursor just above the track; intermediate moves the cursor to the top of the window, and in expert (good luck!), the cursor disappears.

After choosing the keys for gears (default is that the number 1 is first gear, 2 is second, etc. through the five gears), braking, etc. Then it's on to more choices. You can pick "No Collision" which means you can't collide with other cars (very handy 'til you get proficient), or "Collision," and, in a very interesting option, you can adjust your gear ratios to get the perfect mesh of car and course--especially useful when you've designed a fancy course of your own.

Want to handicap the other drivers? No problem as you can slow them down by taking away their top gears, or select "Good Driver" which

will make him drive slower through the curves. You can also have your opponent shift down to first gear if you go off the road, giving you precious time to right yourself.

Start Your Engines

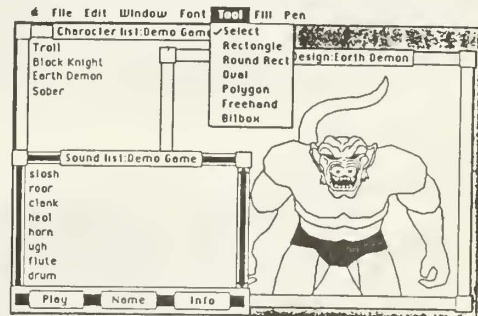
Ready to race? It'll take a good deal of practice to use the cursor for steering as you initially want to follow the steering wheel and turning tires. You'll want to try a few practice laps before heading out against the competition. When the big race begins, you'll choose the number of laps and whether or not you wish to make pit stops. If you've chosen the pit stop option, you'll have to practice awhile to get the hang of how to get in and out in the fastest possible time, without overshooting it - no easy task! By the way, if you spin off the course, you can work your way back. If, however, you crash, the race is over. As the designer put it, if you were out on the track in the real thing, you wouldn't get a couple of extra cars. You'd have to head home, replace or fix your car, and race another day!

Superb

We've seen a lot of racing car simulations through our five years of publishing. Our resident car buff took this one off to the back room, didn't return for hours, and when finally seen, had a wide-eyed, happy look! This is, without question, one of, if not, the best, race car simulator out there currently for any system. It provides not only a fine racing experience, but you have such tremendous options available to you in customizing the game to your pleasures. The graphics are very detailed, with the distinct feel of sitting low in the car's cockpit. The sounds are outstanding lending to the authenticity of the game. This is a Must-own game for any Mac owner who even vaguely enjoys car races! (one player; requires 512K or Mac Plus; if you cannot find the game in your local store, call Bullseye at 702-831-2523 for a local outlet)

Recommended (MSR \$59.95)

WORLD BUILDER (NA/♦♦♦♦) is *Silicon Beach's* answer to the "Adventure Construction Kit" genre. This program, in which you can create your own interactive games, is very powerful (*Silicon Beach* even used it to produce its own *Enchanted Sceptors* program), allowing you to create up to 2500 different scenes. You create a scene using four components. First, you depict each scene within the the graphics window by either drawing it yourself (many textures and pen strokes are included to help you), or by bringing in an object through your clipboard. Then, you must write the text which appears when that particular scene is entered. Thirdly, you'll block your directions (in other words, if you want to make it impossible to "go south" from a particular scene, you'll block the south direction, also entering the dialog which appears, such as "you walk into a wall"). Within that section, you also assign the scene sounds from the built-in sound library. You'll then put in the code which tells the player how to handle the various actions within the scene. You'll want to populate your world, and it's easy to develop characters with all sorts of interesting personalities and attributes. You'll also need to create objects to use within your adventure such as weapons, magical items, and more, choosing the value of each.



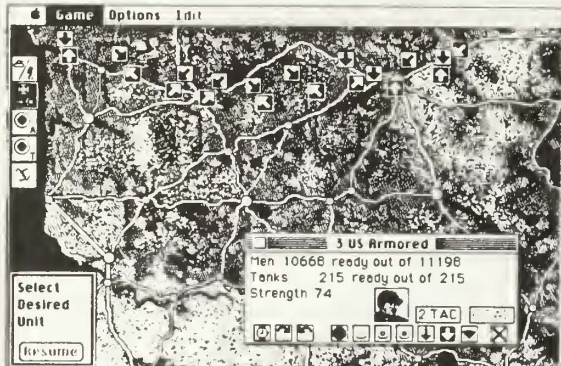
As Broad As Your Imagination

This is a program whose only limit is your imagination! Granted, it's not the easiest to work with, but try to program an adventure game from scratch! The documentation takes you through, step by step, how to program the various scenes, using simple programming statements. The digitized sound library included (*RealSound™*) is incredibly realistic (anyone who has played *Enchanted Sceptors* is familiar with the quality of *Silicon Beach's* sounds. In fact, their new release, *Dark Castle* <review next month>, features the same sounds also). We had to try them all out and they are terrific! By the way, within the packaging of *World Builder*, you'll find an order blank where you can order additional sound disks at \$15 each (buy all three for \$35), featuring fantasy/adventure; space/sci-fi; and wild west/outdoors sounds. If you're an adventurer (and we know we have a lot of you out there) and want to try your hand at your own custom adventures, then you should

Macintosh Compatible...continued

have endless fun with this program! By the way, once you create your masterpiece(s), you can give them away, sell them, or send them out as ShareWare as they do not need this program to run them once completed. (requires 512K or Mac Plus)
Recommended (MSR \$79.95)

PATTON vs. ROMMEL (◆◆◆1/2◆◆◆1/2) is the latest effort from award-winning designer Chris Crawford for *Electronic Arts*. In this strategy war simulation the time is 1944 and the place is Normandy. You'll take the role of either General George Patton or Field Marshal Erwin Rommel. You can view your army in five different ways: type of division, movement mode and directional facing, available strength, true strength, and battle readiness. There are three levels of play, each level giving you more control and variables. In the intermediate and expert levels, there are several icons which control such things as moving into mobile, standard, or static defense or attack. In the expert mode, you are able to do a good deal of editing, making it a construction set of sorts. There are ten different types of tactical orders, with each division able to handle up to 32 different orders at one time. The statistics window will give you the basic information you need such as how many of your men are ready to fight, number of tanks and artillery, and combat strength of the division. You activate the division you wish to move by opening that division's statistics window. Move the mouse pointer to the destination on the map and click. The division will then demonstrate, via animated movement of the icon, their current sequence of orders so you can see what will happen. Initiate actual battle by selecting "Next Turn." Once you do that, you can sit back and watch the animated battles, with sound effects. After the battle is over (a small window in the lower right corner shows the day and ticks off the amount of real time the battle takes), your General will appear in a box with a message for you indicating how well you're doing.



Great Wargaming

The graphics are crisp and clear with easy-to-understand icons and dialog boxes, making it simple to give orders. Of course, like any wargame simulation, you have to use your wargaming skills or you will surely get clobbered by the computer (which takes on the actual strategies of Patton or Rommel to defeat you). This is a very nice simulation, with historical and geographic accuracy, and a multitude of ways for the contest to end. (one player; two-player simultaneous; requires 512K or Mac Plus)
Recommended (MSR \$39.95)

Critically Speaking...

Commodore 64 Compatible

ALIENS: THE COMPUTER GAME (◆◆◆1/2◆◆◆) is based on *Aliens* from 20th Century Fox, one of the most popular movies of 1986. We've seen many computer and video games based on movies in the past, but the *Activision* design team (Steve Cartwright, Glyn Anderson, Peter Kaminski, Gene Smith) has outdone every last one of them with ALIENS. Anyone who loved the movie will relish the chance to take part in the suspenseful re-creations of crucial plot sequences. Even those who never saw the movie can enjoy the game, because every sequence is set up with enough background for the player to understand the story.

Six Games in One

The game begins with title screens and relentlessly suspenseful music to set the stage. (Credit for superb music and sound effects throughout the game goes to Russell Lieblich.) Then comes an exposition of the background: Ripley returns after 57 years in hyper-sleep with her harrowing tale of horrible creatures on LV-426. Now that there are families living there, a Colonial Marine assault force must be sent to destroy the aliens. We join the Marines for a briefing, and it's clear that they're eager for a fight. One of them asks the briefing officer, "Is this going to be stand-up fight, sir, or just another bug hunt?" Far from "just another bug hunt," ALIENS comprises six different game sequences

filled with enough heart-stopping action to satisfy the most ardent gamer.

The First Three Sequences

The first sequence is a roller-coaster ride through space, with you navigating the Marine Drop Ship through the "pipe" to land the assault force on LV-426. This portion is reminiscent of the flying carpet ride in "Master of the Lamps," and you can almost feel the dips and turns in the pit of your stomach. The next sequence, APC Rescue, takes place in the third-level bowels of the Atmosphere Processor on LV-426. Four marines are lost in the maze of corridors and pipes and must be led individually to the safety of the Armored Personnel Carrier (APC). Of course, the alien creatures are liable to show up anytime, and you can't control more than one Marine at a time. This portion is an excellent 3-D maze game with both shooting and strategic action. From here, the action moves to the Operations Room where aliens are dropping through the ceiling to attack. You control a single Marine with a flame-thrower, who must fend off or destroy the advancing aliens in order to give the remaining crew enough time to cut an escape hole.

Avoidance, Rescue, and Battle to the Death

Next it's into the Air Duct Maze, a mad dash from the Operations Room to the pickup point of the Drop Ship. The surviving Marines, along with Ripley and Newt, the little girl she is attempting to rescue, must avoid the aliens to reach safety. This segment is a classic, overhead-view, fast-moving maze game where avoidance is more crucial than shooting. In the fifth sequence, Newt has been recaptured by the aliens and is being held in the Queen alien's nest in the Atmosphere Processor. You control Ripley, armed with gun and flares, as she attempts to find Newt in the 3-D maze of the Atmosphere Processor, rescue the child, and then shoot out the alien eggs to get past the Queen. The climax of the game is the final confrontation between Ripley in the Power Loader and the horrible alien Queen. It begins with Ripley's classic epithet that distills the essence of the story into a single line: "Get away from her, you Bitch!" Here, you attempt to tire the Queen by batting her about with the loader arms until she is tired enough to be knocked through the airlock into the black void of deep space.

Sensational!

The experience of playing ALIENS is just about as exhausting as seeing the movie. The designers have captured the heart of the story and re-told it through varied and suspenseful game sequences that rekindle the thrills of the movie. No one has ever done a better job of reproducing the essential feelings and plot of a movie in a computer or video game. And the story is well supported by good to excellent graphics portraying the key characters and locations, along with top-notch music and sound effects. ALIENS is sensational! (Solo play; Joystick.) Available for Commodore 64/128 only.
Recommended. (MSR \$34.95)

Readers Complain about Lack of Atari 7800 Games

As the weeks and months passed since Atari's last release for the 7800 game system (GALAGA in early August), we received an increasing number of complaints from our readers. We checked with Atari in mid-November and were told that XEVIOUS had shipped. At presstime, however, there hadn't been a single reported sighting of that game. The Atari spokesman with whom we spoke confirmed that XEVIOUS would be the last 1986 release for the 7800, with the next group of games due in March of '87. We told the spokesman that our readers have expressed doubts about Atari's continued support of the 7800, and he told us that we should assure our readers that Atari has "no intention of dropping the 7800" and will continue to release new games for the system.

Third-Party Games for 7800?

The Atari spokesman also told us that the company is "encouraging third-party development" of games for the 7800. Since third-party support is usually contingent upon a large installed base of systems, we asked how many 7800s had been sold. Citing manufacturing problems, the Atari spokesman said that only 100,000 had been made and sold in 1986, but the company expects to sell "five times, maybe seven to eight times, that amount in the coming year." We mentioned the 7800 units manufactured by the "old Atari" and stacked up in a warehouse since mid-1984 (when Jack Tramiel took over the company). The Atari spokesman said those units were included in the figure of 100,000. We've been covering the video game industry since early 1982, when the only systems available were Atari 2600, Intellivision, Odyssey, and Astrocade. From our perspective, 100,000 units does not represent enough market penetration to interest the now older-but-wiser entertainment software developers, regardless of how much technical help Atari is prepared to give them. If the 7800 shows clear signs of reaching the 600,000 to 900,000-unit installed base predicted for 1987, only then might third-party games become a realistic expectation.

Introducing Jeffrey Stanton...

Computer Entertainer is proud to introduce Jeffrey Stanton, who will be providing our readers with his expert opinions. A veteran of arcade game design whose interest was sparked by the purchase of his first Apple II in 1979, Jeff designed the first 3-D ski slalom and ski jump games on the Apple in 1981. For the past year, he has been perfecting an 8-bit Atari split-screen surfing game with real waves breaking. (With a little luck, he'll find a publisher soon so that you gamers can play it!) He is also learning to program arcade games on the Amiga.

Jeff is even better known as a writer, having written assembly language textbooks on arcade game design for both Apple and Atari which have trained a whole new generation of game designers. But he's best known to gamers for his series of review books published by Arrays, Inc. during the past six years. When not playing, designing, or writing about computer games, Jeff can be found plying his trade as a photographer in Venice, Calif. He quit his aerospace engineering career in the mid 70s to pursue photography and now owns a postcard company. Almost any weekend afternoon, Jeff can be found selling his postcards on the Venice Boardwalk.

Critically Speaking...Atari ST Compatible

PAINTWORKS (0001/2/0001/2) by Audio Light for Activision is a powerful graphics package that works in all three ST graphics modes. You can create drawings of up to 16 colors in low resolution (320x200 pixels), 4 colors in medium resolution (540x200), or in black and white in high resolution mode on the monochrome monitor. Best of all, drawings can be full-page size because PAINTWORKS uses a scrollable canvas that is two screens high.

Using the Program

The program employs a user interface of two menu bars at the top and bottom of the drawing screen. Touch any of its icons with the mouse and an additional set of icons appears. A selected function is transferred immediately to the main menu bar, and its description is displayed at the very top of the screen. Thus, you always know if you are in, say, the "freehand draw mode" or in "pattern fill." The center portion of the upper bar indicates the x,y location of the cursor, contains the Undo feature that erases the last operation on your drawing, and has a toggle from picture to the clipboard. Most of the lower menu bar (except for the scroll bar) is for pattern and color selection. The menu bars disappear for full-screen drawing with the touch of a mouse button. There is also a menu bar with additional drop-down menus at the very top of the screen for file operations, special options, and additional tools.

Drawing Options

PAINTWORKS incorporates nearly all the usual geometric functions, such as filled or hollow boxes, ovals, and circles. There are regular lines, continued lines, rays, and even lines constrained to the horizontal and vertical axes. There are several predefined brushes with control of line thickness, shape, and density. (This last option is useful for airbrush effects.) It's too bad you can't capture any section of the screen and use it as a brush to draw with, a powerful feature common in Amiga paint packages. The program also has several options for copying or moving sections of the drawing: copy to another portion of the screen as an area or block replacement or have the selected background color transparent. Masks can be selected, too. Block areas can be moved to the clipboard and then saved separately to disk for future use. Blocks of 16x16 pixels can also be captured as patterns for use with the pattern-fill function.

Special Options

Numerous special options are available, including color cycling, mirror image drawing, and three levels of magnification for touchup work. Text can be added anywhere on the screen and in any color. Currently there are only two fonts available, but these can be outlined, bold, light, slanted, or underlined. While it's possible to use the package for desktop publishing functions of intermixed text and graphics, it is often easier to compose text with a standard word processor, use a screen dump to capture the column-width text, and then use the clipboard to transfer and position the text sections intermixed with artwork. In fact, one club in the Los Angeles area composes their newsletter in just this fashion.

Printing Options

PAINTWORKS supports both the Okimate 20 color printer and any Epson-compatible graphics printer. The graphics dump on my Epson was extremely clean and legible. What surprised me was that the printer driver senses when a section of drawing contains no data. By skipping these blank sections, printouts are indeed quick. Files, by the way, are NEOchrome but not Degas-compatible.

Versatile and Easy to Use

Overall, PAINTWORKS is a very versatile and easy-to-use drawing package. Its functions--more than 70 in all--are quite extensive. The user interface is well designed and practically fool-proof. The 67-page user manual is descriptive, thorough, and readable with a table of contents but no index. I find that in comparison with "Degas" (Batteries Included), PAINTWORKS has several features that "Degas"

lacks, but lacks several that make "Degas" shine. The reason that I like PAINTWORKS better is the user interface. I find it easier and more convenient to choose functions from a menu that resides on the drawing screen. And then PAINTWORKS is the only ST drawing package that supports full 8.5 by 11-inch page format, a feature that is quite important. (Available for Atari ST; similar program, PAINTWORKS PLUS, is available for Apple IIs at \$79.95.) Recommended. (MSR \$69.95)

--Jeffrey Stanton

WORD FOR WORD (NA/♦♦♦1/2) by Bay View Software gives Scrabble players cause to rejoice! Described as a computer crossword game, this program is nearly a Scrabble clone, but with more features, including a board construction set. The game is slickly implemented using Atari's GEM interface. It has pull-down menus and is almost entirely mouse-controlled, except that you do have to type in your newly formed word. The game can be played against one, two, or three opponents, either human or computer controlled, each at different skill levels.

Playing the Game

The object is to form words from a random selection of six letter tiles, each worth different point values, then place them on a game board either vertically or horizontally so that they connect with words previously positioned. The only rule is that the word must be in the dictionary, and if it forms other adjacent words, they, too, must be real words. The 15x15 board consists of white playable squares, some that increase the word or letter value two or more times, and black unplayable squares. Points are awarded for each word based on its individual letter values and any bonus for placement. The game ends when players run out of letters, and points are subtracted for any unused letters. Screen layout puts the game board on the left and the player's letters in the upper right. Letters can be rearranged to form words or hidden if other human players are in the game. After a new word is typed in, the player chooses horizontal or vertical orientation with the mouse and then positions the word on the board. The computer checks for validity of position, not whether it is a valid word. Players can challenge each other's words.

Computer Is Tough Opponent

The computer is a tough opponent. It has about 20,000 words in its dictionary and can form words efficiently, even using letters from board words in the middle of its newly formed words. Fortunately, the computer can be limited in time allowed to search its dictionary or set to any of three skill levels. It's fun to watch it form its choices, since it displays possibilities along with location and point values. And you can ask it for advice if you're stuck. (Asked to find a better choice than my "fist" for seven points, it came up with "fiestas" for 40 points.)

Customized Games

The create-your-own-board options are extensive. You can choose size of board, positions of unplayable squares, and double or triple word/letter sites. And you can change the values of the letter tiles and their frequency. Scrabble always had the problem of never having enough letters to fill the entire board with words. With WORD FOR WORD you could double or even triple the number of letters or just change the letter frequency, such as adding more "x" tiles. WORD FOR WORD is a class act. It re-creates the classic board game as well as improves it. And it's a good educational tool for improving one's vocabulary. (1 to 4 players; Mouse & keyboard.) Available for Atari ST only from Bay View Software, 177 Webster St., Suite A-295, Monterey, CA 93940, phone 408-373-4011.

Recommended. (MSR \$39.95)

--Jeffrey Stanton

Sequel to BARD'S TALE Due This Month

Just after Christmas, watch for the Commodore 64 version of DESTINY KNIGHT, sequel to the popular BARD'S TALE, from Interplay Productions and Electronic Arts. We got a peek at the nearly finished program when Brian Fargo and Troy Worrell of Interplay visited our offices just before Thanksgiving. According to the story, seven pieces of a scepter have been taken from the land and scattered among 6 cities, 25 dungeon levels, and a vast wilderness, and it's up to the player to find them. Each piece of the scepter is guarded by a "snare," a real-time puzzle room. A number of improvements and new features are expected to make the sequel even more popular with gamers than the original "Bard's Tale," including an easier first stage (fewer monsters, more money, and a level-one healing spell), a new class of character (Arch-Mage), better music, lots of animated graphics, and an enhanced strategic combat scheme which includes range-to-combat. What we saw looked great! (Also coming soon are the Apple version of DESTINY KNIGHT and translations of BARD'S TALE for Amiga, Apple IIs, and Atari ST.)

Next Month...Fifth Birthday Celebration Conest Details

Critically Speaking...Amiga Compatible

DEFENDER OF THE CROWN (◆◆◆◆/◆◆◆◆) is the premiere offering in the CinemaWare line of "interactive movies" produced by *Master Designer Software* and distributed by *Mindscape*. In my opinion, this is much more than just a game: it is a major breakthrough in the way future games will be designed. It's a role-playing game, a strategy game, an arcade-action game, and a graphic adventure all rolled into one impressive program. The graphics qualify for every superlative I can think of—dazzling, eye-popping, stunning, breathtaking—without a doubt, the very best graphics I have seen to date on any personal computer. (Much of the graphic work was done by talented Amiga artist, James Sachs, whose name will be familiar to Amiga owners because of his previous work on "DeluxePaint" and "Graphicraft.") Just like a movie, this program carries a whole list of credits. The game was written by Kellyn Beeck in collaboration with Executive Producers Robert and Phyllis Jacob, Associate Producer John Cutter, Computographer R.J. Mical, and Art Director James Sachs. The magnificent soundtrack was composed by Jim Cuomo and orchestrated by Bill Williams.

Knighthood and Chivalry

From the moment you see the title screen glimmering in metallic bronze and hear the opening theme (you MUST have stereo speakers for the full effect), you will know that this is no ordinary game. You are entering a world of knighthood and chivalry in medieval England, joining legendary figures like Robin Hood in the clashes between Saxons and Normans after the death of King Richard. You begin by choosing one of four Saxon lords to be your on-screen character. Each has his own special skills and qualities. For example, one might have a strong rating in jousting but weak swordsmanship skills. But skills and leadership ability can change and develop as the game progresses. Your goal as a Saxon lord is to capture three Norman castles in the South of England and ultimately to win the Crown of England for yourself.



Options

After you select your Saxon lord, you meet Robin Hood, who gives you some advice before you attempt to conquer the Normans. Then it's on to a topographical overview of the British Isles surrounded by sparkling ocean waters. This becomes a map showing the territories owned by various lords. At the top of the screen you can access a menu of options: Hold Jousting Tournament (five gold pieces required to attend); Seek Conquest (build and send forth your campaign army to conquer neighboring territories); Go Raiding (enter a castle at night and steal its riches); Build Army (set up your home army); and Read Map (provides information on the richness of territories in vassals and income).

Full of Detail and Surprises

The game has many surprises and so much detail that it can't all be described without making this review much too long. The game is different each time you play. New characters and situations appear, some occurring randomly and others as a result of your character's actions. As I mentioned earlier, your goal is to capture three Norman castles and the throne—by no means an easy task. You will do battle with different armies, participate in jousting tournaments, raid castles at night, rescue kidnapped Saxon damsels, break down enemy castles with giant catapults, and more. As you get better at the game and conquer more land, you can build your army. (This is a priority—just try fighting 500 Normans with an army of 100 Saxons and see how long you last!) You can also purchase knights, catapults, and even castles to build on your lands.

Jousting Tournament

One of the arcade-action sequences that you won't want to miss is the jousting tournament. The overall view of the jousting field with its heraldic colors is absolutely spectacular, but the real action begins when you select your opponent. The screen changes and your first-person view is from atop your own horse facing your opponent. You

use your mouse to control your lance, aiming for the shield of your opponent. (As you charge toward your opponent, the sound of the horses' pounding hoofs is awesome!) After you pass your opponent, your perspective changes to a side view of the aftermath of battle. After one of my jousting battles, I noticed something peculiar when the screen changed to the side view: there was no horse! A message appeared at the top of the screen informing me that I had killed my opponent's horse. I was therefore banished from all future jousting tournaments! As you progress in the game, other lords will challenge you in the jousting tournaments for any valuable lands that you may possess.

Truly a Masterpiece

I could go on with more details of the game, but my editor won't let me monopolize this issue! I feel that DEFENDER OF THE CROWN is truly a masterpiece. It's a "must-have" with something for every Amiga owner: a great variety of arcade sequences, role-playing, strategy, and even a very soft and romantic love scene which I thought was superb. (The emotional impact of a "love interest," quite normal in a movie, is a refreshing change in a computer game.) Although you can play a game to completion in 30-45 minutes, there are endless variations that make it exciting to play again and again. And each time I played, I was struck by the sheer beauty of the game. The graphics show a fine artist's eye with shadows and light, such as the flickering of torches against stone walls. The renditions of Norman and Saxon castles are so realistic that you can almost touch them. (The designers suggest playing in the dark. I did. I turned the lights off and the stereo on—what an experience! Like being in a movie!) Forget about arcade games, laser disc games, and videogame systems. This is the gaming experience of the future! Other companies with games in development had better pay close attention to DEFENDER OF THE CROWN, because Master Designer Software has just set the new standard in programming game on the Amiga. And this is just the beginning of the CinemaWare line. I can hardly wait for future releases! (Solo play; Mouse; 2 512K-disks; 2nd drive optional but recommended.) Reviewed on Amiga; coming soon for Apple IIgs, Atari ST, Macintosh.

Recommended. (MSR \$49.95)

--Cal Chen

Subscription Price to Rise

A reminder that we will be raising our subscription prices, effective January 1, 1987 due to postal, printing, and paper price hikes.

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THE VIDEO GAME UPDATE

Critically Speaking...Nintendo Compatible

COMMANDO (♦♦1/2♦♦♦1/2) is one of a trio of Capcom games just released for the Nintendo game system. Based on the hit arcade game, it's a fast-paced action game of skill and fortitude as you challenge the Evil Empire Army in a fierce guerrilla war. You control Super Joe, armed only with a rifle (and unlimited ammunition) and a hand grenade. You'll face many enemies throughout the four screens who are equipped with knives, guns, as well as in jeeps, in tunnels, on bridges, etc. The game begins with an overview of a massive helicopter coming into view. Super Joe jumps out, waves at the fast-disappearing copter, and immediately heads into the jungle. As he's fighting the enemy, he must be on the lookout for additional grenades, located in flashing boxes, as well as k-rations, binoculars (which will tell Joe where the hidden shelters are), bullet-proof jacket, and more.

Action-Packed...However

We originally saw this game for the Commodore 64 (from Dataeast) and we were quite impressed. The action in this version does not disappoint. In fact, it should satisfy the most action hungry of you out there. Getting through the screens is no easy task. There is one problem we must point out, however. This is the first Nintendo-compatible game in which we've encountered a blinking problem. You'll find that parts of trucks and jeeps will flash for a second or two here and there. It also occurs intermitently with the enemy. Sometimes as they are crouched down in a foxhole, or running at angles, the flickering will become quite a problem. Oddly, we found that the running score count (in the upper left-hand corner) flashed quite a bit, disappearing for a second or two from time to time. It's possible we had a defective unit, but we tried three and found all were the same. It is a shame that there is this problem as the game itself is quite excellent and different from anything currently available for the system. And, other than when the flickering occurs, the graphics are colorful and crisp. In the opening screen, the large helicopter which flies in below you, with rotors whirling and the sound of the rotors so realistic, make you think that the flickering must be your imagination...unfortunately, it's not. This is one you may want to try before purchase, if possible. (one player; two-player alternating)
(MSR approx. \$30.00)

1942 (♦♦♦♦♦♦♦♦) is another Nintendo-compatible from Capcom and features a high flying battle on the sea, over land and in the air. You're a daring fighter pilot, Super Ace, during the early stages of the war over the Pacific. Take off from the aircraft carrier and, within seconds, you'll encounter the first of the enemy. You'll be in battle with all sorts of enemy aircraft as they zoom in from you at all angles, in and out of formation. There's also the big enemy bombers which take a lot of firepower to take down. If you get into a situation where there are too many enemy aircraft coming at you at once, you can use one of your limited "loop the loop" maneuvers. If you destroy a complete attacking Red Formation you will gain additional power. A *POW* appears on the screen after their defeat. You must fly over that *POW* to get the additional power. There's over 30 screens, with your plane landing on the aircraft carrier between each one. If you make it to the end (good luck!), a huge plane appears. You shoot that down, Tokyo appears below you and you bomb the city (a rather funny scenario since Capcom is a division of a Japanese company!). There's a message which comes on the screen, but we don't want to take away all the surprise!

Good Action Game

This is a straight-ahead "shoot-'em-up" action game. The pace is frantic, as any good game of the genre should be. The waves of enemy aircraft keep coming at you, faster and faster, as you shoot back, banking from left to right, forward and backwards. Your view is from above the action, looking down. The graphic renditions of the various aircraft is very crisp and colorful, allowing you to easily differentiate between the different planes being flown. For anyone who is looking to return to "numb thumbs" (so many of you complained to us

that there were no games to numb your thumbs when videogames faded), this will definitely do the trick! You'll be happily shooting down planes for hours and hours. (one player; two-player alternating)
Recommended (MSR approx. \$29.00)

TAG TEAM WRESTLING (♦♦♦♦♦♦♦1/2) is the first Data East entry for the NES, and it's an adaptation of their coin-op game. The goal is to win a series of title matches and championships with your two-man tag team against an opposing team controlled by the computer or another player. Each wrestler enters the ring alone but can "tag" his partner to take his place when his energy runs low. A match is won when you pin your opponent to the mat for a count of three. Getting him there is a matter of wearing down his energy (and watching that you keep yours up) while hitting him with any of your eight standard wrestling moves. Each fighter also has a ninth, original move which is most effective against a particular opponent. (Unlike the Commodore version of this game, the instructions illustrate these moves and reveal who the vulnerable opponent is.) Action takes place both inside and outside the ring, with special weapons occasionally appearing outside.

NES Version Better than C64

Overall, Data East has done a better job on the NES version of TAG TEAM WRESTLING than they did with the C64 version. Animation is smoother on the NES, and the fighters are better drawn. Sound is much better, too, including a little voice synthesis when the referee gives the three-count on pins. Controlling the various wrestling moves is a little easier because of the two action buttons on the NES: the A button is used to punch and grab the opponent, while the B button is pressed repeatedly to cycle through the nine possible moves. However, remembering how many button presses are required to get a specific move is rendered almost impossible by the fact that each fighter is different. For example, five presses yields a back breaker from one fighter and a body attack from his partner. Why couldn't five presses yield the same move from all four fighters? This makes it awfully difficult to plan a strategy based on certain moves. As a result, control is awkward and the game is not as satisfying to play as it could be. (Solo and competitive play; Pause.) NES version reviewed; also available for Commodore 64 (review in this issue).
Not recommended. (MSR approx. \$30)

M.U.S.C.L.E. TAG TEAM MATCH (♦♦♦♦♦♦♦♦) is another wrestling game for the NES, this one by Bandai. It features eight different characters who look as if they came straight out of a Saturday morning cartoon show: M.U.S.C.L.E. Man (licensed from Mattel), Robin Mask, Ashra Man, Terry Man, Geronimo, Larmen Man, Buffalo Man, and Wars Man. The player chooses two of the wrestlers to make up a tag team, going against a team controlled by the computer or another player. The object of the game is to win two out of three matches, conserving energy and using a variety of standard wrestling moves controlled by the two action buttons. Each wrestler also has a super-powerful "special technique" which can be used if he catches the Booster Ball thrown into the ring by the trainer. Learning the strengths and weaknesses of each fighter (and choosing your tag team accordingly) can lead to advanced strategic techniques for experienced players. On the other hand, even very young players can enjoy this game because the control scheme is far less complicated than that of "Tag Team Wrestling" by Data East. It is quite possible for a child to have a wonderful time making these cartoon-like characters run, jump, and bounce around the ring with no thought of strategy at all. Z~{But older siblings and adults will appreciate the strategic possibilities of chained moves, special techniques, and learning to overcome the opponent's special techniques. And the game is supported with entertaining music and sound effects and good graphic renditions of the humorous characters. M.U.S.C.L.E. is a cute game that reveals its depth

with repeated playing sessions. (Solo or competitive play; Pause.) Available for NES only. (MSR approx. \$30)

GHOSTS'N GOBLINS (◆◆◆◆/◆◆◆◆) is one of Capcom's two games that feature a full megabit of memory. (One megabit = 1024K bits, which is equivalent to 128K bytes. The first run of packages for this game and "Commando" state that the games contain "one megabyte memory," which is a typographical error.) **GHOSTS'N GOBLINS** is based on Capcom's tremendously successful arcade game of the same name, and the designers have done a superb job bringing this home version to the Nintendo system. It is a seven-stage rescue game, each stage composed of several screens. The player controls a knight who must brave supernatural enemies to save his lovely princess from the Devil.

Into the Cemetery

Clad in a suit of armor, the knight begins his quest in an eerie cemetery, where zombies emerge from the ground to stop his progress. They are soon joined by other enemies, the shooting green monster and dangerous ravens that fly from atop tombstones. The knight hurls weapons at the creatures and must avoid them and their weapons. One hit from an enemy or its weapon destroys the knight's armor, and a second hit ends the game. As the player becomes familiar with the territory, there are special items to be found, including new kinds of weapons. The challenge escalates rapidly as the knight is able to reach the second portion of each w3stage, where he is faced with new enemies. There are ghosts throwing spears that emit bone-chilling howls. Flying knights and bouncing devils and demons bar the way. Finally, the knight reaches the first of seven gates, which is guarded by a giant. If the knight defeats him, he moves to the next stage. Many more horrors and challenges await in the stages ahead, including dragons, a sea of fire, skeletons, and a whole bevy of demons.

Very Challenging

The game is very fast-moving and challenging for even the most skilled of players, full of surprises, bonuses, and hidden features. With its high level of difficulty, we were very glad to see a continuous play feature, which allows you to pick up where you left off in the next game when your knight is killed. Music and graphics are superb, with all the pictorial detail you could hope for. Because graphic flickering has become such an issue lately, we must comment that there is a very slight amount of flicker in some of the figures. However, we found it perfectly congruent with the idea of supernatural creatures, so it did not distract us from the game in any way. **GHOSTS'N GOBLINS** is a terrific game with enough depth and variety to keep you playing and discovering its surprises for a very long time. (Solo or 2-player alternating; Pause.) NES version reviewed; coming soon for Commodore 64/128. Recommended. (MSR approx. \$30)

CHUBBY CHERUB (◆◆◆/◆◆◆) is a delightful multi-screen game from Bandai which features a cute little angel who walks and flies through a series of adventures. This little cherub is chubby because he loves to eat. In fact, he must keep eating fruit and burgers and cake to keep up the power he needs to deal with nipping dogs, pecking birds, and other obstacles that get in his way. Every time he eats his special candy, he stores ammunition for his "gau-gau" cannon, which can be used to scare dogs and birds away. (Some of the dogs have their own weapon: a "bow-wow" cannon that makes a barking noise and can kill the unfortunate cherub.) The cherub has 12 hours of game time (not real time) to achieve his ultimate goal in each adventure, finding or rescuing his friend, Angelo. The game moves across the screen from left to right in a continuous parade of pitfalls for the little angel. Along the way to his final goal, he may have to perform errands or help people in order to move on.

Appealing

CHUBBY CHERUB is tremendously appealing to children (we tried it on a few who loved it). However, it also offers enough challenge and variety to interest older players, so long as they can be open to the child within and not let themselves be put off by the cuteness of the game. The game is a little easier

than some others for the system, at least in the earlier stages, but it should not be assumed to be a pushover limited to the under-10 set. Colorful graphics, cute characters, good music, and engaging game play make this one a nice change of pace from the usual shooting and strategy games. (Solo or 2-player alternating; Pause.) Available for NES only. Recommended. (MSR approx. \$30)

Critically Speaking...Sega Compatible

BLACK BELT (◆◆◆/◆◆◆1/2) is a martial arts action game by Sega that confirms the pattern we have seen emerging in the games for this system. They tend to be relentlessly fast and very difficult to master, even at the early levels. **BLACK BELT** follows the pattern, casting the player as the hero, Riki, in a non-stop fighting game against a wide variety of enemies. Riki's ultimate goal is to rescue his beautiful girlfriend, Kyoko. To do so, he must punch, kick, and jump his way through tough "little guys," who are the Chinese Kung Fu men, wrestlers, Jujitsu men, Eagles, Ninja, and the dark women, plus overcome the "big guys," including Ryu the Kung Fu master, Hawk with his whip and knives, Gonta the Jujitsu fighter, Oni the Ninja, Rita the flamethrower, and the nearly invincible Kung Fu master, Wang.

Lots of Fast Action

What **BLACK BELT** has to offer is fast action--enough of it to build the muscles you exercise when you pummel your controller. It does not offer the elegant aspects of true martial arts moves. Riki flails his fists and enemies break apart like so many shards of china. Riki kicks his enemies into pieces. Riki performs super-human leaps to capture flying objects that may give him more energy or more time to defeat his enemies. It's reminiscent of those martial arts movies that feature fighters who leap two stories straight up to the roof of a building--from a standing start! It's all strictly fantasy and just for fun. Gamers who love all-out action will certainly get their fill. Supporting sound effects and music are quite good, but the verdict on the graphics is mixed. Backgrounds are highly detailed, colorful, and generally excellent throughout the game. The fighting figures are a little flat and lacking in depth, but the worst graphic failing is the obvious flashing or blinking of moving sprites. For example, a fighter's entire arm can disappear for a moment. From the responses of our readers, we know that this flashing disturbs some of you much more than others. **BLACK BELT** is a good, frenzied action game with plenty of challenge, but take heed of the serious flashing if this bothers you. (Solo or 2-player alternating; Pause.) Available for Sega Master System only. Recommended. (MSR \$35)

F-16 FIGHTING FALCON (◆◆◆/◆◆◆) is a flight simulation game of aerial warfare from Sega. The player controls a high-performance jet fighter, the F-16 Fighting Falcon, in a battle against the MIG-25 Foxbat jet aircraft. The player's view through the F-16's cockpit window and head-up display shows an expanse of blue sky and an area below representing the ground, which is cross-hatched with lines of white dots for directional reference. (The graphics are simple but effective.) Although the game requires neither taking off nor landing the F-16, just keeping it in the air while under MIG-25 attack is complicated enough to require both controllers. The first control pad directs ascending and descending plus banking (turning) right or left, while the action buttons are used for weapon selection (machine gun and missiles) and firing. The second control pad handles standard and rapid acceleration and deceleration, while the action buttons activate the ECM (electronic countermeasures, an automatic evasion system that can be used after your plane is fired on) and target lock-on. Simultaneous pressing of the tv buttons on the second control pad lets the player switch between autopilot and manual flight control, or it can cause ejection when the player's craft has been hit with a possibility of recovery.

Game Takes Practice

With all of these controls to learn, along with radar displays, altimeter, compass, airspeed indicator, etc., **F-16 FIGHTING FALCON** requires quite a bit of practice to play well. Fortunately, the instruction manual is very well written

It even includes a sample game tutorial which points out some of the more likely problems the player may encounter, such as the extreme sensitivity of the jet's controls. Once the player masters control of the aircraft, it's possible to concentrate on the core of the program: blasting the enemy out of the sky in ten different game levels. At the higher levels, the enemy may attack three-on-one, and there are a couple of special levels that require flying through the night or in cloudy conditions. F-16 FIGHTING FALCON is a good choice for the gamer looking for a strategic challenge that involves the mind as well as the trigger finger. Although it violates the first half of the standard dictum for a good video game--easy to learn, difficult to master--it offers the gamer a sense of accomplishment that adds to the game's long-term playability. Solo play; Uses 2 controllers; Pause.) Available for Sega Master System only.

Recommended. (MSR \$30)

Critically Speaking...

Intellivision Compatible

HOVER FORCE (◆◆◆1/2◆◆◆) is a refreshingly different game for Intellivision owners, giving them a nice change from the games already available for the system. Available from *INTV Corp.*, the game will test your skills a strategy, as well as maneuverability as you must pilot a combat helicopter over the city of New Seeburg, attempting to rack down and destroy terrorist helicopters which have taken over the city. Once you choose your level of difficulty (from a choice of three), you'll board your copter and be sent aloft. You will then work between two screens. The first, the radar screen, shows an overview of the city on the left with "blips" where the enemy copters are, and the system indicators and gauges (fuel, amount of firepower left, etc.) are shown on the right. As you take off from home base, you'll automatically switch to the aerial view, with your gunsight visible in the center. You can easily switch between the radar and aerial view throughout the game. The radar view is best as you head to general areas of the city as it not only shows the locations of the enemy copters, but also shows your relative position to them. When you get close, switch to the aerial view, giving you a "close-up" of the city below you, with all the details of building tops, basketball courts, parks, lakes, etc. The enemy copters are flying below you so you must aim carefully and blow them out of the sky.

Sounds Easy, But...

Okay, so you say, no big deal, right? Wrong. First, you want to be as careful as possible when aiming at the enemy; your shots can damage buildings and bridges. The best bet is to try and follow the enemy to an area such as a park or lake area. In addition, flying your helicopter is no easy task. As you try and hover over the enemy, remember they are moving and you have to work very hard at precise handling of your copter (you can hover at a stand-still in mid-air by applying your air brakes). In addition to shooting down the enemy, you want to try and put out the fires they have started by shooting your water cannons wherever you see fire. If your copter has been damaged, out of fuel and/or ammunition, you'll have to return to home base for repair--but, you can only return twice during your mission. There are 20 different enemy copter types within the various skill levels of the game, with characteristics provided within the directions. The copters are quite different as you move to different levels of play.

Very Challenging

Learning to handle your helicopter will definitely take me time as there is almost a "floating" feel to the controls. You can almost feel the copter banking to the right and left--it feels very much like what we would imagine the real thing would be. As a result, the game is very challenging and would hook you. The graphics are quite nice, especially in the aerial views of the city, flying over the various landmarks, as well as the very recognizable copters flying below you. In addition, we saw some colors which we don't recall seeing on past Intellivision games. The sounds are very realistic as you hear the continual "thwap, thwap" of the rotor blades. This game definitely makes a fine addition to anyone's Intellivision library! (one player)

Recommended (MSR \$21.95)

Japan...The Sights & Sounds

We felt as though we were walking through an "adult Disneyland" when we visited some of the shopping malls in the cities we visited. The first thing that struck us is how technologically advanced the Japanese are (we had heard it, but you have to see it for yourself). Everything from escalators which turned on when you were a couple of feet from them and stopped running as soon as you got off to "hands" that were two stories high beckoning you into stores with all sorts of fluid movement were a constant marvel to us. There seem to be shopping malls everywhere. The ones we saw certainly didn't rival the mega-malls we think of in the U.S. Instead, they might be a few streets which have domed covers and don't allow cars. Or, as you take the subway (an underground walkway which you traverse to reach the other side of a major street), you suddenly find yourself in the middle of another mall--this time underground, branching off in all sorts of directions.

But, we're getting away from the point. Obviously, our main interest in heading to the shopping areas was to see if we could find videogames (something that, even now, requires heavy sleuthing in most areas of the U.S.). We had only walked ten feet before we were barraged with videogames! We saw little stands out in front of stores, operated by enterprising young people. There was a Nintendo stand, selling nothing but games and accessories for that system; we found stands selling games for nothing but Sega. Eureka! We had found videogame heaven. We walked into toy stores where there were all sorts of battery-powered toys walking, talking, jumping, turning, etc., out in front. We were immediately hit by a huge (in Japanese standards as they are very short of space) display of Nintendo, simply referred to as the "Family System" on several of the packages (yes, thank goodness, there was some English!). Some of the shopkeepers probably thought, "these crazy Americans," as we stood with our mouths open at the wonders before us. We saw more games for the Nintendo and Sega than we thought possible, we saw the Nintendo disk drive working...and you could buy it, as well as special software for it! We even saw a Nintendo computer keyboard!!

A Videogamer's Delight

We made our way into one delightful toy store where the owner spoke just enough English for us to communicate (barely). We wanted to see what he had for sale for Nintendo. He happily brought out, one at a time, dozens of games (half of them with no English so we didn't have a clue as to what the games were). We recognized a black package with the now-famous Ghostbuster logo on it. We picked it up...and, sure enough, it was Activision's Ghostbusters. He also had Pitfall II, as well as games such as Buggy Popper, Crazy Climber, Super Star Force, Dead Zone, Gyrodine, Lot Lot, and more. We decided, even knowing we'd have a tough time adapting any of these games to the U.S. version of the Nintendo system (they are quite different!), that we just had to bring home some of the software. We just started pointing and ended up with about a dozen titles. By the way, the regular pricing on the games is similar to retail here (around \$30.00 each) and we even got lucky as, after we reached the register, he pushed five of the games off to the side and kept saying, "sale, sale." It turned out, quite by accident, that we managed to pick-up a few on sale (about \$15.00 each)!

Disassembly

Needless to say, we were quite anxious to try the games once we got home. Unfortunately (and we were prepared for the problem), the cartridges are a different size. We removed one of the games from the casing and found the eeprom itself is slightly smaller, with less "teeth" to plug into the unit. We haven't been successful yet, but we've been assured by a few people that it's possible to make them work...we're going to keep trying!

Next month, we'll tell you about the joysticks, trackballs, videogame magazines (!), as well as other systems!

MOVED???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest!

AVAILABILITY UPDATE

ATARI XL/XE

OCTOBER
x-Wargame Construction Set (SSI)
NOVEMBER
x-Age of Adventure (EA)
Alt Reality 2: Dungeon (DS)
Autoduel (ORJ)
Guderian (AH)
Gunslinger (DS)
x-Mail-Order Monsters (EA)
x-Mercenary: 2nd City (DS)
Pawn, The (FIR)
Video Title Shop (DS)
x-Video Vegas (BAU)
x-Warship (SSJ)
221 B Baker Street (DS)
DECEMBER
Phantasia (SSI)
Ultima I (ORJ)
FOURTH QUARTER
Coveted Mirror (PEN)
Crimson Crown (PEN)
Frank'n Ernest Adv (PEN)
Ogre (ORI)
Oo-Topos (PEN)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
Winnie the Pooh (SIE)
JANUARY
Donald Duck Playgrd (SIE)
Hollywood Hijinx (INF)
Infiltrator (MIN)
FIRST QUARTER 1987
Bismarck (DS)
Bop'n Wrestle (MIN)
Swords & Sorcery (DS)
Tobruk (DS)
Wrath of Denebthor (SIE)
SECOND QUARTER 1987
Marble Madness (EA)
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)
THIRD QUARTER 1987
Gunship (MIC)

ATARI ST

NOVEMBER
Alt Reality: City (DS)
AutoDuel (ORI)
Balance of Power (MIN)
Championship Baseball (GAM)
x-Championship Wrestling (EPY)
Chessmaster 2000 (ST)
Dollars & Sense (MON)
x-Donald Duck Playgrd (SIE)
x-New Tech Coloring Bk (ST)
Ogre (ORI)
S.D.I. (MDS)
x-Skyfox (EA)
x-Space Quest (SIE)
x-Super Cycle (EPY)
World Karate Champshp (EPY)
DECEMBER
Phantasia II (SSI)
Portal (ACT)
FOURTH QUARTER
Frank'n Ernest Adv (PEN)
GATO (SPE)
GFL Championship Football (GAM)
King's Quest (SIE)
Orbiter (SPE)
Quest, The (PEN)
Sierra 3D Helicopter Sim (SIE)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
JANUARY
Hollywood Hijinx (INF)
FIRST QUARTER 1987
B-Graph (BI)
Bard's Tale (EA)
BTS Spreadsheet (BI)
Consultant (BI)
Contact (BI)
Defender of Crown (MDS)
Kings Quest III (SIE)
PaperClip Elite (BI)
SECOND QUARTER 1987
Gunship (MIC)
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)

COMMODORE 64/128

NOVEMBER
Alt Reality: Dungeon (DS)
x-Arctic Fox (EA)
x-AutoDuel (ORI)
Darkhorn (AH)
x-Executive Leader Board (ACC)
x-GFL Champion Football (GAM)
Greeting Card Maker (ACT)
Guderian (AH)
Gunslinger (DS)
x-Howard the Duck (ACT)

Killed Until Dead (ACO)
x-Labyrinth (ACT)
x-Mercenary: 2nd City (DS)
x-Pawn, The (FIR)
DECEMBER
x-Portal (ACT)
Rush'n Attack/Yie Ar Kung Fu (KON)
Video Title Shop (DS)
x-Video Vegas (BAU)
Wrath of Denebthor (SIE)
1942 (CAP)
221 B Baker Street (DS)
DECEMBER
Aliens (ACT)
Bard's Tale 2 (EA)
Ghosts'n Goblins (CAP)
Gunsmoke (CAP)
Titanic (ED)
Ultima I (ORJ)
Wargame Construction Set (SSI)
FOURTH QUARTER
Deadly Summer (BRO)
Deceptor (ACO)
Frank'n Ernest Adv (PEN)
House of Changes (BRO)
Macbeth (AH)
Ronin (BRO)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
Tracker (FIR)
Wooden Ships/Iron Men (AH)
JANUARY
Hollywood Hijinx (INF)
Murder Party (EA)
Trojan (CAP)
FIRST QUARTER 1987
Amnesia (EA)
Bismarck (DS)
Defender of Crown (MDS)
Destroyer Escort (MIC)
Scoop, The (TEL)
Swords & Sorcery (DS)
Tobruk (DS)
World Tour Golf (EA)
SECOND QUARTER 1987
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)

COMMODORE 128

FOURTH QUARTER
Championship Golf V.1 (GAM)
Scoop, The (TEL)
Term Paper Writer (PCS)

AMIGA

NOVEMBER
Alt Reality: City (DS)
AutoDuel (ORI)
x-Defender of Crown (MDS)
Deja Vu (MIN)
x-Flt Simulator II (SUB)
x-New Tech Coloring Bk (ST)
Portal (ACT)
S.D.I. (MDS)
Space Quest (SIE)
Winter Games (EPY)
World Games (EPY)
DECEMBER
Bard's Tale (EA)
Deluxe Music Constr (EA)
DeluxePaint 2 (EA)
Silent Service (MIC)
FOURTH QUARTER
Coveted Mirror (PEN)
Frank'n Ernest Adv (PEN)
GATO (SPE)
King's Quest (SIE)
King's Quest II (SIE)
Oo-Topos (PEN)
Orbiter (SPE)
Sargon III (HAY)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
Starglider (FIR)
JANUARY
Championship Golf V.1 (GAM)
Hollywood Hijinx (INF)
Sinbad & Throne/Falcon (MDS)
FEBRUARY
Championship Baseball (GAM)
Ear Weaver Baseball (EA)
GFL Champshp Football (GAM)
FIRST QUARTER '87
Contact (BI)
King's Quest III (SIE)
PaperClip Elite (BI)
Phantasia (SSI)
Star Rush (MDS)
SECOND QUARTER 1987
Gunship (MIC)
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)

APPLE IIe/IIc

NOVEMBER
Alt Reality: Dungeon (DS)
Award Maker Plus (BAU)
Bop'n Wrestle (MIN)
Championship Baseball (GAM)
Championship Wrestling (EPY)
GBA Champ Basketball (GAM)
x-Gemstone Healer (SSI)
Greeting Card Maker (ACT)
Guderian (AH)
x-Gunslinger (DS)
Howard the Duck (ACT)
x-Indiana Jones Revenge (MIN)
Infiltrator (MIN)
x-Labyrinth (ACT)
Lords of Conquest (EA)
x-Pawn, The (FIR)
Portal (ACT)
Scoop, The (TEL)
Spindizzy (ED)
Ultima I (ORI)
World Games (EPY)
Wrath of Denebthor (SIE)
221 B Baker Street (DS)
DECEMBER
Destroyer (EPY)
GFL Champshp Football (GAM)
Movie Monster Game (EPY)
Murder Party (EA)
Quizam! (INS)
Titanic (ED)
FOURTH QUARTER
Darkhorn (AH)
Deadly Summer (BRO)
Frank'n Ernest Adv (PEN)
House/Changes (BRO)
H Johnson Wine Cellar (SS)
Pai 5 Trading Co (ACO)
Realm/Impossibility (EA)
Ronin (BRO)
Sub Mission (MIN)
Superbowl Sunday (AH)
JANUARY
Balance of Power (MIN)
Championship Golf V.1 (GAM)
Hollywood Hijinx (INF)
Marble Madness (EA)
Zoids (ED)
FEBRUARY
Dark Lord (EA)
MARCH
Killed Until Dead (ACO)
FIRST QUARTER 1987
Ancient Art of War (BRO)
Bard's Tale 2 (EA)
Bismarck (DS)
Ghosts'n Goblins (CAP)
Gunship (MIC)
Gunsmoke (CAP)
Kings Quest III-128K (SIE)
Space Quest-128K (SIE)
Swords & Sorcery (DS)
Tobruk (DS)
Portal (CAP)
Variable Feasts (BRO)
1942 (CAP)
SECOND QUARTER 1987
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)

APPLE IIGS

NOVEMBER
King's Quest III (SIE)
x-Paintworks Plus (ACT)
x-Paper Models/Xmas (ACT)
Silent Service (MIC)
Space Quest (SIE)
x-Tass Times/Town (ACT)
FOURTH QUARTER
Fantavision (BRO)
Managing Yr Money (MEC)
Print Shop (BRO)
Writer's Choice Elite (PCS)
816/Paint (BAU)
JANUARY 1987
Defender of Crown (MDS)
Deluxe Music Constr (EA)
King of Chicago (MDS)
Puppy Love (AW)
FIRST QUARTER 1987
Bard's Tale (EA)
Drawing Table (BRO)
Newsmaker (BRO)
World Games (EPY)

MACINTOSH

NOVEMBER
Alt Reality: City (DS)
AutoDuel (ORI)
Chessmaster 2000 (ST)
Gunship (MIC)
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)
x-Dark Castle (SIL)
x-HardBall (ACO)
x-Indiana Jones/Revenge (MIN)
Isgur Portfolio (BI)

x-King of Chicago (MDS)
x-Mac Pro Football (AH)
x-Phantasia (SSI)
Seven Cities/Gold (EA)
Thunder (BI)
DECEMBER
Deluxe Music Constr V.2.0 (EA)
North Atlantic '86 (SSI)
Portal (ACT)
FOURTH QUARTER
Championship Golf V.1 (GAM)
Coveted Mirror (PEN)
Frank'n Ernest Adv (PEN)
Kings Quest (SIE)
Kings Quest II (SIE)
Oo-Topos (PEN)
Orbiter (SPE)
Pawn, The (FIR)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
Star Trek Kobayashi (SS)
Ultima IV (ORJ)
JANUARY
Hollywood Hijinx (INF)
FIRST QUARTER 1987
Defender of Crown (MDS)
Star Fleet I (INS)
SECOND QUARTER 1987
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)
THIRD QUARTER
Margaritaville (PEN)
Spy's Adv/Pacif. Islands (PEN)

IBM PC-PCjr/Tandy

NOVEMBER
Alt Reality: City (DS)
Bop'n Wrestle (MIN)
Championship Baseball (GAM)
GBA Champ Basketball (GAM)
HardBall (ACO)
H Johnson Wine Cellar (SS)
x-Indiana Jones/Revenge (MIN)
x-Infiltrator (MIN)
x-Kings Quest III (SIE)
Portal (ACT)
x-Radio Baseball (EA)
Ultima IV (ORJ)
World Games (EPY)
DECEMBER
Amnesia (EA)
Destroyer (EPY)
GFL Champshp Football (GAM)
Movie Monster Game (EPY)
Murder Party (EA)
Rings of Zilfin (SSI)
FOURTH QUARTER
Deadly Summer (BRO)
DEGAS Elite (BI)
Frank'n Ernest Adv (PEN)
House of Changes (BRO)
Macbeth (AH)
Mind Pursuit (DS)
Operation Market Gdn (SSI)
PaperClip Elite (BI)
Ronin (BRO)
Sierra 3D Helicopter Sim (SIE)
Spy's Adv/Europe (PEN)
Spy's Adv/N America (PEN)
Spy's Adv/S America (PEN)
Superbowl Sunday (AH)
JANUARY
Hollywood Hijinx (INF)
Phantasia (SSI)
Sharp of Spring (SSI)
FIRST QUARTER 1987
Defender of Crown (MDS)
Gunship (MIC)
Pawn, The (FIR)
Variable Feasts (BRO)
SECOND QUARTER 1987
Marble Madness (EA)
Spy's Adv/Africa (PEN)
Spy's Adv/Asia (PEN)
THIRD QUARTER 1987
Margaritaville (PEN)
Spy's Adv/Pacif. Islands (PEN)

INTELLIVISION

NOVEMBER
x-Hover Force (INT)
DECEMBER
Tower of Doom (INT)
FIRST QUARTER 1987
Commando (INT)
Karate Champ (INT)

ATARI 2600

NOVEMBER
x-Midnight Magic (AT)
x-Solaris (AT)

ATARI 7800

NOVEMBER
x-Xevious (AT)

MARCH

Choplifter (AT)
Impos Mission (AT)
Karateka (AT)
1-on-1 Basketball (AT)
Summer Games (AT)
Winter Games (AT)
SECOND QUARTER 1987
Skyfox (AT)
Touchdown Football (AT)

NINTENDO

NOVEMBER
x-Commando (CAP)
x-Ghosts'n Goblins (CAP)
Gradus (KON)
Karate Champ (DE)
x-1942 (CAP)
FEBRUARY
Pro Wrestling (NIN)
Slalom (NIN)
Trojan (CAP)
FIRST QUARTER 1987
Ring King (DE)
APRIL
Legend of Zelda (NIN)
Volleyball (NIN)
JUNE
Gunsmoke (CAP)
Punch-Out! (NIN)
3RD QUARTER
Section Z (CAP)

SEGA

OCTOBER
x-F-16 Fighting Falcon (SEG)
x-TransBot (SEG)
x-World GP (SEG)
NOVEMBER
x-Action Fighter (SEG)
x-Black Belt (SEG)
Great Ice Hockey (SEG)
Great Tennis (SEG)
Marksman/Trap Shooting (SEG)
Sports Pad (SEG)
DECEMBER
Great Baseball (SEG)
Great Football (SEG)
Great Golf (SEG)
FOURTH QUARTER
Bank Panic (SEG)
Graphics Board (SEG)
Great Boxing (SEG)
Ninja (SEG)
Pro Wrestling (SEG)
Rambo (SEG)
FIRST QUARTER 1987
Space Harrier (SEG)

COMPANY CODES

ACC...Access
ACO...Accolade
ACT...Activation
AL...Avalon Hill
AT...Atari
BAN...Bantam
BAU...Baudville
BL...Batteries Incl
BLU...Bluechip S/W
BND...Bandai
BRO...Broderbund
BUL...Bullseye S/W
CAP...Capcom USA
DE...Data East
DS...DataSoft
EA...Electronic Arts
ED...Electric Dreams
EPY...Epyx
ET...Electric Transit
FIR...Firebird
GAM...Gamestar
GRO...Grolier
HAY...Hayden
INF...Infocom
INS...Interleaf
INT...INTV Inc
KON...Konami
MDS...Master Designer S/W
MIC...Microprose
MIS...Microsoft
MIN...Mindscape
MON...Monogram
NIN...Nintendo
ORI...Origin Systems
PCS...Personal Choice S/W
PEN...Penguin/Polarware
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SPR...Springboard
SS...Simon & Schuster
SSG...Strategic Studies Gp
SSI...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
TEL...Telarium

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American Challenge Sailing (Co-22.30; Ap,I-28.80)				
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Arctic Fox (A;Am;Co*)	28.80			
Black Belt (Sega)	29.00			
Top N Wrestling (Ap-28.80; Co-22.30)				
Chubby Cherub (NES)	25.80			
Commando (NES)	26.90			
Defender of the Crown (Am;ST*)	36.40			
Dancey Card & Party Shop (Ap-28.80; Co-26.10)				
Dancey Comic Strip Maker (Ap-28.80; Co-26.10)				
6 Fighting Falcon (Sega)	23.75			
FL Championship Football (Co-26.10;Ap*,I*-28.80)				
Hosts N Goblins (NES)	26.90			
Meeting Card Maker (Ap-28.80; Co-26.10)				
Pin Slingshot (Ap;At*;Co*)	26.10			
Pinball (Mac-32.90;Ap-26.10;Co, At-22.30)	32.90			
Power Force (Intv)	18.70			
Right Games (Co)	7.80			
U.S.C.L.E. (NES)	25.80			
42 (NES)	25.80			
Intworks (ST)	47.70			
Anton Vs. Rommel (Mac)	28.80			
Anton, The (Ap;Co;Am;St;I*;C128*)	32.90			
Artal (Co; coming for other systems-\$ unknown)	28.80			
Medium Disk for Pure-Stat Baseball (Co)	14.80			
Big Team Wrestling (NES- 25.80; Co- 26.10)				
Form Paper Writer (Ap & I - 43.60; Co128*-36.40)				
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Urgame Construction Set (At;Co*)	22.30			
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for the 2600... Signed & numbered by the designer, Rob Fulop (designer of Demon Attack), a **RARE & UNRELEASED** game. **BICOLOR** is a puzzle game based on the familiar 15-tile puzzle-move the squares & match a pattern. Solo or 2 can play at the same time for the fewest number of moves. \$65.00

for the 5200... Unreleased games!!!! Cartridge only--no box or instructions because they were never released by Atari. These are what are known as "prototypes"--cartridges made up by companies for internal use by staff in play-testing before a new game is manufactured in large quantities for sale to the public.

\$.00 Each - Realsports Basketball; Track & Field; Millipede; Xevious

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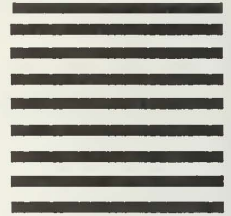


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LAST MINUTE CHRISTMAS BARGAINS

We've carried some product over from last month that we still have some of, and added many more titles...just for your Christmas shopping.

WARNING: In order to receive for Christmas, you **MUST CALL** in your order (bankcards only) as we're running out of time! Call 1-800-22VIDEO 9am-5pm (Pacific time) Monday through Friday. All items subject to prior sale.

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