Computer Entertainer

INCLUDES

The Video Game Update

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TOP FIFTEEN COMPUTER GAMES
1. Three Stooges (Cin/Co)
2. Ultima V (Ori/I)
3. Jordan Vs. Bird (EA/Co)
4. Falcon (Spec/I)
5. Captain Blood (Min/I)
6. Rocket Ranger (Cin/Co)
7. Kings Quest IV (Sie/I)
8. Dungeonmaster (FTL/I)
9. 4th & Inches (Aco/Co)
10. TV Sports Football (Cin/Am)
11. Pool of Radiance (SSI/Co)
12. Grand Prix Circuit (Aco/I)
13. Leisure Suit Larry II (Sie/I)
14. Rocket Ranger (Con/Am)
15. Battle Chess (IP/I)

TOP FIFTEEN VIDEOGAMES
1. Super Mario Bros II (Nin/NES)
2. Double Dragon (TW/NES)
3. Bubble Bobble (Tai/NES)
4. Simon's Quest (Kon/NES)
5. Bases Loaded (Jal/NES)
6. Blades of Steel (Kon/NES)
7. Skate or Die (Ult/NES)
8. R.C. Pro-Am (Nin/NES)
9. Anticipation (Nin/NES)
10. Double Dragon (Sega/Sega)
11. Rampage (DE/NES)
12. Blaster Master (Sun/NES)
13. Shinobi (Sega/Sega)
14. Mickey Mousecapades (Cap/NES)
15. Legend of Zelda (Nin/NES)
* Note: Adventure of Link: Zelda II would obviously hold the #1 position; however, due to extremely small shipments to dealers from Nintendo, there are not enough sales to bring the title into the Top 15
Coming...
We begin to look at the
PC Engine & Sega 16-Bit Supersystem!
Reviews Include
Tecmo Bowl
  ...*for Nintendo*
Guerilla War and RoboCop
  ...*for C64/128*
Tetris
  ...*for Atari ST*

Mattel POWER GLOVE Brings Space-Age Technology to Gaming

First shown in prototype at the Winter Consumer Electronics Show (January 1989) and Toy Fair (February 1989), the POWER GLOVE by Mattel Toys is an exciting new accessory for the Nintendo Entertainment System which is scheduled to be available this fall. The original technology for a Data Glove system was designed and developed for NASA as part of a "Virtual Environment Workstation" which is planned to control robots in space, among other applications. The more "down to Earth" applications of the Data Glove technology include drawing on a personal computer, the simulation of complex, real-world situations on super computers, and, thanks to Mattel, space-age video-game control.

High-Tech Wizardry

The POWER GLOVE, which will be available

in two sizes to accommodate players aged eight and up, is a formidable looking piece of high-tech wizardry that turns the player's hand into a joystick controller. The POWER GLOVE has a programmable keypad, which is actually a computer capable of playing all joystick/control pad games currently manufactured for the NES. Players will be able to customize the interaction of the POWER GLOVE with their games by changing normal joystick motions into simple hand and finger motions. The keypad also includes "slow motion" and "turbo" features for further control options. Also part of the POWER GLOVE package is a sensor L-bar which perches on your monitor or TV as part of the signal-processing circuitry of the POWER GLOVE system.

The POWER GLOVE in Action

We saw a prototype of the POWER GLOVE in action at Winter CES with "Mike Tyson's Punch-Out!!" and "Rad Racer." Wearing the POWER GLOVE, the demonstrator made a fist and threw a punch in the air, causing a punch to be delivered by the character on the screen in the first game. Shadow boxing became "shadow steering" in the second game, with additional personalized hand and finger gestures programmed via the keypad to accomplish braking and accelerating. The demonstration with standard, existing games was certainly impressive, but the POWER GLOVE is expected to be even more versatile with Mattel's Glove Gaming series of games for the Nintendo system. These games will be dedicated to the POWER GLOVE and are promised to allow the player to control much more of the screen than with conventional controllers. Many elements within these games will be player-adjustable, even to the point of being capable of change in the middle of gameplay. The first of these special games will be BAD STREET BRAWLER. At this point, extensive product testing is underway with the POWER GLOVE, and those involved with the project are very excited about its potential. According to Product Manager, Howard Beech, "We've found moves that the POWER GLOVE can accomplish that the joystick can't even come close to!"

ATARI ST Software

MANHUNTER:NEW YORK (★★★★/★★★★) is a different kind of 3-D animated adventure from _Sierra_ that combines science fiction, horror and humor. The story takes place in a ravaged New York of the future, a post-invasion world where aliens have taken over the world

and subjugated all humawns. The player becomes a Manhunter in this alien world, a human detective conscripted by the Orb Alliance to spy on and track fellow humans, reporting any subversive activity to the aliens. The perspective is first-person, which really pulls the player into the story, and the setting is a realistic representation of New York City. As the Manhunter, your choice is to follow alien directives blindly or to work with fellow humans while not letting your alien bosses know what you're up to. As in previous versiomns for other systems, the story and action are involving. Graphics are especially good in the ST version, and mouse control is smooth and easy. This chillingly realistic adventure by Dave, Barry and Dee Dee Murry (creators of "The Ancient Art of War" and "The Ancient Art of War at Sea" for Broderbund) is superb, sophisticated entertainment. (Solo play; Mouse with keyboard; Blank disks required.) Reviewed on Atari ST. Also available for Apple IIGS and MS-DOS; coming soon for Amiga, Macintosh and 128K Apple II.
Recommended. (MSR $49.95)

AMIGA/ATARI ST Software

TOWER TOPPLER (★★★/★★★) is a light-hearted and slightly crazy bit of fun by _U.S. Gold_ (distributed in the U.S. by _Epyx_). The arcade-style game takes place on the alien planet of Nebulus, where a group of mysterious towers has emerged from the toxic oceans. As an operative for Destructo, Inc., your bug-eyed character is dispatched in a submarine to topple the towers, one at a time. To make the task difficult, the towers are patrolled by hordes of indestructible mutant molecules and other dangerous objects. And the rotating towers have inherent dangers, such as slippery spots and crumbling ledges. Aimed with a snowball gun (for freezing enemies, of course), your little character must make his way to the top of each rotating tower to topple it before he can move on to the next one. He slips through passages in the tower, moves along its ledges, and activates elevators to levels above him. The action in the game is a bit eccentric, and it's great fun to play. Graphically, the game fares much better on the ST and Amiga than on previous versions, giving more of a 3-D look to the towers and a more realistic sense of rotation. TOWER TOPPLER is a delightful diversion when you're looking for something that's quick and easy to get into. (Solo or 2-player alternating; Joystick.) Atari ST and Amiga versions reviewed; also available for Commodore 64/128, MS-DOS, Apple II at $39.95.   Recommended. (MSR $49.95)

AMIGA Software

ALIEN SYNDROME (★★★★/★★★) now makes its' way to the Amiga system from _Sega_ (distributed by _Mindscape_) in an enhanced version that anyone who enjoys this classic will appreciate. By now familiar to most gamers, you find that mysterious alien parasites have invaded our out-colony and taken hundreds of inhabitants as hostage. You must save the day by going in and blasting the aliens away while rescuing the hostages as well as picking up hidden weapons. There are electronic doors, hidden passageways, holes in the floor, etc. which must be dealt with.
Beautiful Graphics
Sega has taken the time to enhance the graphics quite a bit in order to take advantage of both the ST and Amiga with very bright and crisp colors. The arcade action is fast and furious as you must use your reflexes in this shoot-'em-up. The aliens come from all angles in all colors and there's some nice sound effects too. (one player; reviewed on Atari ST and Amiga; also available for Commodore 64 at $29.95) Recommended (MSR $39.95)

BALANCE OF POWER: THE 1990 EDITION (★★★/★★★★), now converted for Amiga owners by author Chris Crawford for _Mindscape_, updates the award-winning classic, _Balance of Power_. Highly strategic in approach, the game finds you taking the role of either the President of the United States or the General Secretary of the Soviet Union. You most complete eight years in office (1989-1997) without initiating a nuclear conflict and collect more prestige points than the opposing superpower. This updated edition features a new multipolar level which allows 80 countries to ship weapons and troops and fith wars. The non-superpower countries pursue active foreign policies which, although they cannot engage themselves in nuclear conflict, they can definitely affect the outcome with their actions. Ad the superpower, you must monitor their policies and use your influence to protect your interests. With 18 additional countries in this version (upping the total to 80 with four levels of play), and a greatly increased database, there's a great deal more here than in its' predessessor.
Depth and Educational Too
Fascinated by the first version, we find ourselves captured by the additional depth, as well as possibilities, which exist here. While this is an entertainment program, there are tremendous educational benefits here for the entire family as you deal with events, relations, miliatary aid, and much more. You can't help but learn a great deal while having a terrific time strategizing. You've even got a four-person on-screen "crisis advistory" group for counsel in crises. You can learn about GNP, school enrollment, telephones per capita, and much more about the countries as you work around the globe (it's also a subliminal way to learn where the various countries in the world are!) It's a thinking game which the whole family can enjoy in a group session if you wish...or win the world's prestige all by yourself! (one player; two-players simultaneous; reviewed on Amiga; also available for Macintosh; coming for Apple IIGS and Atari ST)
Recommended (MSR $49.95)

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

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

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

THE GAMES-WINTER EDITION (★★★★/★★★★) brings its seven Winter Olympics games to the Amiga in a mini-Olympics stages in Calgary. Downhill skiing, slalom, luge, figure skating, ski jump, cross-country skiing, and speed skating are included in this multi-sporting event from *Epyx*. Complete with opening and closing ceremonies, you can view the action from various camera angles. For those who want to try their luck at speed events, you can dig your gloves into the luge run and careen down the launch ramp. Sail in the ski jump, race around the oval track in speed skating (we bet you'll take several spills before you get the hang of keeping those skates under you!), or try the beauty of the various moves in figure skating. You can go for the gold with a routine of your own design and choice of music...maybe you can be the next Katrina Witt! In downhill skiing you must first choose your four camera positions, while slalom will take speed, control, and split-second timing as you twist and turn down the course attempting to make it through the gates.

Always a Beautiful Challenge

The multi-sports games which Epyx releases are always the finest in graphics and varied gameplay. This is no different as the crisp colors jump out at you as you practice over and over attempting to refine your skills in the various events. Even though it's now a year after Calgary, the events are still fun! (one to eight players; reviewed on Amiga; also available for Commodore 64, Apple II, and MS-DOS)
Recommended (MSR $49.95)

SPACE HARRIER (★★★★/★★★1/2) is one of several recent *Sega* releases (distributed by *Mindscape*) for home computers. In this classic, the player controls an astral exterminator who zips through fantasic and bizarre three-dimensional scenery, hovering above an endangered planet as he valiantly fights invading aliens with his laser blaster.At the end of each stage (if you make it), you msut gend off the final leader, a huge dragon-like creature, before continuing to the next level. The action is fast and furious at all times.

Version Very Good

The Amiga is a perfect machine for this as the graphics are very similar to the original arcade version and you have voice synthesis. The gameplay is among the fastest "shoot-'em-ups" you'll find and, while the packaging recommends a joystick, we found it just a bit easier with the mouse (that also helped the "numb thumb" syndrome). It's a beautiful piece of fast action for your Amiga library! (one player; Amiga version reviewed, also available for Atari ST, C64; coming for MS-DOS)
Recommended (MSR $49.95)

BOOK REVIEW

MASTERS COLLECTION ADVANCED HINT BOOK from *Epyx* has just been released for those frustrated adventurers out there who are having problems solving the secrets of four Epyx games. *The Legend of Blacksilver* which has over 16 towns, a 22-section labyrinth, castles, archives, and dungeons over 40 levels deep is featured with a complete map of all areas as well as survial tips. There are also map drawings, gameplay hints, and interviews with the game developers of *Space Station Oblivion, Sub Battle Simulator,* and *L.A. Crackdown.* The book can be purchased at your local computer store or directly through Epyx with the order form found inside the Master Collection boxes.
(MSR $7.99)

MS-DOS

DOUBLE DARE (★★1/2/★★1/2) is the official version from the game show of the same name that many Americans have watched on MTV. From *GameTek*, this is a combination quiz where you must answer questions correctly from a bank of 1200 questions (by highlighting one of three answers on the screen as the right one), daring the other side, and the physical challenges. If Team 1 cannot or chooses not to answer a question, the player can dare Team 2 to answer. If Team 2 cannot or chooses not to answer the question, it can double dare Team 1 which can, in turn, choose to take a Physical Challenge – some sort of skill game where your reflexes are tested. The Final Round is an obstacle course in which there are 8 different obstacles to go through against a timer.

Not Terribly Impressive

First of all, the graphics are rather ordinary and, in fact, are only in CGA (if you have EGA, you won't get 16 colors). The question and answer segment is slow going, even after you correctly highlight the right answer. The physical games are simple and the type games you would find in a carnival. This game is probably best suited to kids who would not get bored as quickly with it. It is a bargain price, however. (one player; two player simultaneous;reviewed on MS-DOS; requires 256K and CGA)
Not Recommended (MSR $14.95)

Award Maker Sports Library Ships

Amiga owners who have Baudville's *Award Maker Plus* can now add the Sports Award Library to their collection, enabling them to design awards for school, sports programs at the local playground, or for your

own family. Included in the program are ten border styles, four new fonts, and many sports awards such as baseball, karate, chin-ups, volleyball, fitness/children, and many more. Suggested retail is $29.95.

KING'S QUEST IV Now Available for Apple IIGS

The newest in the popular King's Quest series from Sierra was recently released in a new version for the Apple IIGS, taking advantage of the system's sound capabilities with many life-like sound effects added to the original music score written by William Goldstein (TV's FAME, and the Touchstone film HELLO AGAIN).

MIND-ROLL (★★★/★★1/2) is an effort in concentration and fast reactions as you must roll and bump your way through a multi-dimensional puzzle set on ten different planes.   Reminiscent of such games as *Marble Madness*, this latest from *Epyx* finds you trying to run over squares in a pre-described pattern, maneuver obstacle courses, race down a racetrack, jump over electrical seas, and much more. You must also look for hidden amulets. Find them, pick them up quickly and move on, all the while racing against the clock.   There are bonus rounds which follow each completed plane and, of course, each plane is progressively more difficult than the last. If you finish a plane with time left on the clock, the remaining seconds are carried over to the next level.

Lots of Concentration Involved

Of course, you must move quickly and have lightening-fast reflexes. In addition, concentration as you roar around blind corners, avoid obstacles, etc., will help you anticipate the next situation which will confront you. A feature we like a great deal is that you can choose from among the 10 planes to play in any order for play or practice...if you dare, try for #10 right away! The graphics are detailed and colorful adding to the excitement of a game which should keep you happily in front of the screen for hours. (one player; joystick required; reviewed on Commodore 64; coming for Amiga and MS-DOS)
Recommended (MSR $29.95)

PROJECT FIRESTART (★★★/★★1/2) takes you on a race against time as you battle aboard the doomed research ship Prometheus as it orbits Titan, a moon of Saturn. Designed by *Dynamix* and distributed by *Electronic Arts*, everything seems okay as the scientists aboard conduct genetic experiments. Strict safeguards are put in place but suddenly the Prometheus falls silent. The System Science Foundation sends you, its top troubleshooter to find out what's happened. As you prowl through dark ominous hallways, inhuman killers lurk in the shadows. You must search for clues as you pass through rooms filled with mangled bodies. There are close-ups of monsters where you must battle to the death. Every phase of the mission must be completed in order to solve the ultimate puzzle. Time is of the essense as you'll hear the sound of an unstoppable self-destruct mechanism in the background.

Somewhat Gory

You'll have to make a judgement call on how much blood you want (or want to expose your child to) as you'll be encountering all sorts of mangled bodies. And, unfortunately, you must examine all the dead bodies as they may have clues on them. There's some pretty graphic stuff here. It's billed as a horror movie in outer space and it does have a "movie-like" quality as there are pans, close-ups, sound effects, and a musical score. This is more of a graphic adventure than an action game but it is a bit too gross for our taste! (one player; joystick required; 4 disks; reviewed on Commodore 64)
(MSR $29.95)

F14 TOMCAT (★★★/★★★) is billed as a Naval Weapons Fighter School simulation, designed by *Dynamix* for *Activision* (distributed by *Mediagenic*). Here you'll learn basic flight maneuvers, moving on to advanced jet training and practice dogfights. Once you're ready for real action, you'll be assigned to a U.S. aircraft carrier. In addition to using the joystick for flying, you'll use several different keystrokes to handle such things as thrust, rudder position, activating weaponry, etc.

Your cockpit controls include your main window, as well as pitch/roll indicator, altimiter, compass, tactical information, and more. Initially, though, you'll want to learn basic rolls, high speed yo-yo's, etc., before moving on to your assignment. Once you are assigned to a carrier, there are 80 randomly assigned missions during two tours of duty, and five theaters of action (Persian Gulf, Central America, Libya, Korea, and Lebanon.

A Simulator With Character

In addition to making this a fairly simple simulator to use (as opposed to taking hours before you ever manage to get off the ground), there are some interesting characters you'll encounter along the way, including Admiral Hawk, an anchorman, a tough training C.O., as well as a group of wise-cracking guys at the base. The first time we crashed, we were even given a full-blown funeral (?!*) By the way, if take-offs and landings are your downfall, you can have the computer make those automatically for you. Some of the secondary screens (such as the funeral, rescue at sea, etc.) are very detailed, although "stills," while the main cockpit screen is pretty basic. The planes, as they come into view, have nice details though. All in all, this is a nice simulator which chould be a good introduction to anyone who has been daunted by the complexity of something like SubLogic's *Flight Simulator*. Advanced simulator fans, however, might find themselves a bit bored with the basic controls. (one player; joystick required; reviewed on Commodore 64)
Recommended (MSR $39.95)

THUNDER BLADE (★★★/★★★1/2) takes you into the world of an attack helicopter as you must defeat the enemy over cities, sea, desert, and mountains. Originally an arcade hit, *Sega* has brought this to the home computer (distributed by *Mindscape*) offering dual perspectives – both from the helicopter looking down, as well as through the front cockpit window as you fly between the skyscrapers. There are twelve levels of difficulty (varying in the viewpoint) with a full compliment of enemy patrollers, tanks, helicopters, warships, and more everywhere. As you fly over a city, you can see the enemy helicopters as they rev up to join you in the skies for battle. The action is fast and furious as the enemy comes at you from every direction, faster and faster.

Good Action Game

We like the dual approach in this game as various levels give you the different perspective of either overhead or straight-on. We did find, however, this version doesn't feature as good graphics as the Sega game. We found the graphics just not as "full" and some of the shadowing and detail missing from the Commodore version. Regardless of that, it is a good action game for anyone who likes "shoot-'em-ups." (one player; reviewed for Commodore 64; available for Sega; coming for MS-DOS, Amiga, Atari ST)
Recommended (MSR $34.95)

SIM CITY (★★★★/★★★★) is a fascinating simulation from _Maxis Software_ (distributed by _Broderbund_) in which you take charge of an evolving and growing city. You become both the mayor and city planner in one of seven cities included or build a city of your own. In addition to Bern, Rio de Janeiro, Detroit, Hamburg, and Boston, you
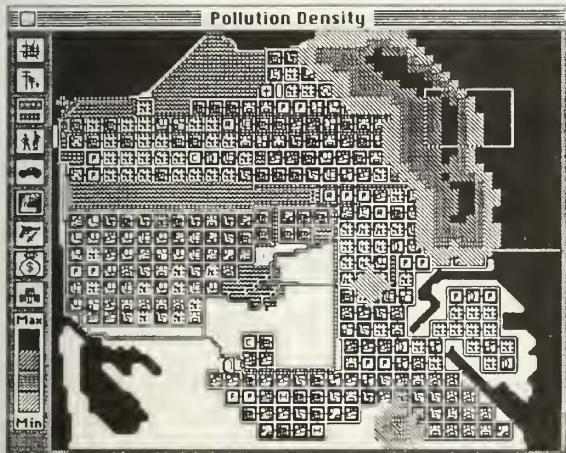
can take control of San Francisco just before the earthquake of 1906 or Tokyo in 1957 as Godzilla is getting ready to terrorize the city. The population consists of Sims (simulated citizens) who build houses, churches, stores, and more. They also complain about taxes. They'll
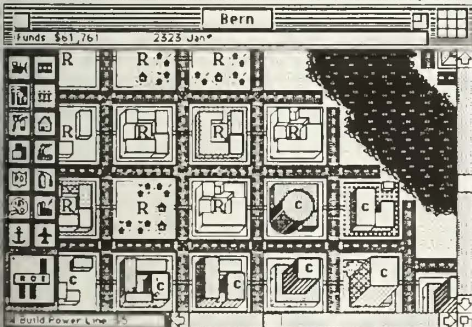
tell you if they need more housing, airport, or better transportation. If they get unhappy they'll move out, affecting your tax base. You have an overall budget to deal with which covers everything from the power plant you must build to the bulldozing you'll do in order to clear land for new uses. When you build roads, cars appear as they travel down the road. Build railroad tracks and suddenly there is a train moving. Factories cause pollution, areas turn into slums. You may have to raise taxes to accomplish all you need to. It's up to your imagination and strategic good sense to decide how to plan your city.

Fascinating and Different

There are almost endless options to your simulations as each time can be a vastly different experience. You really have to deal with a myriad of situations as you'll encounter air crashes, floods, fires, meltdowns, and more. It's extremely easy to use due to icons and crisp graphics. There's lots of animation and sound effects too as you'll see a plane fly over the city, traffic helicopters, trains, cars, and that terrifying monster trying to take over Tokyo. People who enjoy the strategy of wargaming will enjoy a familiar way to play a game, but in a vastly different arena. But, the game is for more than wargamers. If you enjoy strategy and want to test your skills at land development, budgets, and the like, you'll probably want to spend hours running one of these cities, or building your own! (one player; reviewed on Mactintosh; runs on 512E, SE and Mac II; coming for Amiga)
Recommended (MSR $49.95)

4th & INCHES (★★★★/★★★★1/2) brings a great version of football to the Macintosh from designer Bob Whitehead for _Accolade_. The game simulates a full 11-man offense against a full 11-man defense where you are both the coach and the player (you can control the quarterback, running back, middle linebacker, receiver, or defensive back – the other positions are controlled by the computer and react based on the play you've picked). Once you choose which team you'll represent (All-Stars or Champs), it's on to the playing field where you have twenty plays and eleven different formations to choose from (there are five defensive formations available). The formations, as well as the choice of which of the players you wish to control are shown along the bottom of the screen in the one-player version (in the two-player mode, the choices don't show so your opponent doesn't know which play you've chosen). The game allows for all the traditional plays such as punts, field goals, extra points, and interceptions. You can also substitute when a player tires (you begin with the first-string team, but there's a back-up for each position).

Good Gridiron Action

Using the mouse or the keyboard, you have pretty good control of your player and, as you become more attuned to the game, you should be able to complete some pretty fancy passes and, on defense, sack the quarterback behind the line of scrimmage. There's some pretty good
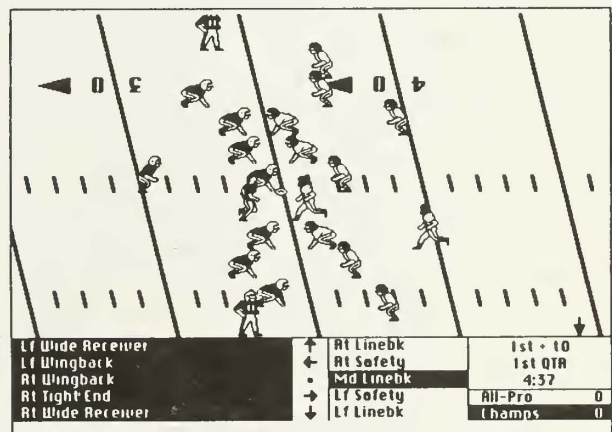
sound effects as some of the gridiron "grunting" on tackles comes to life. Accolade has handled the graphic scrolling in a very interesting and successful manner...the field show action about twenty yards in each direction of the line of scrimmage. When the action goes beyond that (either in a run, punt, or pass), a special zoom features zooms right into the next twenty yard segment smoothly and without a feeling of "where am I and where did the ball go!" As a result, you shouldn't lose plays just because your eyes couldn't quickly adjust to a jerky scrolling action. This feature, along with the large player figures make this a fine game graphically, as well as good action. By the way, plans are in the works to release a _4th & Inches Team Construction Disk_ where you'll be able to modify home and visiting teams to specification and play them against each other. The tailored teams can be substituted for the pre-programmed library in this disk. (one player; two-player simultaneous; requires 1mb memory; 800K drive; works on Macintosh Plus, 512Ke, SE; also available for MS-DOS, Apple IIGS, Amiga, Commodore 64)
Recommended (MSR $44.95)

HOSTAGE (★★★/★★★★) finds you in charge of a six-person strike team assigned to rescue hostages which have been taken by terrorists as they have seized an embassy. Designed by _Infogrames_ and distributed by _Mindscape_, it's a game of four stages which begins as you must set up strategic positions across from the embassy. First, look at the overall map of the embassy and surrounding area as your operation will
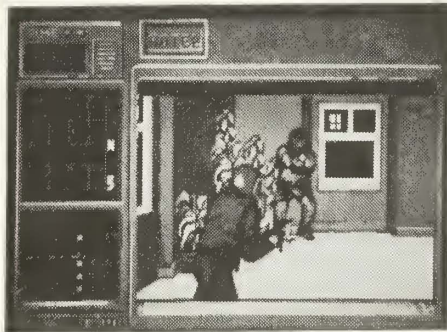
be outlined for you as it scrolls across the screen. On that map there are three "X's" which you must place your three marksmen. Move your marksmen, one at a time, avoiding the searchlights the terrorists are using. Duck in and out of buildings, dive through windows

until you correctly place the men. Once in place, a helicopter will carry a three-man Direct Intervention Team to the roof of the embassy. You must move these men down the sides of the building via ropes, working their way through a window without being detected (they'll have to break a window to enter). Throughout these maneuvers, you'll work through the eyes of the marksmen you have in place as they survey their side of the building through gunsights. It's through these gunsights you'll work your D.I.T. men down the side of the building. Once inside the embassy, you must quickly locate the hostages. You'll find the mini-map showing the rooms and hallways on the floor you're on very helpful as those clues will tell you where both the hostages and the terrorists are (there are three floors which are accessible via stairways). When you encounter a terrorist, you'll have to shoot quickly. Bring the hostages to safety in Stage Four. Your mission is a success if you either kill all the terrorists or gather all the hostages in the third-floor room without losing any of your men. Once you've been successful in a rescue operation, you'll be allowed to move to the next more difficult level to attempt a mission at that level.

Interesting Combination of Action and Strategy

The action in this one is very interesting as you have to master several skills as you enter the various stages of a hostage rescue. Strategy comes into play strongly as a fast move is not necessarily the best move – but there is a time limit so you can't stand around thinking too long! The various perspectives are depicted in beautiful, large, and colorful graphics, accompanied by strong sound effects. We especially liked the gunsight view as we scanned the outside of the embassy building and worked out man down his rope from the roof, crashing through a window. It's an unusual game which provides some truly different entertainment value. (one player; joystick required; reviewed on Amiga and Atari ST; coming for MS-DOS, Commodore 64/128, Macintosh, and Apple IIGS)
Recommended (MSR $44.95)

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.

The COMPUTER ENTERTAINER READERS' HALL OF FAME AWARDS

As part of Computer Entertainer's special 1987 celebration of five years of continuous publication, we invited our readers to vote for their all-time favorite entertainment programs. After all the votes were tabulated, five programs (one for each year of publication by Computer Entertainer) received the honor of being selected as the "Best of the Best" by the true gaming experts, our readers. The five Hall of Fame inductees, along with ten runner-up programs awarded Honorable Mention, were announced in Computer Entertainer's Special Fifth Birthday Edition. With that announcement, we also stated our intention to add a new program to the permanent Hall of Fame each year. A sixth member of the Hall of Fame was voted last year, along with four runners-up awarded Honorable Mentions, and it's now time to add a seventh program to the Hall of Fame as Computer Entertainer completes seven years of continuous publication with this issue.

READERS' HALL OF FAME
SUPER MARIO BROS. (Nintendo for NES)
GUNSHIP (MicroProse for Commodore 64/128)
FLIGHT SIMULATOR II (SubLogic for all systems)
ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari XE/XL, Commodore 64/128)
ZORK TRILOGY (Infocom for all systems)
LEGEND OF ZELDA (Nintendo for NES)

Honorable Mentions
Past Honorable Mention winners are
M.U.L.E. (Electronic Arts for Apple, Atari XE/XL, C64/128)
GRADIUS (Konami for NES)
ULTIMA IV (Origin Systems for Apple, Atari XE/XL, C64/128)
HARDBALL (Accolade for Atari XE/XL and C64/128)
ULTIMA III (Origin Systems for Apple, Atari XE/XL, C64/128)
LODERUNNER (Broderbund for Apple, Atari XE/XL, C64/128, IBM, Macintosh)
DR. J & LARRY BIRD GO ONE-ON-ONE (Electronic Arts for Amiga, Apple, Atari XE/XL, C64/1{28, Macintosh)
WIZARDRY (Sir-Tech for Apple, IBM, Macintosh)
STAR RAIDERS (Atari for Atari XE/XL and Atari ST)
ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN (Mattel for Intellivision)
METROID (Nintendo for NES)
SPACE HARRIER (Sega for Sega)
MARBLE MADNESS (Electronic Arts for Amiga, C64/128)
CALIFORNIA GAMES (Epyx for C64/128)

Vote for Your Favorites

Since Computer Entertainer has now completed seven years of publication, it's time for another election to add a new member to the Hall of Fame. The rules are simple. Send us your ballot on a postcard (or facsimile) with the following information:
1) List your THREE all-time favorite programs, including the system you play them on and the manufacturer (if known). Be sure to number them in order of preference, since this creates a weighting system for tabulating your votes. Entertainment programs for ANY home computer or videogame system (active or discontinued) are eligible. Programs already elected to the Hall of Fame are not eligible, having been retired with honor from competition. (Previous Honorable Mention winners ARE eligible, however.)
2) Please include your vote on whether or not we should change the format of the Availability Update. (See related article below for choices.) Your vote can be indicated as "keep current Availability format" or "change to new Availability format."
3) Print your name, address and subscriber number (last four digits of the number above your name on mailing label: letter and three numbers) on the postcard. Ballots without name, address and subscriber number will NOT be counted. Please note: you must be a current subscriber in good standing (or live at the same address as the subscriber) in order to vote and be eligible for the prize drawing.
4) Send the information to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411. Your ballot must be postmarked no later than April 22, 1989 and received at Computer Entertainer no later than May 1, 1989. Votes will be tabulated and the new member of the COMPUTER ENTERTAINER READERS' HALL OF FAME will be announced in our June, 1989 issue. Honorable Mention awards will also be announced at that time.

5) Only one ballot per person is allowed. Multiple ballots from the same person will be discarded. If more than one person at your address reads Computer Entertainer, each person may send one ballot. (The subscriber number of the person who receives Computer Entertainer MUST appear on each of these additional ballots from the same address.)

Prizes for Readers, Too!

We want ALL of our readers to participate in selecting this year's new member of the Hall of Fame and voting on the format of the Availability Update, so we're providing an incentive in the form of prizes. A random drawing from the Hall of Fame ballots will be held on May 19, 1989, with the following prizes to be awarded: One gift certificate redeemable for $50 worth of merchandise from Video Take-Out; one gift certificate redeemable for $25 worth of merchandise from Video Take-Out; two one-year renewals of the winners' subscriptions to Computer Entertainer.

Get Your Vote in Now!

What are you waiting for? Get that postcard into the mail right now, while you're thinking about it! Your vote counts, and you have the chance to win a Gift Certificate!

Availability Update Format: We Want Your Input

The monthly Availability Update which details upcoming releases by month or quarter for computers and videogame systems is of great interest to most of our readers, judging from the amount of praise and criticism it receives on a regular basis. The Availability Update made its debut, without fanfare, in our September, 1982 issue and has been a regular feature ever since. For more than six and a half years its format has remained unchanged: planned software releases are listed by system and further subdivided by month and quarter, with titles listed alphabetically under each month or quarter. For our readers, this format works well if they want to know what games are planned for a particular system during a certain month or quarter. However, this format makes it a little more difficult to find the projected release date of one or two specific game titles for a system.

Should We Change the Format?

One of our long-time subscribers, William Sommerwerck of Bellevue, WA, recently suggested that we consider changing the format of the Availability Update. He suggested that we remove all subdivisions by months and quarters under each system and simply list all upcoming releases alphabetically by title under the system. Each title would be followed by its company code, as it is now, with an additional notation of a number indicating the month of projected release. (Titles without a specific month of release would be designated "Q1, Q2" etc. for the announced quarter of release.) He believes that most readers care more about finding a few specific titles in the Availability Update than they do about keeping track of every release scheduled for the current month or some future month. If you're looking for just a few specific titles, this format would definitely make it easier for you to find them. However, if you care more about the overall schedule of all releases for your system(s) rather than just a few titles, this new format would make it very difficult for you to get a feel for what is planned over the months.

It's Up to You

Whether we keep the current Availability Update format or change to one without divisions by months and quarters, our job of maintaining the Availability Update files continues to be one of the most time-consuming parts of producing this newsletter. What is most important to us is that the Availability Update be as useful as possible to our readers. Therefore, we're asking for your vote before we even consider such a major change. You can let us know of your preference by voting

for a continuation of the existing format or a change to the proposed new one. Your vote on the format can be included with your vote in the Computer Entertainer Readers' Hall of Fame, as detailed in the article above. (And there's always the possibility that your postcard might be drawn for a prize!) Your input is important to us, so please send in your postcard as soon as Impossible. We will NOT make a format change without the vote of a clear majority of our readers in favor of that change.

MS-DOS/MACINTOSH

LANCELOT (★★★1/2/★★★1/2) brings the famous and well-loved tales of King Arthur and the Knights of the Round Table to the computer screen in the form of an illustrated text adventure by *Mandarin Software* for *Datasoft,* which is now a division of the Software Toolworks (distributed by Electronic Arts). This interactive version of the Arthurian legend is based on Sir Thomas Malory's LE MORTE D'ARTHUR and consists of three parts: CamelPot (Lancelot's arrival at the fabled castle and his valorous deeds done to become a great Knight); Logris (the completion of the company of Knights of the Round Table); and the Quest for the Holy Grail (the search for the relic of Christ's Last Supper and the demise of the company of Knights of the Round Table). The tale begins with the first meeting between Lancelot and King Arthur, who is disguised as the Black Knight challenging the valor and worthiness of the young squire. If Lancelot passes the test, he is invited to ride on to Camelot, become a Knight of the Round Table and go on to a series of adventures culminating in the Quest for the Holy Grail. Familiar characters come to life in this adventure, allowing the player as Lancelot to interact with Merlin, Galahad, Gawain, Elaine, Guinevere and many others. The story of LANCELOT has great appeal, and for the player to be able to become a part of that great story makes this an especially enjoyable adventure. The accompanying illustrations are lovely and {add to the charm of the adventure. Of interest to those who like to save their games often: LANCELOT includes a "RAM Save" option in addition to the usual save-to-disk option. The RAM Save is very quick and convenient. (Solo play; Keyboard; 512K; MS-DOS version supports CGA/EGA/monochrome; Blank disk required for game-saving.) MS-DOS and Macintosh versions reviewed; also available for C64/128 ($29.95) and planned for Amiga and Atari ST.
Recommended. (MSR $39.95)

Coming Soon from MicroProse

Two long-awaited conversions are coming this spring from Micro-Prose. The MS-DOS version of RED STORM RISING (MSR $54.95), based on Tom Clancy's best-selling novel of future submarine warfare, is expected to hit dealers' shelves next month. The program} will support CGA, EGA, VGA/MCGA, Tandy and Hercules graphics systems and Ad Lib and Innovation soundboards. A joystick will be optional, and the game will be hard-disk installable (key-disk copy protection routine). Coming in May is the new Amiga version of the attack helicopter simulator, GUNSHIP ($54.95), complete with improved, solid 3-D graphics and digitized sound.

Carmen Sandiego Crime Wave Spreads to GS

Broderbund's award-winning detective adventure, WHERE IN THE WORLD IS CARMEN SANDIEGO?, has now been released in a new version specific to the Apple IIGS. The program was rewritten to take advantage of the system's enhanced graphics and sound capabilities.

ATARI ST/AMIGA Software

COMBAT COURSE (★★★★/★★) by _Infogrames_ of France for _Mindscape_ is a showy piece of programming that is designed to simulate the experiences one might have in a top-secret training camp for the military elite. There are three basic training courses. A physical obstacle course includes scaling walls, crawling under barbed wire and
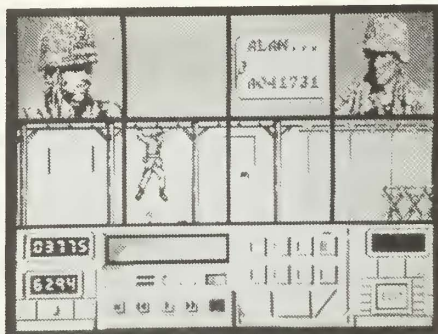
through drain pipes, and navigating pulleys with the suspense of pursuit by attack dogs in some sections of the course. And while those dogs may bark loudly, your relentless drill sergeant barks his commands even more loudly: "get up," "keep moving," "ten push-ups," and the like. The risk course involves fewer obstacles but more danger because of the presence of land mines. On this one you can earn extra points for laying dynamite and throwing grenades. The combat course hones your hand-to-hand combat skills and test your quickness with a machine gun. The ultimate challenge is in the combined course, where you run the three previous courses one after another. Additional dangers on the courses include sniper fire and helicopter attacks. All courses are timed, so you must keep your man moving forward or lose points. And if you find the supplied courses are not tough enough for you, you can make up your own in the Cobra Construction Set included in the program. Another interesting feature in COMBAT COURSE is the built-in "VCR" which lets you replay your performance on a course.

Elegant and Original Graphic Treatment

All of the training action in COMBAT COURSE is presented with elegance and originality in the graphic treatment. While you guide your recruit character through the courses, which are run across the center third of the monitor screen, panels in the top third display flashing closeups that relate to the action. The sense of constant movement, plus the count-down timer and the shouted commands of the drill sergeant appear to be devices meant to lend an air of urgency to running the courses. Beautifully presented as this program is, however, we never really became caught up in the idea of simply challenging the clock. Perhaps players who are more militaristically inclined will find more excitement in COMBAT COURSE than we did. (Solo play; Joystick; Pause.) Amiga, Atari ST versions reviewed. Coming soon for MS-DOS ($34.95) and C64/128 ($29.95) Not recommended. (MSR $39.95)

COMMODORE 64/ATARI ST

BATMAN, THE CAPED CRUSADER (★★★1/2/★★★) by _Data East_ (licensed from _Ocean_) brings the famous super-hero to life in a computer action-adventure that is closer to the original comic book character than to the TV series of the 1960s. And this is just the beginning of what is likely to be a very large Batman presence in pop culture this year, since Batman celebrates his 50th year as a DC Comics hero in May and stars in what is expected to be a major new movie hit this summer. In this computer program, the Caped Crusader is involved in two separate adventures with his perennial nemeses, the Penguin and the Joker. In the first adventure, "A Bird in the Hand," Commissioner Gordon of Gotham City calls on Batman to check out the Penguin's umbrella factory, which turns out to be a cover for the Penguin's plot to take over the world with an army of robot penguins. It's up to you to help Batman gather what he needs from the Batcave and then venture out onto the streets of Gotham City until he finds the Penguin's factory and disarms its master computer. Of course the Penguin's thugs are swarming all over the city, determined to eliminate Batman for their boss. The Joker's kidnapping of Batman's sidekick, Robin, is the theme of the second Adventure, "A Fete Worse than Death." Batman must search the sewers of Gotham City, where he finds many of the Joker's lethal "toys" in his way, as he makes his way to the Fair. And many more dangers await the Caped Crusader at the Fair.

Very Challenging

BATMAN, THE CAPED CRUSADER offers a very challenging pair of adventures with many puzzles to solve and an unforgiving clock in the form of Batman's quickly diminishing powers as the game progresses. There is no "pause" function in the game, and even moving to the status screen doesn't stop Batman's deterioration. The first time we played the game, we were astounded when Batman expired without ever leaving the Batcave! We were nosing around, getting our bearings and looking for items that Batman might need, and suddenly the game was over. After a few more stabs at exploration, we soon learned that you have not so much as a second to spare in this game. It may be that the typical eight to fifteen-year-old joystick jockey with reflexes measurable in nanoseconds will find this kind of challenge exhilarating. However, we yearned for a pause feature or at least a little more gradual introduction to the game. We appreciate the combination of action with adventure elements in BATMAN, and we were impressed with the quality of the graphics and animation (especially in the Atari ST version). However, we must caution you that this game is only suitable for those who are VERY nimble with a joystick. If you like adventures but you're not extremely quick, you'll find BATMAN frustrating. (Solo play; Joystick) C64/128 and Atari ST versions reviewed; coming soon for Amiga ($44.95) MSR $24.95 C64/128, $39.95 ST.

MS-DOS

HOLLYWOOD SQUARES (★★1/2/★★1/2) is _GameTek's_ version of the long-running TV game show brought to the computer screen for one or two players. As in the TV show, this is basically a game of tic-tac-toe in which nine "celebrities" occupy the squares in the game grid. Contestants choose a celebrity, a question is asked, and the celebrity answers first with a joking response, then a "real" answer to the question. The contestant then agrees or disagrees with the correctness of the celebrity's answer, earning money and an X or O on that square if the contestant is correct. The game includes the other familiar features from the TV show, including the Secret Square and playing for a new car after winning three games. The computer game version of HOLLYWOOD SQUARES definitely follows the format of the TV show, but something is lost with the absence of actual celebrities giving their sometimes outrageous answers. If you're just crazy about the TV show or the game of tic-tac-toe, you may enjoy this computer version. However, we found the game to offer only mildly amusing entertainment. (One or two players; Keyboard; 256K; CGA.) MS-DOS version reviewed; also available for Apple II and C64/128. MSR $14.95

MS-DOS

KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEY-BALL (★★★★/★★★★) from _Electronic Arts_ is an action-filled simulation of a sport born on the beaches of Southern California: full-court volleyball with just two players on each side of the net. (We're very big on starting trends here in California.) Designed by Mike Abbott ("Hard Hat Mack") and Nana Chambers with the aid of top-earning pro beach volleyball players Sinjin Smith and Randy Stoklos, KINGS OF THE BEACH offers a wealth of options, fast action, humor, and superb animation. Head for the beach, sign up at the registration tent, and then hit the practice courts to learn the finer points of bumps, sets and spikes. As you begin to get the feel of controlling either Sinjin Smith or Randy Stoklos, it's time to get some practice at defense and serves by checking into the Match Courts, where you can try our your shots against real players. Matches can be played at any of three difficulty levels, but even the "easy" one is no piece of cake until you've had plenty of practice. In the matches you can play solo with a computer-controlled team-mate and two computer-controlled opponents, or play either cooperatively or competitively with a friend. The program even lets you argue with the referee if you think you got a bad call.

Heavy Action in Tournament Play

But the heavy action is in Tournament Play, where your aim is to be crowned King of the Beach. Unless you get your kicks from being humiliated, don't go anywhere near the tournament until you've had lots of practice, because you're up against the pros. It takes winning three games to win a beach, starting in San Diego, Calif., where a win sends you on a globe-hopping tour of places like Sydney, Rio de Janeiro and Waikiki. After you win a beach, the program gives you a password so that you can later resume the tour where you left it. KINGS OF THE BEACH has it all: great action, lots of challenge and variety, excellent graphics splashed with the sparkle of the surf, and even the bikini-clad EA Pixel-Mates. (One or two players; Joystick, keyboard or mouse; Pause; EGA/CGA; Music on Tandy or with Ad Lib card; Includes 5.25" & 3.5" disks; Not copy-protected.) For MS-DOS systems only; planned for others.
Recommended. (MSR $39.95)

TIME BANDIT (★★★★/★★★★) from _Microdeal_ was one of the first major hits on the new Atari ST in 1986, and it was a game that no early ST owner would think of being without. This arcade adventure of truly amazing scope and variety has now come to the family of IBM PC/Tandy and compatibles with all the excitement, graphic excellence, and superb playability intact. Your role is that of Time Bandit, a combination time traveller and treasure hunter who may explore all of 16 lands in 6 time periods—some 240+ levels altogether. Evil Guardians are everywhere, whether you explore the mysteries of Ancient Egypt, the Pac-Man-style maze of Arcadia's Shadowland or the futuristic city of Gridville, leading you to a "shoot everything that moves" mentality. You'll earn points called cubits for shooting the enemies. Since you're rewarded with more cubits when your manner is brave and aggressive, it doesn't pay to be cautious and conservative in this game.

Text Adventures, Too

Some of the lands contain graphic-activated text adventures, such as rescuing the missing crew of a damaged spaceship, bringing peace to a town in the Old West, or effecting a rescue in a derelict medieval castle. As puzzles appear and quests reveal themselves, the arcade action continues. The game features well-drawn graphics with multi-directional scrolling and a wonderful two-player mode that lets you

and a friend play at the same time in different portions of the same land. The split-screen presentation shows both players' exploits at the same time. And if one player's Time Bandit is killed before the other, the dead one may come back as a Shadow to help or hinder the fellow player. Although keyboard control of the game is possible, we strongly recommend playing this one with a joystick for the best' in playability. And in conjunction with this game, Microdeal has introduced an IBM LPT Digital Joystick Adapter Cable which will allow you to play this and future Microdeal games with any regular Atari-compatible joystick for digital instead of analog control. The adapter cable plugs into the parallel printer port of your computer and does not require a joystick card. The LPT Digital Joystick Adapter Cable is available directly from Microdeal for $11.95. (Solo or simultaneous 2-player; Joystick or keyboard; Pause; 512K; CGA/EGA/VGA; 3.5" disk available; Blank disk required for game-saving; Not copy-protected.) MS-DOS version reviewed; also available for Atari ST and Amiga. Recommended. (MSR $39.95)

Frustrated by Complex Games?

If you've been frustrated by complex computer entertainment products—flight simulators you couldn't fly, for example—you have a kindred spirit in Brad Fregger, President of Publishing International. Fregger said, "The reason that I'm concerned about this is that I'm afraid many of those people, especially those that own IBMs and compatibles, believe that these complex programs represent the world of computer entertainment, and are not aware of the many fun and exciting computer games available that are challenging but not frustrating." Fregger's fledgling company has just such a product entitled PHARAOH'S REVENGE, and he said "We want those people who have only been frustrated to have a chance to be entertained, and we want to make it easy for them to have that chance, both logistically and financially." To take him up on his offer, just write a letter to Brad Fregger, Publishing International, 333 West El Camino Real #222, Sunnyvale, CA 94087. Tell him about your frustrations with a particular complex program, and ask him for a chance to have fun on your computer. Enclose $5.00 for shipping and handling, and he will send you a copy of PHARAOH'S REVENGE (be sure to specify: IBM, Apple II or C64). Fregger is completely sincere in his offer. We know him to be a man who burns with a missionary's zeal when it comes to the subject of what the average person really needs and wants for his or her home computer. And he openly admits, "We're a new company and we can use all the publicity we can get—this seems like a positive way of getting that publicity."

Cinemaware to Debut Spotlight Software

Spotlight Software, a new label from Cinemaware, will mark its debut next month with three titles. DEATH BRINGER is a fantasy role-playing game for Amiga (available later for MS-DOS systems and C64/128). FEDERATION for Amiga and Atari ST combines space exploration, role-playing and a trading simulation in a game that will feature filled, solid 3-D graphics. DARKSIDE, which will be released simultaneously for MS-DOS, C64/128 and Amiga, is an adventure set in Egypt in the 1930s with a 3-D environment. Other games are planned, including a futuristic, fast-action game licensed from Mirror-soft of the U.K. entitled SPEEDBALL (Amiga, MS-DOS, C64/128). The Spotlight label will give Cinemaware the ability to market games which might {not be a perfect fit with the existing Cinemaware line. We'll have more information on the new Spotlight games in our April issue, since we have been invited to visit Cinemaware's new headquarters to see the games before they are released. Pricing for the Spotlight Software games will be $39.95 for MS-DOS, Atari ST and Amiga and $29.95 for C64/128.

SEGA Software

DOUBLE DRAGON (★★★/★★★★) is one of the top favorites in the arcades, and now _Sega_ has brought a version to the home screen that includes all the coin-op features. Of special note to those who love playing the game with a friend at the arcade, the Sega version includes the cooperative two-player game they enjoy so much. The Sega version also includes the four settings of the coin-op against which the combination of martial arts and street-fighting action takes place. The overall theme is a rescue attempt, as the Black Warriors gang has kidnapped the girlfriend of one of the twin heroes in the game. Players go up against street toughs of all descriptions, with plenty of kicking and punching action spiced with chains, whips, and even a few boxes and barrels to throw around. Play action is superbly true to the coin-op original, and the backgrounds are beautifully detailed. The only fault in the graphics is a very noticeable amount of flicker in the fighting figures, which was probably unavoidable due to the number of objects moving on the screen at the same time. Especially for those who like the cooperative two-player game, however, having that in the Sega version is probably worth the trade-off in some graphic flicker. (Solo or 2-player cooperative; Continue feature.)　　　**Recommended.**

LORD OF THE SWORD (★★★1/2/★★★1/2) is another in _Sega's_ growing list of role-playing adventures for the Master System. This one also has a lot of action along with the adventure, as your bow and sword-wielding hero makes his way through towns, villages, castles and a variety of terrains in the countryside of Baljinya. In this game, your hero is a young warrior who would be king. To achieve the crown and thwart the evil Demon Lord Ra Goan, the hero must pass three tests. He must find the Tree of Marill, subdue the Goblin of Balala Valley, and destroy the Statue of Evil. In the course of attempting to pass the three tests, the hero encounters every kind of enemy imaginable, from warriors and white wolves to scorpions and aggressive flying fish. Although there are many enemies, there are potential friends as well. Many of the people the hero meets in the town have useful information and hints to help in the quest. LORD OF THE SWORD has plenty of appeal for those who like a lot of action in their adventures. We especially enjoyed the bow-and-arrow weaponry as a change of pace from the more typical sword-slashing adventures. Graphics are nicely detailed, with some truly wonderful enemy creatures. This one is a lot of fun. (Solo play; Continue feature.)
Recommended

Y'S: THE VANISHED OMENS (★★★1/2/★★★★) is another new role-playing adventure game from _Sega_, but this one relies less on action and is more in the classic mold so well known to computer adventurers. That is hardly surprising when you know that this game is based on one part of a trilogy of computer adventures that has been very popular in Japan. (In moving the adventure from Japan to the U.S., somehow an apostrophe was added to the name of the fictitious land where the adventure takes place, and Ys [pronounced "ees"] became Y's.) In this story, the adventurer Aron seeks to return peace and prosperity to the land by finding the six powerful and magical lost books of the ancient goddesses of Y's. It is also a race against the sorceror Dark Dekt, who wants the books for his own evil purposes. The overall quest is divided into two major sections, each containing three of the books. The first part of the quest involves acquiring necessary weapons, equipment and treasure while exploring the villages, countryside, palace and underground mine. The second part of the quest takes place in the 21 levels of the Tower of the Doomed, a place said to be full of unspeakable perils and even a meeting with Dark Dekt himself. (We have not made it this far yet!) There are people to meet in the villages with friendly advice. But outside the villages, all is danger—the lifeblood of any adventure. Y'S: THE VANISHED OMENS is not an action game, but rather a game that taxes your memory and your ingenuity. Mapping is a necessity, and you have to keep a wary eye on your character's stats (experience, hit points, strength, gold and equipment). Your character has but one life, but the game can be saved so that you need not start over from scratch if your character suffers a premature demise. Adventure gamers will definitely enjoy this one. (Solo play; Battery back-up memory.)
Recommended.

NINTENDO Accessory

The **MOTHER SHIP** Control Enhancer by _Suncom_ is an interesting option for the NES game player who likes the quality and responsiveness of the original Nintendo Control Pad but would prefer a true joystick without having to spend $25 or more for it. The MOTHER

SHIP does nothing on its own, but instead is designed to hold the original Nintendo Control Pad inside its base. With the Control Pad nestled snugly within the MOTHER SHIP's "cargo bay," control functions are accessed with the MOTHER SHIP's large, aircraft-style grip, a pair of long bars that activate the Control Pad's A and B action buttons, and a pair of smaller buttons for Start and Select functions. There is also a third, contoured fire button atop the stick which can be set to operate either the A or B function by means of a slide switch on the base of the Mother Ship. The top-mounted fire button can also be set to operate both A and B functions simultaneously, which can be advantageous in some games.

Ingenious Design

Suncom has come up with an ingenious design with their MOTHER SHIP. We found it quick and responsive in play testing. And it has the advantage of being

equally adaptable to right- or left-handed players. However, we were not happy with the awkward feeling of holding such a large joystick base. Since the MOTHER SHIP comes with a set of four optional suction-cup feet, we tried installing those to avoid the necessity of holding the joystick base while playing. The suction cups are difficult to insert into the small holes on the underside of the MOTHER SHIP's base, probably a necessary evil if they are to stay attached to the joystick in the heat of vigorous play. Once we got past that hurdle, we played in much more comfort since there was no need to stretch one hand around the base of the MOTHER SHIP. Unless you have large hands, you'll probably find table-top use of the MOTHER SHIP much easier, as we did. Suncom's MOTHER SHIP appears to be well made, and it's definitely the least expensive way to add a true joystick to your NES that performs with the speed and quality of the original Control Pad.
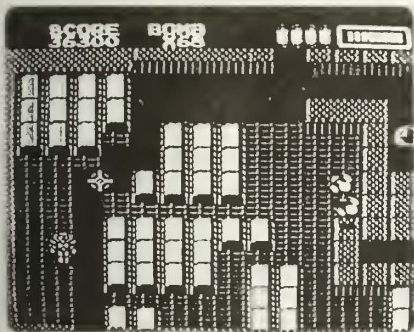MSR approx. $15

In the Arcades

The Final Round, from _Konami_, is a two-player interactive game based on a boxing theme which allows you to choose your boxer's strength prior to entering the ring. In the ring, you'll attempt to lower your opponent's strength to zero or go for the knockout.

Truxton, from _Bally Midway_ (licensed from _Taito_), features an 8-way joystick and 200 areas in which the quest to destroy the "Big Bosses" can take place. Throughout the game you can add power items in order to increase speed and power with weapon selection items to challenge your skills.

ROBOWARRIOR (★★★1/2/★★★1/2) puts you in the role of Zed who's half human, half cyborg as a one-man battalion blasting your way thorugh 27 battle zones in order to free the people of the planet Altile from the evil invader Xur. These people have had to flee underground to escape the frigid temperatures on the surface as Xur has constructed a weather-control system which has plunged the planet into bitter cold. In this action game from *Jaleco*, you've got some help from the people of Altile as they have left various energy capsules hidden on the surface of the planet which can help you with your fighting abilities in order to overthrow Xur. There are twelve different weapons and six powers hidden on the planet as you move through the many lands of the planet. You'll blast your way through the Land of Temples, Iron Hills, Oceania, the Outer City, as well as being able to find hidden staircases to the underground. Of course, throughout, there is a continuing barrage of many different enemies.

Plenty of Action

Anyone who enjoys a straight-ahead action game should have a great deal of fun with this one with plenty of enemis swarming at you. You'll need to learn all the powers available to you so you can implement them correctly in battle and as you blast your way through the various lands of Altile. The graphics are very colorful, although most screens are similar in texture (most change in screens is color with slight variations in shapes). Of course, there are plenty of different creatures to inhabit your screen which are very varied in shape and size. If you enjoy action games, this one should provide several hours of "numb-thumb!"

(We would recommend a continuous fire joystick for maximum enjoyment. (one player; continue feature)

Recommended (MSR approx $44.95)
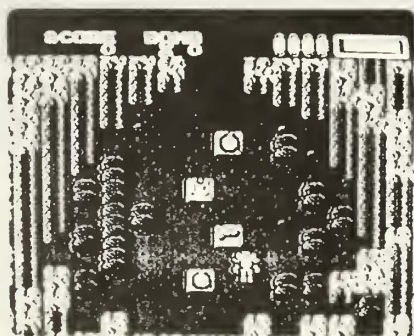
BOMBERMAN (★★/★★1/2) is a maze game from *Hudson Soft* in which Bomberman, a robot engaged in the production of bombs at the center of the Earth, attempts to make his way to the surface and freedom. In each of the many maze levels, Bomberman has to avoid enemy characters while setting bombs to explode and blast away portions of brick walls. Hidden behind some wall sections are "power-up" panels and the single exitway to the next maze level. Each time Bomberman loses a life to an enemy or because he's too close to an exploding bomb, he starts the same maze level over again with a different pattern of brick walls. As a result, it is difficult to discern any of the repeating patterns that typically turn maze games into memory tests. Despite the avoidance of repeating patterns, however, this is not the sort of game that's likely to bring gamers back for many playing sessions. Graphics are extremely simple, offering little visual appeal. The game itself is only mildly addictive at first, but we soon became bored with it. (Solo play; Password feature.)

Not recommended. (MSR $44.95)

Back Issues Available

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol I, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.75 each). Send $2.50 for each back issue you want. Buy six or more, and they're just $1.75 each. Make certain you have a complete set! You can also purchase the *SPECIAL EDITION*, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule revIews of some of the top games of all time. This Special Edition is $2.00.

SECOND QUARTER	COMPANY CODES
Adventures in Disneyland (CAP)	ABS...Absolute Entertainment
Baseball Stars (SNK)	ACM...Acclaim Entertainment
California Games (MC)	ACO...Accolade
California Raisins (CAP)	ACT...Activision/Mediagenic
Defender of Crown (ULT)	AS...American Sammy
Duck Tales (CAP)	BAN...Bandai
Guardian Legend (BRO)	BAU...Baudville
Guerrilla War (SNK)	BE...Bullseye S/W
Legacy of the Wizard (BRO)	BRO...Broderbund
P.O.W. (SNK)	CAP...Capcom USA
Stealth Eagle (ACT)	CB...Culture Brain
Sweet Home (CAP)	CIN...Cinemaware
Teenage Mutant Ninja Turtles (ULT)	CSG...CSG ImageSoft
Three Stooges (ACT)	DE...Data East
AUGUST	DES...Design S/W
Bad Street Brawler (MAT)	DIS...Discovery S/W
Ghostbusters II (ACT)	DS...DataSoft
Power Glove (MAT)	EA...Electronic Arts
SEPTEMBER	EPY...Epyx
Adventures of Bayou Billy (KON)	FCI...FCI
THIRD QUARTER	GAM...Gamestar
Jordan Vs Bird (MB)	GT...GameTek
Road Runner (MIN)	HAL...Hal America
720 (MIN)	HJC...HJC S/W
Shadowgate (KS)	HS...Hudson Soft
Silent Service (KON)	HT...Hi-Tech Expressions
Super Password (GT)	INF...Infocom
OCTOBER	INS...Interstel
Abyss, The (ACT)	IP...Interplay
Card Sharks (GT)	IS...ICOM Simulations
Classic Concentration (GT)	JAL...Jaleco
Diehard (ACT)	KOE...Koei
Family Feud (GT)	KON...Konami
Star Trek V (BAN)	KS...Kemco-Seika
SECOND HALF	KYO...Kyodai
Back to the Future (LJN)	LF...Lucasfilm Games
Beetlejuice (LJN)	LJN...LJN Toys
Faxanadu (NIN)	MAX...Maxis
Knight Rider (ACM)	MB-...Milton Bradley
Pictionary (LJN)	MD...MicroDeal/MichTron
PinBot (NIN)	MH...Melbourne House
Punisher, The (LJN)	MI...MicroIllusions
RoboCop (DE)	MIC...MicroProse
To the Earth (NIN)	MIN...Mindscape
Trick Shooting (NIN)	NIN...Nintendo
World War III (LJN)	ORI...Origin
	PAR...Paragon
SEGA	PB...Parker Bros.
MARCH	POL...Polarware
x-Lord of the Sword (SEG)	PSY...Psygnosis
Poseiden Wars 3-D (SEG)	PI...Publishing Int'l
x-Y's (SEG)	RAI...Rainbird
APRIL	SEG...Sega
Altered Beast (SEG)	SET...Seta
Rastan (SEG)	SIE...Sierra
Reggie Jackson Baseball (SEG)	SIR...SirTech
Vigilante (SEG)	SNK...SNK Corp
MAY	SPE...Spectrum HoloByte
Alf (SEG)	SSG...Strategic Studies Gp
Galaxy Force (ACT)	SSI...Strategic Simulations
King's Quest (PB)	SUN...Sunsoft
Out Run 3-D (SEG)	TAI...Taito
Time Soldiers (SEO)	TAX...Taxan
JUNE	TEC...Tecmo
California Games (SEO)	TEN...Tengen
Casino Games (SEG)	TI...Titus S/W
Warrior Quest: Spellcaster (SEG)	TS...Three-Sixty Pacific
JULY	TW...TradeWest
Walter Payton Football (SEG)	ULT...Ultra
THIRD QUARTER	USG...U.S. Gold
Alex Kidd Hi Tech World (SEG)	VIR...Virgin Games
Buggy Dash (SEG)	
Maze Hunter 3-D II (SEG)	VT...Vic Tokai
Ultima (SEG)	
Super Basketball (SEO)	
World Games (SEG)	

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

FLASH...
Sunsoft To Release BATMAN for Nintendo!

As we went to press, we learned that Sunsoft will be developing the *BATMAN* game for Nintendo with a planned Christmas, '89 release (we review the C64 and Atari ST versions in this issue). This should be the year of Batman as Warner Bros. Films plans a huge Summer release of the movie with Michael Keaton as Batman and Jack Nicholson as The Joker. Watch for all sorts of Batman stuff, including watches, clothes, tennis shoes, and much, much more!

Attention Collectors

Be sure and write in to us (no phone calls, please) and indicate what you're looking to buy, trade, or sell (rare and discontinued items only) with your name and address. Space permitting, we will print your request with your address so other readers can contact you directly should they be able to help you in your search.

TECMO BASEBALL (★★★1/2/★★★1/2) brings us the third baseball game in the past few months (the others being Tengen's *R.B.I. Baseball* and Jaleco's *Bases Loaded*), this one from *Tecmo*. Since the rules of the game are known by anyone who is remotely interested in owning a baseball game, we'll spend our time outlining features of this particular version instead (for a comparison between the two baseball games listed above, see our December, 1988 issue). There are 14 major league teams to choose from here with a total of 280 players. You can choose your own line-up, batting order, and designated hitters.When pitching and batting, the view is from an outfield perspective with first and third base on either side (if there's a runner on second, you'll see his upper torso behind the pitcher in the main center screen). When pitching, you can move anywhere on the rubber, and choose from a fast or slow ball targeting one of 8 different areas over the plate. You can also throw a curve ball if you wish, as well as trying to pick-off a runner who may be leaning the wrong way off the bag. As the batter, you can move around in the batter's box and either hit away or bunt. Once the ball is hit, the screen switches to an overview of the entire field with a small inset of the diamond diagram showing where on the bases the runner(s) are. When fielding, the designated fielder is the one with his hand raised. Once the ball is fielded, it can be thrown to any base. When running, you can choose to keep running as you try and stretch a single into a double.

Very Good Version

This game actually has some of the better features found in the other two games. In addition to good graphics and good gameplay, there's speech with the home plate umpire barking out "strike," "Ball," and "Out." There's also "Diamondvision" where you can see your man rounding the bases on a home run shot and the players congratulating their teammate as he heads for home. A slight nod towards this game has to be given by our resident sports nut. (one player; two-player simultaneous)
Recommended (MSR $49.95)

WRESTLEMANIA (★★★1/2/★★★1/2) takes you to the world of bone-crunching wrestling with the likes of Hulk Hogan, Andre the Giant, Randy "Macho Man" Savage, Ted "Million $ Man" DiBiase, Bam Bam Bigelow, and Honky Tonk Man. You can choose to be any one of these wrestling stars against the computer or against up to five friends in tournament play in these bouts from *Acclaim Entertainment*. Depending on which wrestler you choose, you'll find your choice of moves different as you take on the personality of the real man behind the name. For instance, when you're Bam Bam Bigelow, you can execute his cartwheel as he spins across the mat ready to slam his opponent as he comes out of the cartwheels! As a result, you'll have to learn different controller commands for each wrestler you command to take advantage of each individual style. If you can work your way through all the other five wrestlers and win, you'll be awarded the WWF Championship Belt.

Good Wrestling Action

Wrestling fans should have a good time with this one as you headbutt, bodyslam, dropkick, go for the flying elbow smash, eye gouge (ouch!), and more. Above the ring watch for time elapsed, energy meter of the two wrestlers and the bell at the end of a round or once a wrestler is pinned. If you've engaged in tournament play, there's a tournament screen at the end which shows you how many matches each player has won, lost, or drawn. It also gives you the average match time for the matches you've played up to that point. While the graphics are quite good, we marked them down just a bit due to slight blinking of the wrestlers. It's not enough to create a large problem, but should be mentioned. Overall, however, this is a strong sports entry into the Nintendo line and should be enjoyed by anyone who is an armchair wrestling fan! (one to six players)
Recommended (MSR approx. $49.95)

PLATOON (★★★1/2/★★★1/2) is based on the award-winning film of a couple of years ago and now comes to the Nintendo game system

through **Sunsoft**. In this strategic military combat simulation, you are a platoon of five men who must not only survive the mission but protect each other from ambush and keep your morale intact. In the first stage, you enter the jungle heading for a village. Once you make the village, avoiding traps and the enemy guerillas, you must find the explosives to blow up the bridge to the village to protect your platoon from attack from behind. Also in the village is a trap door to the tunnels.Once you destroy the enemy soldiers you an pick up medical supplies that will restore your hits and morale (morale is decreased whenever an innocent village is shot. Once you enter the tunnels you use your torch and map as you look for medical supplies, food, and ammo as well as the critical flares and compass. Of course, there are guerillas everywhere, even swimming under water surfacing with knives in hand. Once you leave the tunnels you'll find yourself in The Bunke at night. Fight off the Viet Cong by lighting the night sky with your flares and shooting the enemy. Escape that fight unharmed and you must again head into the jungle as you search for Sergeant Elias, your Platoon leader. You're informed he's already dead, but now you learn the area will be napalmed in 4 minutes. Continue to a foxhole where a Sergeant Barnes is holed up...perhaps he's at least partially responsible for Elias' death. But, you must lead him out using grenades.

Survival is the Key

As in the real war and the movie Platoon, winning is not the end result – simply surviving and going home is the best you can ask for. Quick thinking and reflexes are about the only things which will help you make it through as the Viet Cong jump down from trees, behind dense foliage, etc. The graphics are well defined and give you an ominous feel of the jungle, tunnels, etc. It's a difficult assignment and very frightening, but you must succeed if you're to get out alive! (one player; reviewed on Nintendo)
Recommended (MSR $44.95)

Rare Games Collectors Forum

New Information This Month...

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 (or call at 718-424-8987) has Burgertime for Intellivision and would also like to trade or sell old C64 titles such as Dino Eggs, The Heist, Decathlon, and Satan's Hollow.

Jeff Silva, 4602 109th St SW, Tacoma, WA 98499: has a Vectrex Game he'd like to sell, including about 21 carts, light pen, 2 drawing cartridges, and music cartridge. Please contact him with a stamped self-address envelope. He's also looking to purchase replacement controllers for a Vectrex.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Steeple Chase, Stellar Track, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gravitar, Quadrun.

Justin Turner, 4673 Village Dr., Jackson, MS 39206: looking for Balloon Fight and Ice Climber for Nintendo. Also looking for Swordquest Airworld (with comic book) and Q*Bert's Cubes for Atari 2600.

And, from earlier...

Russell Calvert, 1726 N. Honore, Chicago, IL 60622: looking for Atari 8-bit version (disk) of "Crush, Crumble, Chomp"

John Bonavita, PO Box 95, Haesite, NY 11743 looking for Vectrex games and Mattel Aquarius. Has old Atari ST, Nintendo, Sega & 2600 games for trade. He also has a list of ADAM software for sale.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: "Complete" 2600 collection for sale: 420+ carts, plus many accessoris, memorabilia. Also have rare 2600 and ColecoVisoin carts. Also looking for Bandai's "Stadium Events" for Nintendo.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 675 Giesler Rd, #212, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month. Also, if you're listed here and the information has changed, please let us know!
Happy hunting!

Inkwell Systems Announces New Amiga Light Pen

A new Amiga Light Pen and Driver has just been released by Inkwell Systems/ of El Cajon, Calif., and the device is operational in interlace or non-interlace modes. The device can be used as a stand-alone controller or in conjunction with a two-button mouse, and it is fully compatible with Electronic Arts' "DeluxePaint III" as well as many other Amiga graphics programs. The complete package (MSR $129.95) includes transparent software and a new tri-lobular, light-weight, two-touch switch light pen.

Master Index and Award Index Available

We've just gone to press on a special issue which encompasses a complete index of *everything* we have reviewed since our inception in 1982 through 1988! This listing of

Computer Entertainer
The Video Game Update

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

Get a Free Computer Game of Your Choice!

That's right! Dan Gutman, a long-standing subscriber and also the man behind the syndicated newspaper column, *"I Didn't Know You Could Do That With A Computer,"* is looking to expand his column into papers not currently carrying it. Simply tell your local newspaper about him, giving his name and phone number (718-788-2016). For every paper which picks up the column, you receive a free game of your choice. Get him into five new apapers, and get five games! You can write to Dan to let him know of your efforts at 44 Prospect Park W., #D7, Brooklyn, NY 11215. (By the way, Dan is also the author of a book by the same name as his column which is available in computer stores around the country.)

Does this copy belong to a friend? Why not get your own subscription and save each issue for future reference. Send this coupon in with a check, money order, or bankcard information and we'll get you started right away so you can get all the news, previews, and reviews before you can get them anywhere else!

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ATARI ST

FEBRUARY
Artura (ARC)
Savage (RAI)
Shogun (INF)
Star Wars (BRO)
x-Zany Golf (EA)
Zork Zero

MARCH
Action Fighter (SEG)
Balance of Power: 1990 (MIN)
x-Batman (DE)
Colony, The (MIN)
Combat Course (MIN)
Demon's Winter (SSI)
Guerrilla War (DE)
Hostage (MIN)
Journey (INF)
Qix (TAI)
Rastan (TAI)
Sky Shark (TAI)
x-Tetris (SPE)
Thunder Blade (SEG)

FIRST QUARTER
Alcon (TAI)
Axe of Rage (EPY)
Bad Dudes (DE)
Battlehawks 1942 (LF)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Captain Fizz (PSY)
Clue (VIR)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Double Dragon (ARC)
Downhill Challenge (BRO)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
L.E.D. Storm (CAP)
Master Ninja (PAR)
Mini-Putt (ACO)
Monopoly (VIR)
1943 (CAP)
Operation Wolf (TAI)
Platoon (DE)
Red Storm Over London (IS)
Renegade (TAI)
Risk (VIR)
Rocket Ranger (CIN)
Skate Wars (EPY)
Sports-A-Roni (USG)
Street Fighter (CAP)
Thud Ridge (TS)
Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)

MAY
After Burner (SEG)

JUNE
Battle Chess (IP)
Shinobi (SEG)

SECOND QUARTER
Indiana Jones & Last Crusade (LF)
Last Duel (CAP)
Paperboy (MIN)
RoboCop (DE)
Time & Magik (DS)

THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)
Strider (CAP)

COMMODORE 64/128

FEBRUARY
Artura (ARC)
BattleTech (INF)
x-F-14 Tomcat (ACT)
Qix (TAI)
Savage (RAI)
x-Uninvited (MIN)
x-Willow (MIN)

MARCH
Action Fighter (SEG)
x-Batman (DE)
Battles of Napoleon (SSI)
Carrier Command (MIN)
Combat Course (MIN)
Dondra-New Beginning (MI)
Duel/Test Drive II (ACO)
Falcon (SPE)
x-Guerrilla War (DE)
Hostage (MIN)
Might and Magic II (NWC)
x-Mind-Roll (EPY)
x-Project Firestart (EA)
PT-109 (SPE)
x-Robocop (DE)
SimCity (MAX)
Tangled Tales (ORI)
Thunder Blade (SEG)
Ultima Trilogy (ORI)

FIRST QUARTER
Ajax (KON)
Alien Fires (PAR)
Axe of Rage (EPYY)
Bad Dudes (DE)
Chesterfield (VT)
Curse Buster (EPY)
Demon's Winter (SSI)
Devon Aire Diamond Caper (EPY)
Double Dribble (KON)
Downhill Challenge (BRO)
F-86 Sabre Strike (ACO)
Jackal (KON)
L.E.D. Storm (KON)
Life Force (KON)
1943 (KON)
Omnicron Conspiracy (EPY)
Skate Wars (EPY)
Sky Shark (TAI)
Sports-A-Roni (USG)
Test Ride (CAP)
Thud Ridge (TS)
Ultima V (ORI)
Univ Military Simulator (RAI)
Warlock (TS)
Wizard Wars (PAR)

APRIL
Hillsfar (SSI)
Overrun (SSI)
Shinobi (SEG)

MAY
After Burner (SEG)

JUNE
Spider-Man & Capt America (PAR)

SECOND QUARTER
Aussie Games (MIN)
Castlevania (KON)
Heavy Barrel (DE)
Hydlide (KYO)
Indiana Jones & Last Crusade (LFK)
Intl Team Sports (MIN)
Journey/C128 only (INF)
Lancelot (DS)
Last Duel (CAP)
Last Ninja 2 (ACT)
Metal Gear (KON)
Pete Rose Pennant Fever (GAM)
Sgt Slaughter Mat Wars (MIN)
Shogun/C128 only (INF)
Super Hang-On (SEG)
Teenage Mutant Ninja Turtles (ULT)
Time & Magik (DS)
Trials of Honor (EPY)
Undersea Commando (EPY)

THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Heroes of the Lance (SSI)
Starglider II (RAI)
Strider (CAP)

FOURTH QUARTER
Adventures of Bayou Billy (KON)
Blades of Steel (KON)

AMIGA

FEBRUARY
Bad Dudes (DE)
x-Balance of Power: 1990 (MIN)
Neuromancer (IP)
Savage (RAI)
Shogun (INF)
x-Space Harrier (SEG)
Star Wars (BRO)
Zork Zero (INF)

MARCH
Action Fighter (SEG)
Batman (DE)
Colony, The (MIN)
x-Combat Course (MIN)
Deja Vu II (IS)
DeluxePaint 3 (EA)
Duel/Test Drive II (ACO)
Guerrilla War (DE)
x-Hostage (MIN)
Journey (INF)
Qix (TAI)
Rastan (TAI)
SimCity (MAX)
Sky Shark (TAI)
Thunder Blade (SEG)

FIRST QUARTER
Ajax (KON)
Arkanoid II (DIS)
Axe of Rage (EPY)
Battlehawks 1942 (LF)
Battleship (EPY)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Captain Fizz (PSY)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Double Dragon (ARC)
Double Dribble (KON)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
Jack Nicklaus Greatest 18 (ACO)
Jr.kal (DIS)
Leisure Suit Larry II (SIE)
Lords of Rising Sun (CIN)
Manhunter:New York (SIE)
Monopoly (VIR)
1943 (CAP)
Operation Clean Streets (BRO)
Operation Wolf (TAI)
Police Quest (SIE)
Red Storm Over London (IS)
Renegade (TAI)
Risk (VIR)
Silent Service (MIC)
Skate Wars (EPY)
Sorceror Lord (DS)
Space Racer (BRO)
Sports-A-Roni (USG)
Street Fighter (CAP)
Thud Ridge (TS)
Trials of Honor (EPY)
Undersea Commando (EPY)
Wizard Wars (PAR)

MAY
After Burner (SEG)
Gunship (MIC)

JUNE
Shinobi (SEG)

SECOND QUARTER
Castlevania (KON)
Indiana Jones & Last Crusade (LF)
Indiana Jones & Temple of Doom (MIN)
L.E.D. Storm (CAP)
Last Duel (CAP)
Metal Gear (KON)
Mind-Roll (EPY)
RoboCop (DE)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Time & Magik (DS)

THIRD QUARTER
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
Harpoon (TS)

MS-DOS

FEBRUARY
Abrams Battle Tank (EA)
Bad Dudes (DE)
Carrier Command (RAI)
x-Double Dare (GT)
x-Hollywood Squares (GT)
x-Lancelot (DS)
Might and Magic II (NWC)
Prophecy I (ACT)

APPLE IIe/IIc

FEBRUARY
x-Arkanoid (TAI)
Bad Dudes (DE)
BattleTech (INF)
John Madden Football (EA)
Shogun (INF)

MARCH
First Over Germany (SSI)
Journey (INF)
Overrun (SSI)
Pool of Radiance (SSI)
Qix (TAI)
Tangled Tales (ORI)
Ultima Trilogy (ORI)

FIRST QUARTER
Bubble Bobble (TAI)
Games: Winter Edition (EPY)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
Mind-Roll (EPY)
Renegade (TAI)
Risk (VIR)
Sporting News Baseball (EPY)
Technocop (USG)
Victory Road (DE)
Wizard Wars (PAR)
Zork Zero (INF)

SECOND QUARTER
Devon Aire Diamond Caper (EPY)
Gunship (MIC)
Indiana Jones & Temple of Doom (MIN)
Legend of Blacksilver (EPY)
RoboCop (DE)

APPLE IIGS

FEBRUARY
Battle Chess (IP)
x-Kings's Quest IV (SIE)
Shogun (INF)
x-Where in World/Carmen Sandiego (BRO)
Zork Zero (INF)

MARCH
Balance of Power: 1990 (MIN)
Duel/Test Drive II (ACO)
Journey (INF)

FIRST QUARTER
Dondra-New Beginning (MI)
Downhill Challenge (BRO)
Final Assault (EPY)
Jack Nicklaus Greatest 18 (ACO)
Leisure Suit Larry II (SIE)
Red Storm Over London
Renegade (TAI)
Rocket Ranger (CIN)
Scooby-Doo (MI)
Sentinel Worlds I: Future Magic (EA)
Silent Service (MIC)
Silpheed (SIE)
Sub Battle Simulator (EPY)
Sword of Sodan (DIS)
Thud Ridge (TS)
Zoom! (DIS)

APRIL
Hostage (MIN)

MAY
Deja Vu II (IS)
PT-109 (SPE)

SECOND QUARTER
Captain Blood (MIN)
Indiana Jones & Temple of Doom (MIN)
Undersea Commando (EPY)

THIRD QUARTER
Ancient Land of Ys (KYO)
Quarterstaff (INF)

MACINTOSH

FEBRUARY
x-4th & Inches (ACO)
Karnov (DE)
x-Lancelot (DS)
Shogun (INF)
x-SimCity (MAX)
x-Time & Magik (DS)

MARCH
Journey (INF)
x-Super Hang-On (DE)

FIRST QUARTER
Arkanoid Construc Set (DIS)
Gauntlet (MIN)
Guardians of Infinity (PAR)
Leisure Suit Larry II (SIE)
Manhunter:New York (SIE)
Red Storm Over London (IS)
Ultima IV (ORI)
Warlock (TS)

APRIL
Hostage (MIN)

SECOND QUARTER
Arkanoid II (DIS)
Captain Blood (MIN)
Sceptre (DIS)
Undersea Commando (EPY)

THIRD QUARTER
Starglider II/Mac II (RAI)

FOURTH QUARTER
Harpoon (TS)

ATARI 2600

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

MARCH
x-Sprintmaster (AT)
x-Super Baseball (AT)
x-Super Football (AT)

SECOND QUARTER
Crack'ed (AT)
Dark Chambers (AT)
Double Dragon (ACT)

(continued in column)
Strider (CAP)

FOURTH QUARTER
Adventures of Bayou Billy (KON)
Blades of Steel (KON)

(Apple IIe/IIc continued)
Strider (CAP)

(Apple IIGS MARCH-related)
Savage (RAI)
Shogun (INF)
688 Attack Sub (EA)
x-Strike Fleet (LF)
Super Hang-On (DE)
x-Time Bandit (MD)
x-Wasteland (EA)

MARCH
Combat Course (MIN)
Crossbow (ABS)
Demon's Winter (SSI)
x-Duel/Test Drive II (ACO)
Harpoon (TS)
Hostage (MIN)
Journey (INF)
x-Kings of the Beach (EA)
Neuromancer (IP)
Out Run (SEG)
Qix (TAI)
Rastan (TAI)
Space Harrier (SEG)
Spider-Man & Capt America (PAR)
Suzuki RM 250 Motocross (GAM)
x-TKO (ACO)
Ultima Trilogy (ORI)
Zork Zero (INF)

FIRST QUARTER
Ajax (KON)
Alcon (TAI)
Android Decision (DS)
Axe of Rage (EPY)
Battleship (EPY)
Bubble Bobble (TAI)
Curse Buster (EPY)
Devon Aire Diamond Caper (EPY)
Double Dribble (KON)
Downhill Challenge (BRO)
Galactic Conqueror (TI)
Gold Rush (SIE)
Jackal (KON)
Mind-Roll (EPY)
1943 (CAP)
OmnAicron Conspiracy (EPY)
Red Storm Over London (IS)
Renegade (TAI)
Risk (VIR)
Sarge (CAP)
Scooby-Doo (MI)
Silpheed (SIE)
Skate Wars (EPY)
Sky Shark (TAI)
Space Quest III (SIE)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Stocker (CAP)
Street Cat (USG)
Street Fighter (CAP)
Technocop (USG)
Test Ride (CAP)
Times of Lore (ORI)
TV Sports Football (CIN)

APRIL
Action Fighter (SEG)
Deja Vu II (IS)
Hillsfar (SSI)
Red Storm Rising (MIC)

MAY
After Burner (SEG)
Alien Syndrome (SEG)
IROC (TS)
Shinobi (SEG)

JUNE
F-14 Tomcat (ACT)

SECOND QUARTER
Aussie Games (MIN)
Castlevania (KON)
Heavy Barrel (DE)
Hybris (DIS)
Hydlide (KYO)
Indiana Jones & Last Crusade (LF)
Indiana Jones & Temple of Doom (MIN)
Intl Team Sports (MIN)
Last Duel (CAP)
Metal Gear (KON)
Pirates (MIC)
Pole Position II (MIN)
Psychic War (KYO)
Quarterstaff (INF)
Road Runner (MIN)
RoboCop (DE)
Sgt Slaughter Mat Wars (MIN)
Sword of Sodan (DIS)
Teenage Mutant Ninja Turtles (ULT)
Trials of Honor (EPY)
Undersea Commando (EPY)

SEPTEMBER
Thunder Blade (SEG)

THIRD QUARTER
Ancient Land of Ys (KYO)
Battles of Napoleon (SSI)
Forgotten Worlds (CAP)
Ghouls & Ghosts (CAP)
L.E.D. Storm (CAP)
Legend of Blacksilver (EPY)
Overrun (SSI)
Starglider II (RAI)

FOURTH QUARTER
Adventures of Bayou Billy (KON)
Blades of Steel (KON)
Strider (CAP)

ATARI 2600

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

MARCH
x-Sprintmaster (AT)
x-Super Baseball (AT)
x-Super Football (AT)

SECOND QUARTER
Crack'ed (AT)
Dark Chambers (AT)
Double Dragon (ACT)

ATARI 7800

MARCH
x-Super Baseball (AT)
x-Tomcat F-14 Simulator (ABS)
x-Touchdown Football (AT)

SECOND QUARTER
Ace of Aces (AT)
Commando (AT)
Crack'ed (AT)
Crossbow (AT)
Dark Chambers (AT)
Double Dragon (ACT)
Fight Night
Jinks (AT)
Nebulus (AT)
Pete Rose Baseball (ABS)
Rampage (ACT)
Skyfox (AT)
Super Huey (AT)
Title Match Pro Wrestling (ABS)

ATARI XE GAME SYSTEM

MARCH
x-Ace of Aces (AT)
x-Food Fight (AT)
x-Necromancer (AT)

SECOND QUARTER
Airball (AT)
Choplifter (AT)
Commando (AT)
Crime Busters (AT)
Crossbow (AT)
Crystal Castles (AT)
Dark Chambers (AT)
Desert Falcon (AT)
Eagle's Nest (AT)
F-16 Fighting Falcon (AT)
Jinks (AT)
Karateka (AT)
Mario Bros (AT)
Mean 18 Golf (AT)
Nebulus (AT)
Summer Games (AT)
Ultimate Driving (AT)

NINTENDO

FEBRUARY
Amagon (AS)
Athletic World (BAN)
x-Bomberman (HS)
Q*Bert (ULT)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
x-Star Soldier (TAX)
x-Tecmo Baseball (TEC)
Ultima (FCI)
x-WWF WrestleMania (ACM)

MARCH
Challenge Pebble Beach (BAN)
Dr. Jekyll & Mr Hyde (BAN)
Gyruss (ULT)
John Elway's Quarterback (TW)
Marble Madness (MB)
Ninja Gaiden (TEC)
Ninja Taro (AS)
Operation Wolf (TAI)
x-Platoon (SUN)
Power Pad (NIN)
Predator (ACT)
x-Robo Warrior (JAL)
Spy Vs. Spy II (KS)
x-Tecmo Bowl (TEC)
Tetris (TEN)
x-Track & Field II (KON)
World Games (MB)

FIRST QUARTER
Goal! (JAL)
Mappy-Land (TAX)
Willow (CAP)

APRIL
Adventures of Lolo (HAL)
Adventures of Tom Sawyer (SET)
Airwolf (ACM)
Dance Aerobics (NIN)
Fester's Quest (SUN)
Hoops (JAL)
Hydlide (FCI)
IronSword (ACM)
Rolling Thunder (TEN)
Sky Shark (TAI)
Super Mario Bros (NIN)
Super Sprint (TEN)
Taboo (TW)

MAY
Bad Dudes (DE)
Battle of Olympus (BRO)
Cobra Triangle (NIN)
Double Dare (GT)
Friday the 13th (LJN)
Hollywood Squares (GT)
Jeopardy Jr (GT)
Kung Fu Heroes (CB)
Marvel's X-Men (LJN)
Mask Rider (BAN)
NFL Football (LJN)
Nightmare on Elm St (LJN)
Ride-On Bus Trip (FP)
Vindicators (TEN)
Wheel of Fortune Jr (GT)
Who Framed Roger Rabbit (LJN)

JUNE
Air Fortress (HAL)
Bowling (FP)
Cheesmaster (HT)
Fire House (FP)
Little Piano Teacher (FP)
Monster Party (BAN)
Muppet Adventure (HT)
Roller Ball (HAL)
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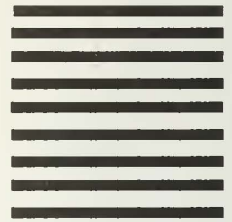
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