

Computer Entertainer

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

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Coming...

The CE Top Games of the Decade!

1989 in Review

Cabal and HardBall II for MS-DOS

Forgotten Worlds for Amiga

Populous for Amiga and Atari ST

...and much more!

BITS and PIECES

SUPER MARIO BROS. 3 Due in Early 1990

Nintendo recently announced its lineup of new products for release early in 1990. The most exciting news for NES fans is that SUPER MARIO BROS. 3 heads the lineup of new games and is expected to be available in February. Gamers can expect to pay more for SUPER MARIO BROS. 3 than for any previous game from Nintendo (probably over \$50). Nintendo also plans to release PIN BOT, SUPER SPIKE V'BALL and SNAKE RATTLE'N'ROLL in early spring of 1990. We first saw a prototype of PIN BOT at the January 1989 Consumer Electronics Show, and we were very impressed with its three-dimensional scrolling graphics and excellent pinball play action. We have not seen the other three new Nintendo games, but they will certainly be shown at the upcoming Consumer Electronics Show in January, 1990.

Broderbund to Release IF IT MOVES, SHOOT IT!

Echoing the cry of an enthusiastic gamer in the heat of simulated battle, the title of Broderbund's new arcade/action game says it all. IF IT MOVES, SHOOT IT! (MSR \$29.95) is set for release this month for MS-DOS and Amiga and promises exceptionally challenging gameplay and outstanding graphics, according to Broderbund's product manager for the game, Laurie Borovac. We look forward to the chance to try our hand at this one!

Electronic Arts Announces

INDIANAPOLIS 500 THE SIMULATION

The only Indianapolis 500-licensed computer game is due to be released next month for MS-DOS systems. Created by the Papyrus design Group for Electronic Arts, INDIANAPOLIS 500 (MSR \$49.95) will allow players to compete against 32 other cars in races ranging from 10 laps to the full 200-lap race. Eight different systems on the car can be adjusted and saved to disk for later use, including shock settings, wing angles and tire selection. Accidents on the course create spectacular effects and can be viewed from multiple angles using the game's Instant Replay feature. The game will have polygon-rendered 3D graphics.

Game Boy Popularity Reports: Truth or Hype?

Nintendo has been receiving a lot of favorable press on its Game Boy hand-held cartridge game system. Reports in a variety of national publications all indicate that Game Boy is already THE hottest toy of the year and predict that it will be the number-one toy this Christmas. Based on feedback from our readers, which has been mildly enthusiastic at best, we have some doubts that Game Boy will top sales of all other toys this Christmas. We did an informal survey among a sample of toy retailers in the Southern California, asking them about the success of Game Boy in their stores. Most agreed that Game Boy was selling at least fairly well in their stores, but many of them cited the small allocations from Nintendo as more responsible for sellouts than widespread demand for Game Boy among their customers. Several complained that Game Boy was selling very slowly in their stores. Perhaps Game Boy is doing much better in the rest of the U.S. than it is in Southern California. We can't be sure at this point. However, the post-Christmas polls of toy industry sales should tell the real story of Game Boy's popularity with American consumers.

CE Editors Working on Games of the Decade

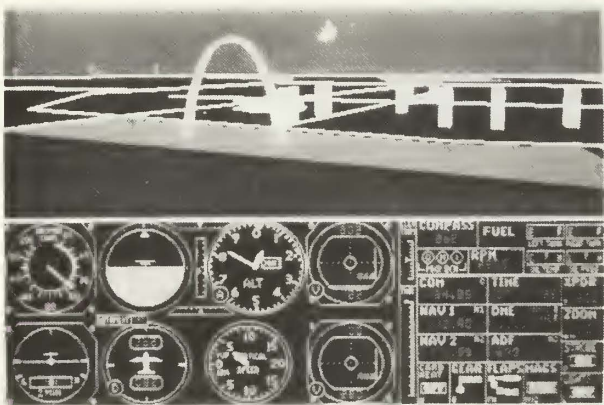
As we enter this holiday season, the editors of Computer Entertainer/Video Game Update are hard at work going through the over 3,000 (!) reviews we have done in the past 8 years to come up with the Top Games of the Decade. Watch our next issues for not only these very special awards, but also our yearly Awards of Excellence.

SubLogic Readies Several Programs

SubLogic has been quiet, but that's over this month with several releases (see reviews of *UFO* and *Thunderchopper* for MS-DOS in this issue). Their ever-expanding library of add-ons for their Flight Simulators continues with several items.

For Flight Simulator Programs

First, there's *Scenery Disk #9* (MS-DOS, Atari ST, Amiga, and Macintosh - all at \$29.95 retail) which



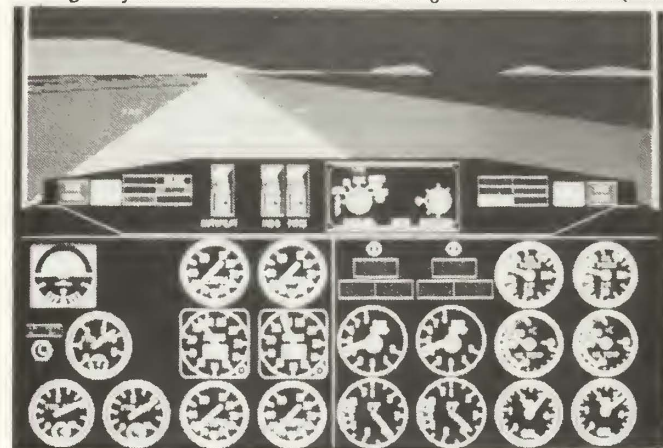
covers the Chicago, St Louis, and Cincinnati sectional areas in 3D detail. There's over 150 airports and more detailed cities than on previous scenery disks. You'll recognize several landmarks including the St Louis Gateway Arch, and several buildings in the Chicago area.

The next item on the agenda is the *Instant Facilities Locator* for those of you who wish to move to a new airport without typing in its coordinates, moving to the airport, and manually positioning your aircraft on the runway. With this program, you can choose from a menu-list of airports, runways, and radio nav-aids. You'll be immediately transported to the location of your choice.

The floppy-disk based version contains a list of all airports, runways, NDBs and VORs located in the five standard scenery areas (New York, Chicago, Seattle, Los Angeles, and San Francisco). An extended version (included) has a database listing for every airport, runway, and radio nav-aid on every currently available Scenery Disk, including the new ones mentioned here. That extended version will only work on hard disk-based systems. The cost of this item is \$39.95 and works with all the SubLogic Flight Simulators. The next item is the *Hawaiian Odyssey Scenery Adventure* (MS-DOS, Atari ST, Macintosh, Apple II, C64/128, Amiga - \$29.95 retail) with which you can visually sightsee throughout the entire island chain. You can fly into the crater of Mauna Loa or view Pearl Harbor. There's also the first SubLogic adventure included in which you must find the secret jewel of the goddess Pele by finding and following an intricate set of clues scattered about the islands. Again, this works only with the various Flight Simulator programs (Flight Simulator II, Microsoft Flight Simulator, Jet, Stealth Mission, UFO, or ThunderChopper).

New Flight Simulator Program

Getting ready for release before Christmas is *Flight Simulator: A.T.P.* (MS-DOS) which puts you at the

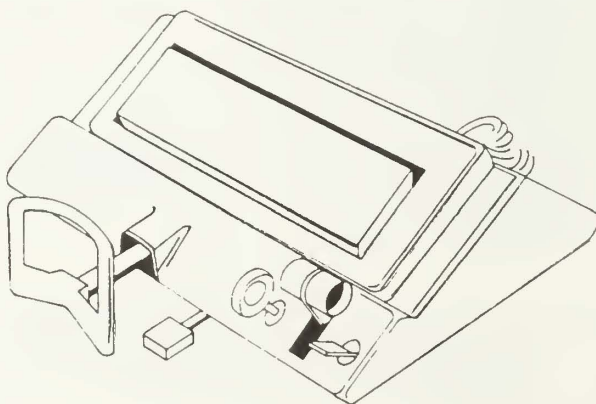


controls of a Boeing 737, 747, 767, or Airbus A300 jet. There are four different flight modes: autoflight, vectored flight, nav-aid flight, and free flight. You'll deal with various weather with 350 U.S. cities. Up to eight aircraft can be displayed onscreen at the same time and Air Traffic Control can issue over 50 commands and recognize more than 10 pilot inputs.

Interesting Controller Add-On

Flight Controls I (MS-DOS, Atari ST, Amiga, Macintosh, Apple II - retail is \$179.95) is an

interesting add-on yoke which gives you the feel of a real cockpit. An ultra-smooth yoke allows single-handed light control inputs, as well as a full T-handle throttle, and accurate gear and flap switches. Optional rudder pedals (\$59.95) make both coordinated and uncoordinated flight maneuvers more realistic. If you're a flight simulator addict, this could be all you need to feel the wind at your face!



In The Arcades

Taito releases *Crime City*, a one or two-player horizontal game, started independently and played via two complete sets of controls. The objective of the game is to seek out and arrest the treacherous gang leaders. You'll make your way on foot through rough neighborhoods, shooting and fighting criminals along the way.

Atari Games has released *S.T.U.N. Runner* in which you are in the 21st century to race in a futuristic form of competitive driving. You're piloting a vehicle which can travel over 900 mph. The course consists of underground tunnels, open flats, and space-travel routes, and you'll be confronted by numerous enemies along the way. The units have a special built-in contest feature in which you can win a free S.T.U.N. Runner t-shirt by reaching the checkpoint in the last level.

Atari Games has also shipped *Cyberball 2072*, a sequel to last year's *Cyberball*. It's based on a futuristic interpretation of football in the 21st century. This new edition has all the features of its predecessor along with new ones including larger and meaner players, and two interactive screens which allow each team to view and play the game from their perspective.

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. Send \$2.50 for each back issue you want. (Some rare issues are available only in photocopy form.) 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 \$1.50.

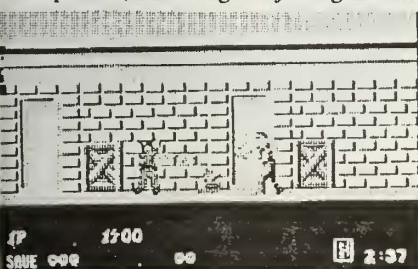
THE RATING SYSTEM:

- 4 STARS = Excellent
- 3 STARS = Good
- 2 STARS = Fair
- 1 STAR = Poor

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)

COMMODORE 64/ 128 Software

SHINOBI (★★★) from Sega is a conversion of the company's excellent coin-op of the same name. Unfortunately, the game lost a lot in its translation to the C64/128 format. The story behind the game is that a Master Ninja has decided to take on the evil Ring of Five, a terrorist organization that has kidnapped the children of the world's leaders. There are five rounds of action, and the Master Ninja begins with only his shurikens (throwing stars) and his incredible agility. As he eliminates more terrorists and rescues more kidnapped children, he gains new powers, including Ninja magic. SHI-



NOBI is popular in the arcades, and we loved Sega's home version for the Sega Master System. This version for C64/128 has none of the graceful animation one expects in martial arts moves. The graphics are blocky and only minimally reminiscent of the original arcade game. While the play action follows the arcade game in a general way, it lacks a solid feel. SHINOBI in this C64/128 version looks to us like a very quick programming job that was not done with the care that the game deserves. (One or two players; Joystick; Keyboard.) Commodore 64/128 version reviewed. Also available for Sega Master System (approx. \$45-\$50). Coming soon for MS-DOS (\$39.95); for Amiga, Atari ST (\$49.95).

Not recommended. (MSR \$34.95)

New Add-On Disk for The Duel: Test Drive II

Accolade has shipped *The Muscle Cars*, an add-on accessory disk for *The Duel: Test Drive II*. Now you'll be able to race five classics: the 1963 Corvette Sting Ray "Split Window" Coupe, 1969 Dodge



Charger Daytona, 1968 Shelby GT500 Cobra, 1967 Pontiac GTO, or the 1969 COPO 9560 ZL-1 Camaro. Retailing for \$19.95, the disk is available for MS-DOS, Amiga, C64/128, and Apple IIGS.

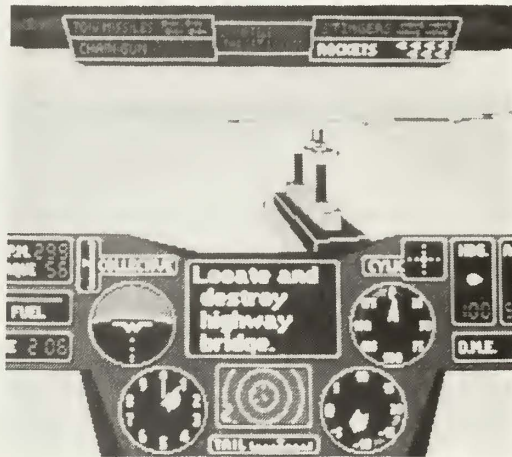
MS-DOS

THUNDERCHOPPER (★★★1/2/★★★1/2) is the latest flight simulator designed by ActionSoft for SubLogic. This one originally available for Commodore a couple of years ago. Compatible with their Scenery Disk line of add-on disks, you'll be piloting a high-performance rescue/attack helicopter. Initially, practice via the flight training mission and work your way through various rescue and combat missions in which you must rescue downed pilots, locate and destroy enemy targets, and escort battle-weary troops and light vehicles back to safety through enemy territory. You can also attempt a rescue at sea in which you must locate floating wreckage and watch for enemy ships. Throughout all the various scenarios, you must not only worry about the task at hand, but also the precise handling of your chopper.

Loaded With Details

Typical of SubLogic simulations, you'll be dealing with a full cockpit with all the instrumentation you could want. There are very good 3D graphics which give you landmarks and targets in a very realistic manner. In addition to the fine simulation which SubLogic has become famous for, this adds the dimension of search, rescue, and combat. With the large library of add-on scenery disks now available, you can really have some fun with this one (one player; joystick optional; CGA, EGA, or VGA card; reviewed on MS-DOS; also available for Apple II and C64)

Recommended (MSR \$39.95)



UFO (★★★1/2/★★★1/2) is the other new flight simulator from SubLogic. This one taking you into the world of UFO's. Now, you'll have the chance to get behind the controls of an advanced high-performance flying saucer-shaped spacecraft as you scour the planet Earth for needed fuel to power your ships. You can hover above cities in low-level flight and you can adjust atmospheric drag to precisely control the aerodynamic characteristics of your ship. There's a transducer which makes your ship invisible to detection (if you become detected by human radar, your mission is over as you carry no weapons). Upon finding fuel (big cities have the most), you must use your draining beam to "suck"



it up. Return to your mothership (you must find it first), dock and drain your energy collector cells, being paid for the raw energy you've collected. Then you'll be refueled and repaired to venture back to the earth's surface.

Different Type of Simulator

This is another flight simulator, but with the major difference of how you control your craft and the speeds you fly at. This program allows the use of the SubLogic library of scenery disks which will come to life in an entirely new way as you are able to move at speeds not possible in the other flight simulators. With the advanced design of the spacecraft, and a specific chore which must be accomplished, you should have many pleasurable sessions (one player; CGA, EGA, VGA, or Hercules Graphics card; joystick and mouse optional; reviewed on MS-DOS

Recommended (MSR \$49.95)

COMMODORE 64/128 Software

AUSSIE GAMES (★★★) is a collection of six wacky games from Down Under designed by Beam Software for Mindscape. The games includes are belly whack, in which you must make the biggest splash into the Sydney Harbor; beach football where you kick the ball on a beach in Melbourne; The Bush, a boomerang competition; Ayres Rock, a dry river race in which you race down a dry river with a boat hoisted over your shoulders; Top End, a beer bottle shoot out of the back of a vehicle; and Cairns, where you must cast your line out to catch marlin.

Sounds Annoying; Graphics Mediocre

The sound effects were actually very annoying to us, with distorted "music". The graphics were quite ordinary, without clear definition in the characters. The gameplay will find you becoming bored quite quickly as there's nothing the least bit challenging here. Maybe it's the fact that we're not "into" the Australian games, but we quickly tired of spending time with the game. If you're looking for laughs (as this promises) in a tongue-in-cheek series of games, we suggest *Cave Ughlympics* from Electronic Arts. Skip this one (one player; joystick required;

AMIGA Software

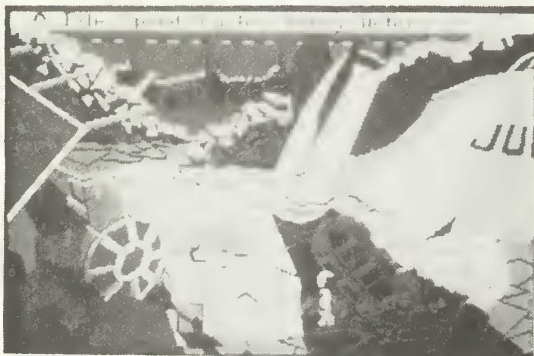
LICENCE TO KILL (★★★1/2/★★★1/2) comes to Amiga after an initial release by *Domark Ltd. for Broderbund* for MS-DOS last month. Based on the recent Bond film starring Timothy Dalton, it features six different sequences in which Bond tries to capture an infamous drug lord. You'll begin with a helicopter chasing an escaping jeep and later continues on foot, as well as Bond being lowered by rope from a helicopter to a plane as it's flying. There's also scenes on the water as there's barefoot water skiing behind a seaplane, as well as other typically Bond-type action adventure packed scenes.

Lots of Bond Action

There's lots of action which recreate many of the knee-knocking scenes of the movie. Of course, you needn't have seen the movie to enjoy this...just be a Bond fan and/or enjoy tough action situations which you must go after the bad guy. The graphics are very good with an overhead view of all the action, action which is varied and relentless. For best control, use a joystick. (one player; keyboard or joystick; reviewed on Amiga; also available for MS-DOS, Atari ST, and C64)

Recommended (MSR \$34.95)

SPACE QUEST III (★★★★/★★★★) is a state-of-the-art adventure from *Sierra-On-Line* which features digitized voice and incredible animation. The latest chapter in the Space Quest trilogy, a novel approach is taken as the authors (Mark Crowe and Scott Murphy, billing themselves as The Two Guys from Andromeda) put themselves right into the game. It's up to you as Roger Wilco to save these Two Guys from working for the evil software manufacturer, ScumSoft! You travel to several distant planets such as the tourist trap of Planet Phleebhut. There are all sorts of strange and unusual people along the way as well as many other oddities in an intergalactic scavenger hunt. There's even interplanetary fast food joints where you can pick up a quick bite. Your interaction with the game is quite easy as you can type in very simple commands which will be understood. Typical of adventures, you'll have to "examine," "look," "move," "talk," etc. Be very observant and pick up everything to check out and talk to anyone you run into (although some will be very hostile). Your



thoroughness will be the key to saving those Two Guys!

Fabulous Animation and Sounds

This is true 3D graphics as you guide Roger behind areas (you'll even see his head popping up above a low barrier) and throughout various scenes. Sierra does an excellent job of animation making you feel as though you're in a mini-movie. The soundtrack was created by Supertramp's Bob Siebenberg with outstanding sounds and music. We find ourselves partial to programs which arrive from Sierra, but that's because we are rarely disappointed. It's one of a handful of companies which pushes the limits of the machines they program for! This is another winner, with a nice sense of humor. (one player; reviewed on Amiga; also available for MS-DOS and Atari ST; coming for Macintosh)

Recommended (MSR \$59.95)

BAD DUDES (★★★/★★★★) is an action game featuring street fighting, based on the hit arcade game also from *Data East*. You take on the roles of "Blade" and "Striker" as you fight your way through ninjas, dogs, and other enemies as you try and rescue the kidnapped President. The Secret Service has located the enemy's hideout and you must work your way there as you work through the city, jump from big rig to big rig, through a forest, freight trains, along a sewer, etc. You have several weapons to defend yourself such as knives, shurikins, numchucks, and your fists. If you get through all the waves of bad guys, you must go up against the Dragon Ninja himself.

Action Fighting

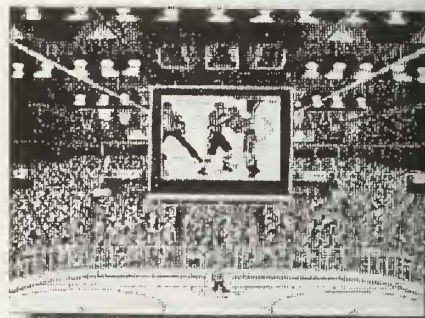
It's a simple premise...kill all the bad guys, and save the President. A typically fast action game, it will require fast reflexes and good anticipation as you rapidly move through the various scenes. The graphics are nice, with good size figures. Fans of the genre should enjoy the fast action although experienced action gamers may find it a bit too easy. (one player; joystick required; reviewed on Amiga; also available for Apple II, Nintendo, MS-DOS) (MSR \$44.95)

PAPERBOY Ships for Amiga

Arcade hit PAPERBOY has shipped for Amiga from Mindscape. By now this is a very familiar premise whereby you must deliver papers to your subscribers while avoiding everything from robbers, traffic, dogs, curbs, and more. The Amiga version has been nicely enhanced with very attractive graphics and strong animation.

MS-DOS

WAYNE GRETZKY HOCKEY (★★★★/★★★1/2) is quite a good hockey simulation from *Bethesda Softworks* carrying the highly recognizable name of the man who just broke the all-time scoring record which had been held by Gordie Howe. The game features many options which allows customized control. Each player is rated in 11 skill



areas including stamina, skating ability, aggression, quickness, power, etc. You can assign a rating from 0 to 9 in the various areas and choose your own team to either coach or play in. You can also choose to watch the action from the stands as Wayne does the coaching for computer vs. computer. You can print out the player stats or display them on the screen. There are multiple difficulty levels with various speeds and various play lengths. While you can use the keyboard, joystick, or mouse, we found the mouse to be the controller of choice. As we "slid" the cursor farther away from the player we controlled (within reason), the player skates at his maximum. Regardless of the controller used, you'll be able to pass, shoot, as well as taking the puck down the ice. Of course, ice hockey is filled with penalties and this one is no different.

Terrific Graphics and Control

You have loads of control over this game as you customize your players and enter the action. As you play, there's the overhead view as all the players skate their way across the ice. There are also great graphics on the overhead screen in the middle of the rink as you catch digitized fight sequences and watch the penalty calls. The game includes instant replay and Sudden Death Overtime. The program includes four Stanley Cup teams: Boston Bruins (1970), St. Louis Blues (1970), Montreal Canadians (1971), and the Chicago Blackhawks (1971). In addition, you can team up with Wayne's teams: the 1988 Edmonton Oilers and the 1989 Los Angeles Kings. Any hockey fan will enjoy all that's included here (one player; two player simultaneous; keyboard, mouse, or joystick; includes 3.5" and 5.25" disks)

Recommended (MSR \$54.95)

"Life in the Fast Lane"

Sweepstakes from Accolade

Accolade is sponsoring a "Life in the Fast Lane" sweepstakes running from November 15, 1989 through March 15, 1990 in celebration of the company's four racing games: **THE CYCLES: INTERNATIONAL GRAND PRIX RACING**, **HEATWAVE: OFFSHORE SUPERBOAT RACING**, **THE DUEL: TEST DRIVE II** and **GRAND PRIX CIRCUIT**. Three lucky winners will win a race fantasy weekend for two chosen from: one of several 1990 offshore boat races; U.S. Grand Prix Motorcycle Championship (April, 1990 at Laguna Seca Raceway in Calif.); or one of several 1990 Formula One or Indy Car Grand Prix races.

PSYCHIC WAR (★★★1/2/★★★1/2) comes to the U.S. from Japan, where it was a hit developed by Kogado Software Products. Here it is available from Kyodai Software Marketing, a company backed by twelve of Japan's top software publishers and Broderbund Software. **PSYCHIC WAR** combines role-playing and action in a science fiction scenario set in the year 3656. As a Psychic Warrior, you must gather a band of fellow warriors and aid the rebellion against the Evil Empire whose Psychic Waves threaten to dominate your world. The game begins in Samar City, where your first job is exploration and recruitment of potential allies. You begin the game with basic psychic powers, which are essentially useless until you can recruit an ally with a matching power, allowing all members of the party to benefit from that power. Another early goal in the game is to find missing parts needed for the android, Kayla, so that she will be able to help your party.

Combines Role-Playing and Action

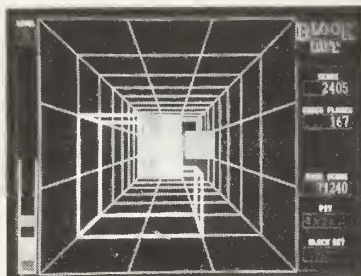
The screen in this game puts just about everything you need in view at all times, so it seems a bit confusing at first. However, once you've played for a few minutes you begin to appreciate the fact that you will not need to spend a lot of time consulting the instruction book while playing. One portion of the screen shows the section of the 3D maze you're exploring on any of six enemy satellites or one neutral star station. You and the members of your party (up to three) are also displayed, along with each member's current strength and the team's combined psychic power. The 3D and team screens merge when you encounter a potential ally or an enemy, allowing animated conversation or battle sequences. Other sections of the screen display the android, Kayla, a command menu, two message areas, and an item display. Gameplay involves a lot of exploration, encounters with enemy aliens who use exotic brain-wave weapons, and the need to find many items such as decoders, maps, crystals, transmitters, weapons and armor. Now that we've seen quite a few Japanese computer games, we recognize the characteristic look of the characters in this game. (They will look very different from what you're used to if you've never played a Japanese game.) The combination of action and role-playing manages to be both familiar and new at the same time. For the American game player, there is enough of the accustomed role-playing feel to **PSYCHIC WAR** to make the game easily approachable, but it departs from traditional U.S. products of this type sufficiently to create a new playing experience in a familiar genre. **PSYCHIC WAR** is a solidly designed adventure that promises to offer many hours of absorbing play. (Solo play; Keyboard or joystick; CGA/EGA/VGA/Hereules/Tandy; Not copy protected; Blank disk required for game saving.) Available for MS-DOS only. Recommended. (MSR \$39.95)

AMIGA/ATARI ST Software

SUPER HANG-ON (★★★1/2/★★★1/2) is a fast-paced motorcycle race around the globe as you choose the level of difficulty of this one from Data East by selecting various courses on various continents. Each continent offers several stages of competition. You can also build your own course. The premise is extremely simple...you've got to be fast enough to reach check points before the time runs out on your screen display, avoid crashes, and stay upright! As you reach faster and faster speeds you can almost feel the wind whipping through your hair. Lean into the corners as you attempt to cut seconds off your time. Watch out though, as the bike can come out from under you! The scenery is varied, with the road stretching out in front of you. This game really gives you a sense of speed and you may find yourself leaning from side to side in front of your computer screen as you maneuver those corners. Both the Amiga and Atari ST versions feature fine, colorful graphics and the gameplay is the same on both machines. If you enjoy a challenging race, with the sense of wind in your face, you'll enjoy the challenge of this one. (one player; joystick required; Amiga and Atari ST versions reviewed; also available for Macintosh, MS-DOS, C64) Recommended (Atari ST-\$39.95; Amiga-\$44.95)

MS-DOS

BLOCKOUT (★★★★★★★★) is one of those totally maddening games which you can't walk away from! From California Dreams, it's reminiscent of *Tetris*, but with a lot more



difficulty and timing involved due to the true 3D top-down perspective which will test your thinking skills (as well as quickness). Begin by peering down into a 3D playing pit (you can set the width, length, and depth of the pit, as well as the speed of the game) and the first block piece (in outline only) appears at the top. You can flip it over, around, rotate, upside down...whatever seems to work in order to fit it in place as it falls to the bottom. Attempt to create complete layers in order to get the points. As a layer is completed it vanishes. You can easily see your layers as each is a different color when it lands. There's the standard set-up as well as three different block sets

Completely Addictive

Deceptively simply, incredibly difficult to master, it's completely addictive. The graphics are quite dazzling with bright crisp colors. You'll find yourself unable to tear yourself away! (one player; reviewed on Amiga and MS-DOS; also available for Macintosh) Recommended (MSR \$39.95)

Sony & Data East Team Up for Sports Promotion

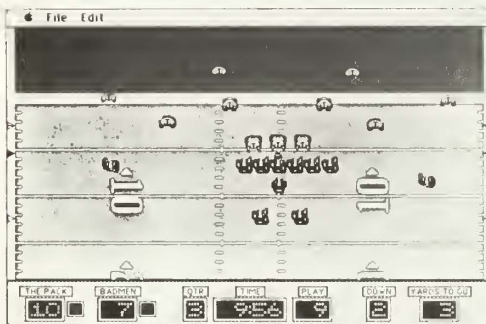
A demo disk of Data East's soon-to-be-released **ABC'S MONDAY NIGHT FOOTBALL** (for MS-DOS) will be included in thousands of Sony 10-pack diskette boxes. The "Sony SportsBook" with a dozen additional plays for use with the complete Data East program is also included with the special diskette packages.

AMIGA Software

ROBOCOP (★★★/★★★★) follows the plot of the movie of the same name and, therefore, will appeal to anyone who enjoyed the Orion Pictures flick. This computer game version is by Ocean Software and Data East and plays in a similar manner to the Data East arcade game. You begin by controlling the super-hero RoboCop character as he walks the streets of Old Detroit, eliminating all the thugs shooting at him. He's part machine, part man and uses the special-issue Auto-9 gun as the main weapon, as well as kicking, jabbing, punching as he attempts to rescue a hostage from a criminal, fights the criminals on the streets, and finds that the Vice President of the company which turned him into a bionic crime fighter is actually the leader of the worst of the crime in the city. There are multiple levels, all following the movie theme, which pit you against the evil robot, Ed 209; the kingpin of the underworld, Clarence Bodicker; and the evil Vice President. The graphics are fine and the action pretty relentless. (one player; joystick required; reviewed on Amiga and MS-DOS; also available for C64; coming for Atari ST) Recommended (Amiga-\$44.95; MS-DOS-\$39.95)

MACINTOSH Software

PLAYMAKER FOOTBALL (★★★★★★★★) is a football fan's dream from *Broderbund* which features animated players, the grunts and groans, as well as limitless plays which you can design on the Chalkboard Editor.



Here you can recreate actual plays that have taken your fancy or create that dream play that you've always wanted your favorite team to try. Test the plays on the Practice Field. Then you can save the play to your personalized playbook. Using the NFL rules for football, you can coach the game by calling the plays, watch the computer execute your coaching game plan, or call the plays and then control the ball-carrier. At the onset, you'll load the teams you wish to play (there are several teams and their playbooks on a

separate data disk) or create a new team. When doing that, you name the player, assign the position, and set parameters on the player's agility, speed, strength, intelligence, and discipline. There's also a fascinating computer play-calling strategy feature which allows you to "teach" the computer (via the Artificial Intelligence window) when to call a particular play, the quality of the play, as well as the expected results of the play. This could provide an interesting game as you coach one team and your computer which you've "taught" will coach the other team in your own style. In the actual game, you'll have a view from above and, via a simple scrolling menu option, you can click on the play you wish to call.

Fascinating and Loads of Fun

Broderbund has managed to really bring something new to football games with revolutionary features such as the ability to "teach" the computer's artificial intelligence, the limitless abilities of the Chalkboard Editor, even a play-by-play transcript giving you the ability to save all the play-by-play messages as a text file! To review the transcript, load it into a word processor, read it, edit it, or even print it out. It's a fascinating approach to a game generally overdone on computer. Add to that, great graphics and terrific sound effects, as well as fine gameplay, and the football game comes out a real winner! It's extremely easy to learn to use, which is not to say it's easy to master the plays, but there's tremendous depth and exciting afternoons to be had in front of this one!

(one player; two player simultaneous; 800K disk; reviewed on Macintosh)

Recommended (MSR \$49.95)

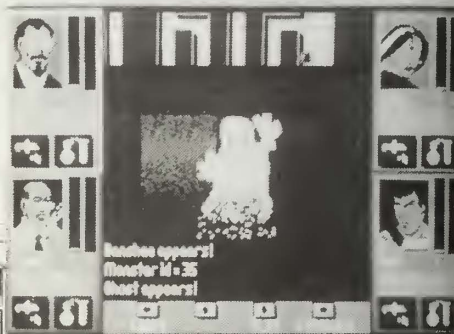
HALLS OF MONTEZUMA (NA/★★★1/2) re-creates the historical battles of Mexico City, Bellau Wood, Iwo Jima, Okinawa, Pusan, Inchon, and Hue in a game originally available for other computers two years ago. *Strategic Studies Group* (distributed by *Electronic Arts*) has come up with a new user interface, written specifically for the Macintosh and is Multitasking friendly. Very easy to use, especially as it is completely mouse-controlled, you can use the very comprehensive wargame construction set, Warplan™ as well as a graphics editor, Warpaint™. There are up to 250 terrain icons per scenario which can be edited pixel by pixel to create very realistic looking

maps. Learning to play the game is quite simple but includes what wargamers want...from commanding divisions to deploying battalions in a very detailed series of battles engaging the U.S. Marine Corps. The scenarios are very exciting and any wargamer will definitely enjoy the ability to create all sorts of special battle scenarios and edit existing ones. Just place the custom icons on the maps with the mouse. The opening screen even includes a stirring rendition of the Marine Corps anthem. (one player; two-player; 1 Megabyte required; reviewed on Macintosh; also available for C64, Apple II)

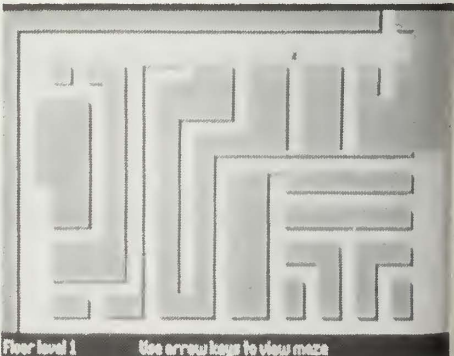
Recommended (MSR \$44.95)

MS-DOS

DON'T GO ALONE (★★★1/2★★★★1/2) is a truly fascinating contemporary mystery adventure from *Accolade* that takes you into the world of the paranormal as you explore a haunted house (described in the instruction book as "a house that tends to devour visitors"). It seems that your grandfather lost his mind in this place when he tried to prove to doubters that it was haunted. Your assignment is to select four computer com-



panions to explore the house, prove that your grandfather was right, and find the Ancient One who rules the place. The game has a cast of 16 player characters in the general categories of technicians, chemists, psychics and adventurers. Once you've selected four of the characters for the attributes you think will be most helpful, you're off on a scary adventure that begins with the mansion's front door closing ominously behind you. The wonderful introductory music and the first-person perspective of the graphics put you into the mood of the game right away. Fortunately for fearsome adventurers, the experience begins gently, as the game allows you to do a fair amount of nosing around before you encounter anything scary. Just as the confidence level of your team begins to build, though, you can count on running into something that goes bump in the night—or worse. You can choose



one of your characters to do battle, but the fear level of all four is likely to rise. Fear isn't fatal, so the four continue on. In fact, your characters cannot die in this game. However, they can be scared to the point of panic and cause the entire team to be teleported to another section of the house to recover. As team members gain experience,

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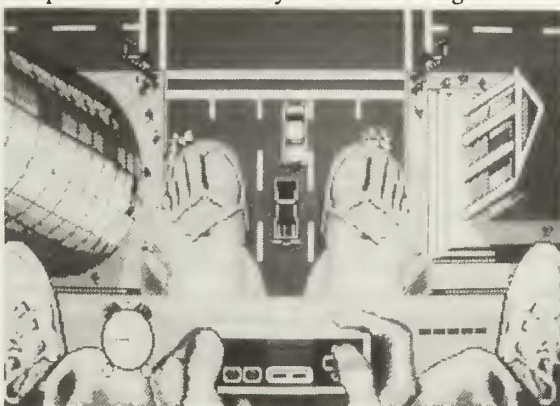
MS-DOS

find objects and increase their level of confidence, they're able to refer to their formula notebooks to concoct substances which may be useful in combating the supernatural inhabitants of the house. As the team explores the huge house, automapping keeps track of their progress. (The full-screen map is very helpful.)

Good for Experienced Adventurers and Novices

We liked Accolade's first role-playing game ("The Third Courier," reviewed last month), and we also like the second one. The first-person perspective in *DON'T GO ALONE* really puts you into the game, and there is a great variety of wonderfully spooky creatures to encounter in the old house. We like the automapping feature and the simple "menu choice" approach to actions in the game. There is more than enough depth and complexity to satisfy the experienced adventure gamer, but the game manages not to intimidate the novice with too much frustration, especially in the early stages. We had a difficult time tearing ourselves away from our explorations of the haunted house to write the review—a sure sign of a good game. (Solo play; Keyboard or mouse; EGA/CGA/Tandy; Ad Lib or CMS sound; Not copy protected; Blank disk required for game-saving.) Available for MS-DOS only. Recommended. (MSR \$39.95)

GHOSTBUSTERS II (★★★★★1/2) is from *Activision* (designed by *Dynamix*) and celebrates the return antics of everyone's favorite spook-hunting quartet. The game follows the plot of the movie closely and even uses digitized still photos from the film. The game



begins in court, where the Ghostbusters are about to be fined \$10,000 for practicing their trade. A slime sample held as evidence releases the ghosts of the infamous Scoleri Brothers, and there's instant disorder in the court. Under your control, it's the Ghostbusters to the rescue—zap the Scoleris and the fine is dropped. The real game begins as you're taken to the Lab at Ghostbusters headquarters, the focal point of the game's several sequences. From the lab, you can direct a Ghostbuster to collect slime samples for testing,

dispatch one of the team for a ghostbusting job at one of several locations in the city, mount a rescue effort to help one or more Ghostbusters escape from Parkview Mental Hospital, test slime samples for reaction to certain songs, and finally take the Statue of Liberty for a walk through New York with a loaded slimeblower to prevent the emergence of Vigo at midnight on New Year's Eve. Your goals are to collect enough money to be able to build the slimeblower, find the tunes that have a calming effect on slime, and keep Vigo from taking over New York and the world.

Succeeds on Several Levels

GHOSTBUSTERS II succeeds on several levels. The designers have done a great job of letting the player participate in the storyline of the movie. The story advances with shots of headlines announcing the Ghostbusters' progress (or lack of it), pulling the various sequences of the game together into a unified adventure. Graphics and sound are excellent, and gameplay includes elements of both action and strategy. This one is a must for Ghostbusters' fans. (Solo play; Joystick, mouse or keyboard; Pause; CGA/EGA/VGA/Tandy; Roland MT32 or Ad Lib sound; 5.25" & 3.5" disks included; Hard disk installable.) MS-DOS version reviewed; coming soon for Nintendo system. Recommended. (MSR \$44.95)

HERO'S QUEST: SO YOU WANT TO BE A HERO (★★★★★) from *Sierra* is an often humorous role-playing adventure by the husband and wife design team of Lori and Corey Cole. The first things you'll notice about *HERO'S QUEST* are its lush, 3-D animated graphics and superb original music (written and performed by Mark Seibert). Once you've explored the beginnings of the game in the



peaceful Alpine village of Spielburg, you'll soon notice the playful approach to the storyline and characters. For example, your character is a recent graduate of the Famous Adventurers' Correspondence School. Unlike other Sierra adventures, however, your character is not set. You give the character a name, decide whether he will be fighter, magic user or thief, and then assign skill points in areas such as strength, intelligence, stealth and a number of others. This new adventurer, bursting with energy and confidence, enters Spielburg hoping to earn the title of "Hero" by vanquishing the band of brigands that has plagued the village. There is a lot for this schooled but untested adventurer to learn in Spielburg and the surrounding countryside: many puzzles to be solved, beasts to be fought in animated combat sequences, and even magic spells to cast. The



game is a multi-layered experience for the player. On the surface is the overall quest and the expected details of seeking items and vanquishing foes. The layers beneath will be appreciated by the sophisticated player who enjoys puns, literary references and clever humor. For example, Lori Cole's theatrical background led her to see the game as a play taking place in the computer, making Spielburg (German for "play town") an especially appropriate name for the game's beginning. Lori Cole also brings to life the painting by stage designer Victor Hartman known as "The Hut on Chicken's Legs," which depicts the hut belonging to the Russian witch Baba Yaga. (This is one of the Hartman paintings which is celebrated musically in Mussorgsky's "Pictures at an Exhibition.") Cole completes the reference by naming the ogress in this game "Baba Yaga." Particularly for older players, finding this sort of buried treasure in a game is an absolute delight. (Solo play; Keyboard, mouse or joystick; Roland MT32, Ad Lib, Game Blaster sound; CGA/EGA/MCGA/VGA/Hercules/Tandy; 5.25" & 3.5" disks; Not copy protected; Blank disk required for game-saving.) MS-DOS version reviewed. Also planned for Atari ST, Macintosh and Amiga. Recommended. (MSR \$59.95)

POWERDROME (★★★★★★★★) is a futuristic racing simulation designed by Michael Powell for *Electronic Arts*. Imagine yourself in the 25th century, seated in the cockpit of a Typhoon-class racing hovercraft—a sort of race car with wings. You've put a lot of time into tuning your craft to a fine edge of responsiveness and sheer speed. You've practiced at the six tracks on different planets with their unique atmospheric and weather conditions. You know the best fuel for each track. You've memorized every turn and tunnel. You know the racing styles of your four opponents. And you're ready for the exhilaration of the race, the run for the coveted Cybercufe Trophy.

Unlike Any Other Racing Game

POWERDROME is a racing game, but it's unlike any other we've played. The Typhoon hovercraft is an exotic piece of machinery, and you can have the fun of tinkering with its specifications. You'll have to spend a lot of time practicing with it on the game's six tracks, because the Typhoon is as fussy and sensitive as you'd expect from such an exotic vehicle. Learning to drive/fly your Typhoon takes some getting used to. (Expect to crash a lot while you're learning.) But there's more than just being able to handle the Typhoon skillfully. You have to learn the tracks, and you must master the use of the Robopit if you expect to race against the best the galaxy has to offer. All the effort is well worth the rewards, though, because POWERDROME is one fantastic gaming experience. The banked turns and goosebump-raising tunnels of the race courses are rendered in solid-fill polygon 3-D. You feel the unmistakable pit-of-the-stomach sensation of high speed throughout the runs. The thrill of POWERDROME is something like a cross between an Olympics luge run and Space Mountain at Disneyland. Definitely an "E ticket" ride! (Solo play; 2-player option with null modem cable hookup between 2 computers; Mouse or joystick plus keyboard; Pause.) Available for Amiga and Atari ST.

Recommended. (MSR \$39.95)

Lucasfilm Games:

New Versions of

MANIAC MANSION

Newly available from Lucasfilm Games are the Atari ST version of MANIAC MANSION and a newly upgraded MS-DOS version (MSR \$49.95 each) with high resolution graphics, more detailed animation and enhanced sound effects. The new MS-DOS upgrade now supports EGA graphics capability, which is a vast improvement over the original version that was CGA only. Owners of the original MS-DOS program may upgrade for \$10 by sending their old disks to P.O. Box 10307, San Rafael, CA 94912.

BATTLE CHESS (★★★★★★★★1/2 on GS) (★★★★1/2★★★★1/2 on C64) is the unique chess simulation from *Interplay Productions*, and it is now available on two more systems. This program offers a standard two-dimensional chess board, a respectable opening library of 30,000 moves, a well-written manual that explains the basics of chess, and ten levels of play from novice to expert. That is what you expect from a computer chess simulation. What you don't expect is this game's real claim to fame: the option of playing on a 3-D board with animated pieces. The chess board becomes a battlefield, and the pieces come to life as they challenge each other, culminating in one-on-one mortal combat. Each piece has its own unique methods of moving on the board and attacking a foe, and the results are entertaining to watch. Elaborate and realistic sound effects, especially notable in the GS version, add to the experience of playing this wonderful game—even if you don't think of yourself as a chess player. The knight's armor clanks as he moves from square to square. The queen glides regally, betraying the temptress side of her nature with the seductive swing of her hips. Swords clash, spells crackle the air, and the king has more than a few deadly tricks hidden in his voluminous robes. This is chess as you've never seen it before, and it's a chess simulation that is likely to make even non-players want to learn the game. GS owners should note that BATTLE CHESS can also be played with a friend via modem in their version of the game. (1 or 2 players; Mouse on GS, joystick on C64; Not copy protected.) Apple IIGS and Commodore 64/128 versions reviewed. Also available for Amiga and MS-DOS. Recommended. (MSR \$49.95)

KEEF THE THIEF (★★★/★★★) is an irreverent and youthful fantasy role-playing game by *Naughty Dog Inc. for Electronic Arts*. The hero is Keef, a juvenile delinquent who has been banished to the jungle by the Town Council for his general disruptiveness and bad attitude. This young man is now on his own for the first time. Brimming with confidence in his ability to do just about anything, Keef decides to try to beat an evil magician to the magic which will allow one of them to rule the world. In his travels, Keef encounters unsavory characters of every kind imaginable, plenty of monsters, and lots of opportunities to hone his talents as a thief and magic user. The design of the game presents very few barriers that separate you from the action and the story, allowing you to click on a variety of elements on the screen to accomplish movement, conversation, thievery, combat and more. We believe that the language and general feel of the game will appeal mostly to younger players in their teens and twenties rather than older fantasy role-game players. (Solo play; Mouse or keyboard; Not copy protected; Blank disk required for game-saving.) Apple IIGS and Amiga versions reviewed. Also planned for MS-DOS. MSR \$49.95

WINDWALKER (★★★★★★★★) is a game of unusual depth and sensitivity that combines role-playing and action gaming in a fully developed fantasy world. Designed by Greg Malone of *Origin*, WINDWALKER is a sequel to "Mocbius" and incorporates much that we liked about that game. But the second game has a greater sense of spirituality than the first, revealing even more about the author's obvious fascination with the philosophy and culture of the Orient.

Multi-Faceted Quest

As a disciple of Mocbius the Windwalker, your object in this game is to complete a multi-faceted quest that will restore the rightful Emperor to the throne, defeating the usurper Warlord who has imprisoned the Emperor in his own palace. Your ascent through the orders of enlightenment depends on your successful completion of this quest, along with passing the tests of body, spirit, honor and karma to prove your worthiness of the Order of the Windwalker. After a period of martial arts training, Mocbius asks that you begin by taking the role of a humble fisherman in the village of Xiang Loh. Here you can interact with the villagers and begin to acquire the knowledge you will need to complete your tasks. Before long, you will travel by land and sea, encounter unusual creatures, face martial arts combat with a variety of foes, learn to use magic, and much more.

Totally Fascinating

WINDWALKER is totally fascinating and a worthy successor to the ground-breaking "Mocbius." There is more emphasis on the spiritual aspect of the quest in the second game. We found that this helped us to feel more directly involved in the quest. The fighting scenes which were so outstanding in the original game have been refined even further in WINDWALKER. We especially like the option to reflect on your experience. This option gives you an instant replay of the fighting sequence just completed, allowing you to study the moves of your fighter and his opponent. Most of all, we like the realism of this game. Even weather conditions change, and phases of the moon have an effect on certain aspects of the story. "Mocbius" was a tough act to follow, but Greg Malone has outdone himself with WINDWALKER. (Solo play; Keyboard; Mouse option on MS-DOS; MS-DOS supports CGA/EGA/VGA/MCGA/Tandy/Hercules & Ad Lib, CMS, Covox, Innovation sound.) Apple IIe/IIc, Commodore 64/128, MS-DOS versions reviewed. Coming soon for Macintosh, Amiga, Atari ST, Apple IIGS. Recommended. (MSR \$39.95)

APPLE II Software

DRAGON WARS (★★★1/2/★★★★) is the new fantasy role-playing game from *Interplay Productions* that has been eagerly awaited by fans of the company's "Bard's Tale" series. (Characters from those games can be used in **DRAGON WARS**, although they will not keep everything they've earned and learned in the earlier games.) This tale drops you into the middle of an entirely new world: a group of islands on the watery planet of Oceana. Here you are a pilgrim who had been seeking the idyllic islands of Dilmun, only to find yourself dumped on Purgatory Island. This turns out to be a very ugly and inhospitable place, far from the paradise you had expected. The region is ruled by Namtar, the Beast of the Pit, and you vow to escape Purgatory and seek revenge on Namtar. There are a few little problems, however. You were stripped of everything you had when you landed at Purgatory—absolutely everything. So you join forces with a few other like-minded folks and hope for safety and success in numbers. As you explore the smelly, nasty island, you encounter many of its low-life inhabitants. Combat is inevitable, but it helps your party gain experience. In **DRAGON WARS**, you're given much more latitude of choice than is typical of role-playing games, including ranged combat and the ability to choose quick resolution or more detailed battle orders. You begin to learn about magic, which will be the key to success, even though it has been outlawed by Namtar.

Lots of Great Features

The more we played this game, the more we appreciated the obvious care that was devoted to its programming. It has the feel of a game that incorporates suggestions from players of the "Bard's Tale" series. There is more animation in the graphic windows. The game is much more forgiving in the early stages, giving you plenty of opportunity to explore the dank and muddy alleys of Purgatory without being in imminent danger of losing your life at every turn. **DRAGON WARS** is not easy, but its difficulty is never frustrating in the beginning portions of the game. The game has automapping, which is very helpful as you wander the look-alike streets of Purgatory. Nearly everything you need to play the game is either on the screen or directly accessible with a keystroke or two. (We hate having to spend as much time with our nose in a manual as we do in playing the game.) Interplay Productions' growing reputation as craftsmen of solidly designed role-playing games will be enhanced by **DRAGON WARS**. (Solo play; Keyboard; Pause; Not copy protected; Blank disks required.) Apple IIe/IIc version reviewed. Planned for Commodore 64/128, MS-DOS, Amiga. Recommended. (MSR \$49.95)

HARPOON Nearly Ready

We're happy to report that **HARPOON** is not vaporware. First announced nearly two years ago, the modern naval simulation based on the strategic board game of the same name will soon be available in MS-DOS format from Three-Sixty. (The board game is the same one that was used extensively by best-selling author Tom Clancy in setting up the naval encounters in his novel, *The Hunt for Red October*.) Programming of **HARPOON** is in the able hands of Gordon Walton and his crew at Digital Illusions. We had an opportunity to see the nearly completed program very recently when Tom Frisina of Three-Sixty visited our offices. After he installed **HARPOON** on our hard disk drive, Tom took us on a tour of some of the program's features. **HARPOON**, which involves a variety of interactions between NATO and Eastern bloc naval forces in the North Atlantic, promises to appeal both to traditional wargamers and to those who have never played a wargame. Tom emphasized that the program's manual will not be the several hundred-page type that can intimidate the novice player. The program is setup in a Macintosh-like environment with lots of point-and-click menus. (The program can be controlled from the keyboard, but it's easier with a mouse.) As we played through one of the **HARPOON** scenarios with Tom, we noticed how intuitively the program works. The design of **HARPOON** lets you explore, learn, and become very much involved in the missions. **HARPOON** also looks great: superbly detailed graphics enhance the playing experience. The **HARPOON** package will also include a very special bonus for Tom Clancy fans: an exclusive booklet in which the author describes his impressions of a recent visit aboard a pair of Soviet Navy ships.

Apple IIGS Version of JAM SESSION from Broderbund

Broderbund has just released a new Apple IIGS version of **JAM SESSION** (MSR \$49.95), its award-winning music program. (The original program on Macintosh was honored by the Software Publishers Association for "Best Sound," "Best New Use of a Computer" and "Best Entertainment Program of the Year.") The program allows the user to select from a variety of musical styles, then "play" with the computer keyboard while the program makes great-sounding music. Music plays in realistic, digitized sound, and the Apple IIGS version features 16-voice sound and supports stereo sound cards.

California Dreams Announces STREET ROD Sweepstakes

Celebrating its new '50s driving game, **STREET ROD**, California Dreams is sponsoring a sweepstakes promotion with a Grand Prize of a cherry red 1958 Chevy Impala. The company will also give away a full-size jukebox, an official Street Rod leather jacket, a replica '50s car radio, and Street Rod T-shirts. The promotion runs through March 31, 1990, and entry blanks will be available in computer magazine ads and store displays.

COMMODORE 64/128 Software

SAVAGE (★★★/★★1/2) is a British import by *Probe Software*, made available in the U.S. on the *Medalist* label. The game is an arcade-style action-adventure with three levels. According to the story, the Savage is imprisoned in a castle dungeon. Working himself into a rage-fueled fury, the Savage tears through dungeon passages, slaying every mutant creature that stands between him and escape from his dank surroundings. In this first level of the game, he runs and jumps through the dungeons, avoiding or killing the enemy creatures. When slain, some of these creatures reveal new weapons or other items the Savage can use. After the Savage escapes the dungeon, he enters Death Valley where the viewpoint changes to a first-person perspective as if seen through the eyes of the Savage. This second level scrolls vertically, giving the impression of onrushing speed as the Savage encounters giant monoliths, ghosts and skulls. (This level is somewhat reminiscent of the arcade game, "Space Harrier" in its graphic treatment.) In this level, the Savage discovers that he was allowed to escape from the castle dungeon so that his maiden love could be kept imprisoned there. In the third level, the Savage returns to the castle only to find it locked. He gets around that problem by sending his eagle into the labyrinth to recover both the maiden and the Savage's special powers.

Nothing Original to Offer

For all the breathlessly excited descriptions of this game that appear on the box, we found **SAVAGE** only mildly appealing. The graphics are colorful with good animation, and the music is appropriately fast-paced. However, the gameplay has nothing original to offer. We would have appreciated a few more tricks or surprises to hold out interest. As it is, **SAVAGE** is too similar to a lot of other arcade-style adventures to recommend it. (Solo play; Joystick or Keyboard; Pause.) Commodore 64/128 version reviewed. Also available for Amiga, Atari ST, MS-DOS at \$34.95. Not recommended. (MSR \$29.95)

Apple IIGS Version of FAST BREAK from Accolade

Accolade has just released a new Apple IIGS version of **FAST BREAK** (MSR \$44.95), the basketball simulation that offers three-on-three, full-court action with offensive and defensive pro-style plays. Features include complete offensive and defensive play selection and control.

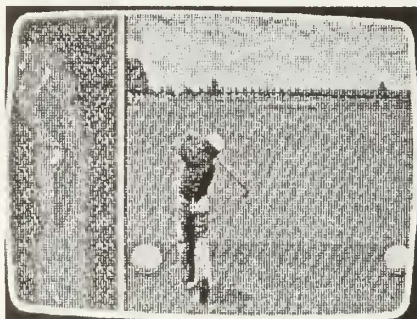
GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

SEGA GENESIS Software

Follow-Up on Arnold Palmer Golf Review

As many may recall, we reviewed Sega's *Arnold Palmer Golf* for Genesis in preliminary test form in August and, as such, we did not have instructions to work from. As a result, we were a bit fuzzy on a few items. We'd like to take a moment to clear up those areas now that we have a finished copy in hand. We had a really tough time figuring out the timing on the swing meter and, as such, made more shots into the rough than we'd like to admit to. After taking a look at the instructions, we hacked away again...with some more success. It's still going to take you some time to master the gauge as it's a series of three quick pushes on the "A" button at just the right second in order to get the swing you need to move down the fairway. We also did not know if there was more than one course included. There are three courses - United States, Japan, and Great Britain. For details, you can refer back to our original review but, we still hold to our original rating of ★★★★★★1/2 as this is an excellent golf game!



WORLD CHAMPIONSHIP SOCCER (★★★★1/2★★★★1/2) is the latest sports game for the *Sega* Genesis with an overhead view of the field in a fast action game. Initially, you choose whether you want to play the World Cup competition or a Test Match. Either way, you'll choose your team from a world map. Move the arrow over the country you wish to play for and choose the starting line-up (player's statistics are listed to help you in your decision). As the game begins, you'll have a view from directly above the players looking down on their heads and shoulders as they kick, dribble, shoot, etc. The player you are controlling at any point has an arrow above him. The action is fast as the ball moves around the field. Various "close-up" screens appear for corner kicks, penalty kick contests, and goals.

Beautiful Detail and Frantic Gameplay

Once again, the Genesis dazzles with beautiful graphic detail as every move of the ball is clear, all the players moves about simultaneously without a note of flicker, and lovely graphics on the close-ups of such things as the corner kick. We found the control pad very responsive in the game itself, as we passed, kicked, etc., around the field. There's a nice "thwack" of the ball whenever it's booted. You definitely get the feel of being in the game. As you choose to play for various countries, you'll find that the characteristics of the soccer teams in those countries as represented well. It's a great addition for any sports fans out there. (one player; two-player simultaneous)
Recommended

TURBOGRAFX-16 Software

DUNGEON EXPLORER (★★★★★★★★) by *Hudson Soft* for NEC is the first role-playing game for the new TurboGrafx-16 system, and it's a winner. Combining plenty of action with adventure, *DUNGEON EXPLORER* lets up to five players participate in the quest to restore the ORA Stone to the people of Odessia. Aliens have shattered the peace and happiness that once were the rule in Odessia, and it's up to you to find the sacred stone that will return the land and its people to normal. A variety of character types are available for the player's on-screen alter ego, including fighter, warlock, thief, elf and others, although no two people playing together may have the same character type. Exploration in this game covers over twelve levels of dungeons, villages and castles with a wide variety of enemies to encounter on the way to the ORA Stone. There are characters to meet in the game, some of whom will have information to help in the quest.

Considerable Depth of Play

We were very impressed by the quality of graphics, sound and gameplay in this first role-playing game for the TurboGrafx-16. Elements of *DUNGEON EXPLORER* reminded us of some other games, most notably some of the dungeon sequences which are reminiscent of "Gauntlet" and its tireless monster generators. There is considerable depth of play in *DUNGEON EXPLORER*, especially when two or more players join forces against the aliens. (This game should give you all the reason you need to purchase the TurboTap accessory and additional TurboPads.) There are surprises around every corner, black and white magic to be found and used, and enough variety in the dungeon scenes to make you want to find and explore every one of them. (1 to 5 players; Pause; Password & continue features.)
Recommended.

BLAZING LAZERS (★★★★1/2★★★★1/2) from *Hudson Soft* and *Toho/Sunrise* for NEC is a classic, high-speed space shooting game that is guaranteed to wear control-pad grooves into your thumb. The action scrolls vertically as your swift Gunhed Star Fighter streaks into action with the ruthless Dark Squadron, through the star-sprinkled blackness of space and above the alien's gigantic super weapons. There are nine levels of relentless shooting action and a dazzling array of power-up weapons available to help you protect Earth from the aliens. All the fast action combines with crisp graphics, very good music and synthesized voice to create a great gaming experience for those who love nothing more than a high-speed shooting challenge. (Solo play; Pause; Continue feature.)
Recommended.

NINTENDO Software

CASTLEQUEST (★★★★★★★★) is the first game released by *Nexoft* for the NES, and it's a delightful action-adventure. The theme is a familiar one: yet another kidnapped princess (Margarita in this one) stashed in the far reaches of a 100-room castle belonging to an unspeakably evil character (Mad Mizer the Dark Lord in this game). In spite of the standard plot, though, *CASTLEQUEST* has some interesting twists and novel features that make it a very enjoyable game to play. The player is the dashing hero, Prince Rafael, whose love for the imprisoned princess drives him on through unbelievable difficulties in Groken Castle. Scattered throughout the rooms are keys of six different colors, to be used on doors of matching colors. And there are precisely as many keys as doors, so there's no room for error. Prowling the rooms are the Mad Mizer's guards: knights, bishops, wizards, fire spirits, attack cats and phantom flowers. And there are hidden traps, moving floors, elevators, and more to contend with. Each room presents new puzzles to be solved. At least there are no time limits, and Prince Rafael has 50 lives (all of them needed, we assure you). There are also two fairies hidden within the castle, and they will help Prince Rafael when he reaches them. There is one special feature of *CASTLEQUEST* that is worth mentioning. Whenever you pause the game with the "start" button or enter a new room in the castle, everything on the screen freezes, as you might expect. However, you can scan the frozen screen by moving your control pad or joystick. Since all rooms are larger than a single screen, this technique can be very helpful in planning your strategy before you start your character moving. The full-game map included in the package is also very helpful. *CASTLEQUEST* promises to offer many hours of enjoyable adventuring and puzzle solving. (Solo play; Pause.)
Recommended. (MSR approx. \$40)

NINTENDO Software

AIR FORTRESS (★★★☆☆1/2) from *Hal America* lets you take on the threat of invading alien Air Fortresses that are on a deadly course of destruction aimed at your home planet of Farmel in the peaceful Cromat Galaxy. Your task as hero Hal Bailman is to mount a one-man assault against the eight Air Fortresses and save Farmel. At each Air Fortress, play begins in a horizontally scrolling segment on the Air Base where alien objects fly and attack from the right as your character moves from left to right across the screen. As he shoots and dodges enemies, Hal can pick up extra energy and special Crash Beam Bullets which increase his chances of success in the next stage. If Hal destroys the enemies and navigates the Air Base barriers successfully, he moves through an Air Lock into the main body of the Air Fortress. Within the Air Fortress, Hal moves within an atmosphere of fluctuating gravitational forces and travels between areas via special lifts. There are more enemies within the Air Fortress, all seeking to keep Hal from reaching and destroying the Central Reactor of the fortress. If he is able to destroy the Central Reactor, he must find the hidden escape hatch before the entire fortress blows up. Then it's on to the next Air Fortress with more enemies and tougher challenges.

Easy at First, But Soon Becomes Difficult

Play is quite easy in the first level, making the game less frustrating for novice players. However, the difficulty level escalates quickly after the first Air Fortress. Accomplished gamers will appreciate the password feature, which allows you to start at higher levels and bypass the levels you've already conquered. Graphics are quite good overall, although there is some flashing of objects when there is a lot of movement on a single horizontal level of the screen. (The flashing wasn't bad enough to bother us in this game.) We found the play action less interesting in the initial Air Base sequences than inside the Air Fortresses because it is so similar to other horizontally scrolling shooting games. Even though we enjoyed the floating movement within the fortresses, we did not find anything compelling enough in those sequences to make us want to play the game over and over again. We believe that AIR FORTRESS is the sort of game that many gamers will prefer to rent once or twice rather than buy. (Solo Play; Pause; Continue & password features.)

Not recommended.

MONSTER PARTY (★★★☆☆) puts you in the role of Mark, a young man who gets pulled into an adventure from *Bandai* when a mysterious creature from another planet lands at his home. The creature explains that there are evil monsters terrorizing the population back home and Mark's bat is the perfect weapon to defeat them. Upon entering the "Dark World," you'll destroy monsters by using your bat. Along the way, you'll find rooms where the "Boss" monsters live. You enter these rooms to fight them. You'll find monsters in these rooms such as the man-eating plant who shoots lethal bubble (he looks a bit like the plant in "Little Shop of Horrors"), Medusa who throws snakes at Mark, the giant spider shooting web strands, and more. You must kill all the "Boss" monsters in a round, then get a key which will allow you to clear that round and move to the next. There are eight rounds, with an additional round in which you meet the Dark World Master. Each round has three different types of Boss Monsters.

Interesting Collection of Monsters

You'll find quite an interesting array of monsters as you make your way through the various levels, each with their own unique way of attempting to defeat Mark. The graphics of these monsters in their habitats are quite good with bright, colorful, and well-defined images. With only your bat, you'll have to swing away at all the items tossed at you. The premise is nothing new, but it's fun nonetheless. The game has a password feature allowing you to pick-up where you left off the last time. (one player; password)

Acclaim's TOTAL RECALL: *Correction*

Last month we stated that a Game Boy version of TOTAL RECALL would be designed by Acclaim for release next summer. We were informed by the company that there will be an Acclaim hand-held TOTAL RECALL game, but not a version for Game Boy.

ROMANCE OF THE THREE KINGDOMS (★★★1/2/★★★★) is the second strategic wargame for the Nintendo Entertainment System from *Koei*, a company that is rapidly making a name for itself as a manufacturer of complex, high-quality historical wargames for computers and the NES. ROMANCE OF THE THREE KINGDOMS is set in second-century China, where your overall goal is to unify the country's 58 states after the collapse of the second Han dynasty. Your role as a warlord or master plunges you into the chaos of a leaderless country where no single warlord is powerful enough to claim the emperor's throne. There are five different scenarios that can be played, all of them deep, complex, and difficult to win. There are 255 characters in the game, including masters, governors and generals. There is a wealth of options, allowing for a nearly infinite variety of strategic gaming possibilities. There are ten skill levels, a computer-player "personality" that can be either warlike or rational, the ability to play with friends (up to eight players), and a wide variety of resources to manage (such as gold and rice) and events to take into account, including natural disasters. As a warlord or master, you not only choose where and when to make war, but you must also see to the welfare of your people, engage in diplomatic exchanges, recruit generals, trade with merchants and weapons makers, and keep track of many other details in this unusually complex simulation of historical situations. ROMANCE OF THE THREE KINGDOMS is not a game for every NES owner—certainly not for those who prefer fast action—but it is made to order for the typically older and more serious gamer looking for a major intellectual challenge. This is a superb piece of programming that will keep strategic gamers happily occupied for many months. (1 to 8 players; Save game feature.) Also available for MS-DOS computers. Recommended. (MSR approx. \$70)

TETRIS (★★★☆☆) is Nintendo's version of the Soviet-designed puzzle game which has been a universal favorite on computer systems in versions from Spectrum HoloByte. The *Nintendo* version is far less graphically elaborate than any of the computer versions, and it does not allow for more than one player. However, the basic theme of the game is the same in all versions: maneuver falling groups of four blocks (seven different configurations) so that they come to rest in interlocked positions, forming completed horizontal lines of ten blocks which are removed as they form. Block groups can be rotated as they fall, and you can earn extra points for eliminating two, three or four horizontal lines of blocks at a time. There are 20 progressive skill levels, with blocks falling faster at higher skill levels. TETRIS is extremely simple to learn but very difficult to stop playing, because it has an addictive quality. Nintendo's version of TETRIS, while just as habit-forming as other versions we've played, lacks the punchy graphics and multiple-player game options that we were used to in the computer versions. It also should be noted that there was an earlier version of TETRIS for the NES designed by Tengen, which has since been removed from store shelves because of a court order resulting from pending litigation between Nintendo and Tengen over the video game rights to TETRIS. Unfortunately for players who enjoy this kind of puzzle gaming, the Tengen version of TETRIS was superior both graphically and in play action and options to the new Nintendo version. (The Tengen version allowed head-to-head TETRIS bouts between two players, for example.) Nintendo's TETRIS is good despite its shortcomings, but our "recommended" rating applies only if you do not already have either the Tengen version or one of Spectrum HoloByte's computer versions of the game. (Solo play; Pause.) NES version reviewed. Also available from Spectrum HoloByte for Amiga, Apple II, Apple IIGS, Macintosh, Mac II, MS-DOS, Atari ST at \$34.95; for Commodore 64/128 at \$24.95.

Recommended. (MSR \$44.95)

Atari Lynx to Be in Short Supply

The new portable color entertainment system, Atari Lynx, will be in shorter supply for the rest of this year than the company had originally predicted, according to sources at Atari. Introduction of Atari Lynx has been delayed slightly and will be limited to the New York market for 1989.

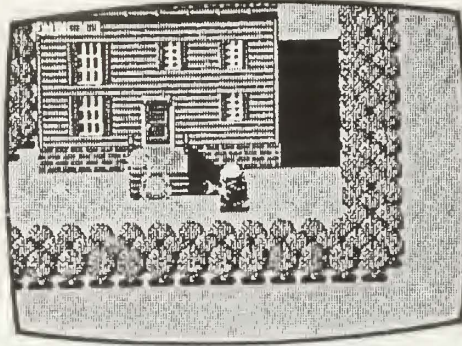
Advance Reviews of New NEC Games to Be Featured

Thanks to outstanding cooperation from NEC, our readers can look forward to advance reviews in the next few issues of these early 1990 releases for the TurboGrafx-16: ORDYNE, PAC LAND, FINAL LAP TWIN, MILITARY MADNESS and SPACE HARRIER.

NINTENDO Software

HOLLYWOOD SQUARES (★★1/2★★) is *GameTek's* videogame re-creation of the popular TV quiz show. The object is to win a game of Tic-Tac-Toe in which "celebrities" occupy the squares in the game grid. The contestant chooses a celebrity, a question is asked, and the celebrity answers with a joking or sarcastic response and then his or her "real" answer. The contestant earns money and an X or O on the celebrity's spot in the grid by being correct in agreeing or disagreeing with the celebrity's answer. The game includes the familiar feature of the TV show, including Secret Squares and playing for a new car after three games. Much of the appeal of the TV game show is in the personalities of the celebrities and their seemingly impromptu joking answers. In the NES version, you get the jokes but without personalities of the celebrities. **HOLLYWOOD SQUARES** just doesn't hold much interest in the NES format. (1 or 2 players; Pause.) Also available for Apple II, Commodore 64/128 and MS-DOS computers at \$14.95.
Not recommended.

FESTER'S QUEST (★★★★★) features Uncle Fester of "*The Addams Family*" fame as he sees a UFO land and scout the family household for life forms. Featuring the very familiar music from the camp TV series, this *Sunsoft* game finds Uncle Fester going from house to house looking for enemy creatures. Various members of that strange Addams Family household are found in these homes. They will give Uncle Fester various items needed for



the quest. Fester must work his way around town, sometimes via the underground sewers, as he attempts to kill off the aliens and rescue the townspeople.
Blinking Graphics
While the premise is cute, and the gameplay fine for the premise, we found disturbing blinking which broke-up the Fester character as he moved about town. It didn't appear that there were enough moving sprites on the screen to justify the amount of blinking and problem graphics. Certainly, the music is cute and the Addams Family a cult favorite with many; however, the gameplay is not unique enough, and the graphic problem is bothersome enough to force us to recommend against the game (one player; continue feature)
Not Recommended

DUCK TALES (★★★1/2★★★) is a cute arcade-style game from *Capcom* with Scrooge McDuck as the main character in a quest of the legendary Five Lost Treasures so he can become the "richest duck in the world." Joining Scrooge are the three nephews: Huey, Dewey, and Louis, as well as Webby. Together, they trek through the snow-capped mountains of the Himalayas, the jungles of the Amazon, a haunted house in Transylvania, the below-ground mines of Africa, and even the surface of the moon. Scrooge has his cane to open treasure chests and remove rocks from his path. Along the way, there are bonus items which can be picked up for money as well as additional lives.

Cute for Kids

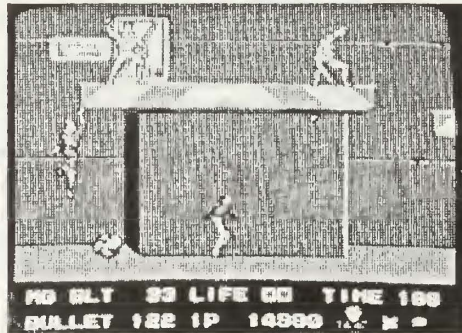
This is really geared towards young kids as they will particularly enjoy the Disney characters. The theme is certainly very familiar as you work your way through various "lands" picking up treasures and looking out for enemies. The graphics are cute, and the likenesses of the Disney characters are quite good. This would definitely be fun for kids to play as they help Scrooge, and the nephews, out of all sorts of precarious situations. (one player; continue feature)

Recommended

DOUBLE DRAGON Coming to Game Boy

Tradewest recently announced a licensing agreement with American Technos and Technos Japan that will allow the company to create a new version of **DOUBLE DRAGON** as its first title for the Nintendo Game Boy. Tradewest also plans three additional Game Boy titles which have not yet been announced.

ROLLING THUNDER (★★1/2★★★) finds you in the role of an agent of a powerful secret police organization, named Rolling Thunder. Your mission in this game from *Tengen* is to



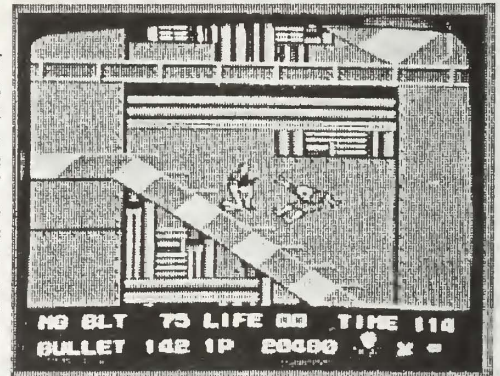
infiltrate the underground headquarters of the Evil Society and save the beautiful agent Leila and smash the plot to conquer the world by defeating the Evil Society's lead, Mabu. You begin your mission at the entry passageway of the enemy's lair. All you have is your handgun with limited bullets (although you can get more by entering the door named "bullets." There are also doors which can be entered, labeled "Arms" which have more powerful heavy-duty firing power. There are many other doors, with many opening as enemy agents jump

out at you. You'll move through many areas (ten in all) before reaching the final deadly encounter with Mabu. You'll move through warehouses, caves, lava fields, and ruined buildings.

Good Action, Average Graphics

There's non-stop action for lovers of the genre. There are enemy agents coming from all angles as you shoot your way through the various levels. The graphics are okay...the figures are good sized, but rather "stick-figured" with some blinking. But, the action is good and action lovers should enjoy the challenge as the enemy jumps down from above, from behind doors, and more as you fight your way through the passageways. (one player; continue feature)

Recommended



Atari Announces Three New Games for 7800

Three major arcade hits have recently made their way to the Atari 7800. Atari's version of **COMMANDO** (MSR \$29.99) features all the levels of the coin-op for one or two players. Activision's **RAMPAGE** and **DOUBLE DRAGON** (\$29.99 each) also accommodate one or two players and bring a pair of arcade favorites to the 7800 system.

SNEAK PREVIEW NINTENDO Software

Editor's Note: the following two games from FCI were reviewed in early prototype stage. Programming is not yet complete, as they are not due to be released until early next year. As a result, these are not to be considered complete and final reviews since there could be significant differences between these early versions and the completed games.

PHANTOM FIGHTER (★★★/★★★1/2) from *FCI* is an adventure with a martial arts theme that looks very interesting. The player controls the Phantom Fighter, Kenchi, who is a skilled martial artist. He is out to defeat the strangely evil Chinese phantoms, Kyonshies, which are creating havoc in eight villages. Kenchi is followed around by his assistant, who really doesn't do anything except to offer Kenchi access to his inventory. In each village, there is a variety of locations, including houses, temples, graveyards and a Kung Fu training school. Temples are useful for regaining strength, and Kenchi can add to his repertoire of martial arts skills by training at the Kung Fu school. However, he cannot train unless he can correctly answer a question posed by the school guard and then offer the required number of scrolls in payment to the Kung Fu master. The other locations in each village are inhabited by Kyonshies, strange floating creatures that vary in their ferocity in combat. If Kenchi defeats the Kyonshies in any one location, the villagers will give him important information and items that will help him on his journey through the eight villages.

Different from Usual Martial Arts Adventures

We enjoyed playing PHANTOM FIGHTER because it has a different look and feel from the more typical martial arts adventures. The animation of the characters in fighting sequences is quite realistic, and we really liked the adventure elements that make this much more than just a physical contest. (Solo play; Pause; Password feature.)
Recommended.

WORLD CHAMPIONSHIP WRESTLING (★★★/★★★1/2) from *FCI* appears to be the most full-featured wrestling game we've seen yet on the Nintendo system. Whether you choose to play solo or tag team matches against the computer or a friend, there is so much variety available in WORLD CHAMPIONSHIP WRESTLING that it looks like a good one for wrestling fans to plan on adding to their libraries. Twelve NWA wrestlers are included in the program, each with a repertoire of eight favorite moves specific to that wrestler. After you choose your wrestler, you choose four of his favorite moves and enter the ring. Each wrestler can use three basic moves (body slam, head butt and hammer throw) activated by control pad and action buttons along with the chosen favorite moves and one specialty move that can only be used under certain circumstances. There is also a full range of other actions, including running, flying moves, climbing in and out of the ring, and even attack with a deadly weapon (outside the ring only). Action in and out of the ring is depicted realistically, complete with wildly enthusiastic crowds cheering the wrestlers on to ever more violent moves. WORLD CHAMPIONSHIP WRESTLING looks like a good one! (1 or 2 players; Pause; Password feature.)

Recommended.

SEGA Software

GALAXY FORCE (★★★★/★★★★) is the latest for *Sega*, with four-mega power featured. In this space shoot 'em up you can journey to four different planets, each with very different landscapes—everything from the Fire Planet with shooting fire geysers to the Gobi Desert, complete with funnel clouds. You must make your way successfully through all four planets in order to face the enemy mothership in a final to-the-death battle. You have a protective shield of protection which allows several hits from bullets and/or missiles before your ship is destroyed. If you manage to blast through the Fourth Empire fleet surrounding the planet, you must enter the Death Tunnel where the walls are constantly twisting and shifting and, of course, guarded by enemy troops. You must pilot your way through the tunnel, in one piece to continue on.

Stunning Graphics

The main draw are the terrific graphics—colorful and varied. The gameplay is certainly reminiscent of many others of the genre as it is a fast-paced shoot-'em-up—you against various enemies in an attempt to conquer all four planets. This one is really for anyone who loves great graphics. If you already have good shoot—em-ups such as Space Harrier, you may want to pass on this one. (one player; continue feature)

Hal America Will Sell VEGAS DREAM Directly to Consumers

VEGAS DREAM, which will feature a variety of casino-style games, will not be available from the stores where you usually purchase your NES games. Hal America, the designer of this title, plans to make the game available to consumers via mail order directly from the company only. The game will sell for \$49.95 and can be ordered using forms in magazine ads slated to appear in early 1990. The company also plans to send the order forms to all consumers on their mailing list. We have received an advance copy of this game from Hal America, and it will be reviewed in an upcoming issue. Also watch for advance reviews of these Hal America games: ROLLERBALL for NES and SHANGHAI and REVENGE OF THE 'GATOR for Game Boy.

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AVAILABILITY UPDATE

ATARI ST

OCTOBER
After Burner (SEG)
x P16 Combat Pilot (EA)
Infestation (PSY)
Licence to Kill (BRO)
x Maniac Mansion (LF)
Matrix Marauders (PSY)
x Paperboy (MIN)
x Pipe Dream (LF)
Pirates (MIC)
x Populous (EA)
x Powerdrome (EA)
x Star Command (SSI)
x Their Finest Hour (LF)
Xybots (TEN)
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Carthage (PSY)
Flash Dragon (PSY)
Joan of Arc (BRO)
Killing Game Show (PSY)
Savage (MED)
x Super Hang-On (DE)
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Gore (PSY)
Pool of Radiance (SSI)
Shadow of the Beast (PSY)
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Bad Dudes (DE)
Colony, The (MIN)
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Downhill Challenge (BRO)
Dragon Force (INS)
Federation (SPO)
Fendish Freddy's Big Top (MIN)
Galactic Conqueror (TI)
Guardians of Infamy (PAR)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Adv (LF)
Kistal, The (CIN)
Never Mind (PSY)
Operation Wolf (TAJ)
Platoon (DE)
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Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Shinobi (SEG)
Shoot 'Em Up Construc Kit (ACO)
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FIRST QUARTER
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Palcom (SPE)
Perran Formula One (EA)
Ghostbusters II (ACT)
Heavy Barrel (DE)
Licence to Kill (BRO)
Orel Henricher's Strike Zone (MH)
PT-109 (SPE)
Rick Davis World Trophy Soccer (MH)
Sgt Slaughter's World War (MIN)
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Super Hang-On (DE)
TV Sports Football (CIN)
War in Middle Earth (MH)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
JANUARY 1990
Metal Gear (KON)
Super C (KON)
Teenage Mutant Ninja Turtles (ULT)
FEBRUARY 1990
Blades of Steel (KON)

Double Dribble (KON)

AMIGA

OCTOBER
Barbarian II (PSY)
x Beyond Dark Castle (ACT)
x Blockout (CAL)
x Downhill Challenge (BRO)
x Fiendish Freddy's Big Top (MIN)
x Forgotten Worlds (CAP)
Infestation (PSY)
x Keef the Thief (EA)
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x Powerdrome (EA)
x Shadow of the Beast (PSY)
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x Stellar Crusade (SSI)
x Swords of Twilight (EA)
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x Where in USA/C Sandiego? (BRO)
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x Bad Dudes (DE)
Blue Angels (ACO)
Carthage (PSY)
Flash Dragon (PSY)
Joan of Arc (BRO)
If It Moves, Shoot It! (BRO)
It Came from the Desert (CIN)
Killing Game Show (PSY)
Neuromancer (IP)
Pool of Radiance (SSI)
x RoboCop (DE)
Savage (MED)
x Super Hang-On (DE)
TV Sports Football (CIN)
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Gore (PSY)
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A.P.B. (TEN)
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Anura (ARC)
Colony, The (MIN)
Dr. Doom's Revenge (PAR)
Dragon Force (INS)
F-19 Stealth Fighter (MIC)
Federation (SPO)
Fidelity Chessmaster 2100 (ST)
Ghostbusters II (ACT)
Guerrilla War (DE)
Hardball II (ACO)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Indiana Jones Last Crusade/Adv (LF)
KyBos (BS)
Leisure Suit Larry II (SIE)
Magic Johnson Basketball (MH)
Never Mind (PSY)
Operation Clean Streets (BRO)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Sky Shark (TAJ)
Stryx (PSY)
Total Eclipse (SPO)
Weird Dreams (MED)
JANUARY 1990
Ajax (KON)
Blades of Steel (KON)
Double Dribble (KON)
Harley Davidson: Rd to Sturgis (MIN)
Loom (LF)
Star Trek V: Final Frontier (MIN)
Super C (KON)
Windwalker (ORI)
FEBRUARY
Firestone (PSY)
Pirates (MIC)
MARCH
Metal Gear (KON)
FIRST QUARTER
Knights of Legend (ORI)
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APPLE II/IIe
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x Prince of Persia (BRO)
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Pipe Dream (LF)
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Where in Time/C Sandiego (BRO)
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Baiman (DE)
First Over Germany (SSI)
Heavy Barrel (DE)
Indiana Jones & Temple of Doom (MIN)
Leisure Suit Larry II (SIE)
Manhunter New York (SIE)
RoboCop (DE)
Superior Ice Hockey (MIN)
JANUARY 1990
Degeneration (BRO)
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OCTOBER

x Battle Chess (IP)
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Downhill Challenge (BRO)
Indoor Sports (MIN)
x Keef the Thief (EA)
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Renegade (TAJ)
Third Courier (ACO)
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Ancient Land of Ys (KYO)
Captain Blood (MIN)
Double Dragon II (MH)
Halls of Montezuma (SSG)
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Leisure Suit Larry II (SIE)
Life & Death (ST)
Quarterstaff (INF)
Qix (TAJ)
Rastan (TAJ)
Zoom! (DIS)
JANUARY 1990
Windwalker (ORI)

MACINTOSH

OCTOBER
x Blockout (CAL)
x Grand Prix Circuit (ACO)
x Pipe Dream (LF)
x Pool of Radiance (SSI)
NOVEMBER
Halls of Montezuma (SSG)
x Playmaker Football (BRO)
FOURTH QUARTER
Arkanoïd Construct Set (DIS)
Arkanoïd II (DIS)
Captain Blood (MIN)
Carrier Command (MED)
P-19 Stealth Fighter (MIC)
Fidelity Chessmaster 2100 (ST)
Harpoon (TS)
Karnov (DE)
Leisure Suit Larry II (SIE)
Omiga (ORI)
Scorpion (DIS)
Starglider II (MED)
Ultima IV (ORI)
Wayne Gretzky Hockey (BS)
JANUARY 1990
Star Trek V: Final Frontier (MIN)
Windwalker (ORI)
FIRST QUARTER
Space Rogue (ORI)

MS-DOS

OCTOBER
A-10 Tank Killer (DYN)
ABC Monday Night Football (DE)
x Ajax (KON)
x Aussie Games (MIN)
x Bandit Kings of Ancient China (KOE)
x Bar Games (ACO)
x Cabal (CAP)
x Carrier Command (MED)
Clubhouse Sports (MIN)
Conquests of Camelot (SIE)
x Cycles, The (ACO)
David Wolf: Secret Agent (DYN)
Deathbringer (ACT)
Deja Vu II (SIE)
Die Hard (ACT)
x Don't Go Alone (ACO)
x F16 Combat Pilot (EA)
x Face Off (GAM)
x Ferrari Formula One (EA)
x Frigate (ACO)
x Ghostbusters II (ACT)
x Graveyard (ACT)
Harley Davidson: Rd to Sturgis (MIN)
x Hero's Quest (SIE)
x Indiana Jones Last Crusade/Action (LF)
x Joan of Arc (BRO)
x John Madden Football (EA)
x Licence to Kill (BRO)
x M1 Tank Platoon (MIC)
Matrix Marauders (PSY)
MechWarrior (ACT)
x Mines of Titan (INF)
x Pipe Dream (LF)
x Pocket Rockets (CAP)
x Psychic War (KYO)
Rambro III (TAJ)
Rastan (TAJ)
x Shinobi (SEG)
x Starglider II (MED)
x Tangled Tales (ORI)
x Their Finest Hour (LF)
x Third Courier (ACO)
x Tongue of the Faيمان (ACT)
x Wayne Gretzky Hockey (BS)
Xybots (TEN)
NOVEMBER
Bandit Kings of Ancient China (KOE)
Blood Money (PSY)
Blue Angels (ACO)
Dragons of Flame (SSI)
F14 Tomcat (ACT)
Forgotten Worlds (CAP)

x-Hardball II (ACO)

If It Moves, Shoot It! (BRO)
x Jackal (KON)
x Neuronance (IP)
Qix (TAJ)
x RoboCop (DE)
Savage (MED)
TV Sports Football (CIN)
x Windwalker (ORI)
DECEMBER
Battles of Napoleon (SSI)
Gore (PSY)
Indianapolis 500 The Simulation (EA)
Second Front (SSI)
Wolfpack (BRO)
FOURTH QUARTER
A.P.B. (TEN)
Arthur: Quest for Excalibur (INF)
Goal! (JAL)
Ballistics (PSY)
Bubble Bobble (TAJ)
Code Name: Ice Man (SIE)
Colonel's Bequest (SIE)
Conspiracy: Deadlock Files (ACO)
Cycles, The (ACO)
Dark Side (SPO)
Deathbringer (SPO)
Double Dragon II (MH)
Downhill Challenge (BRO)
Dragon Wars (IP)
Eye of the Storm (ACO)
Federation (SPO)
Galactic Conqueror (TI)
Gold of the Americas (SSG)
Harpoon (TS)
Heat Wave (ACO)
Hybris (DIS)
Journey (INF)
Kistal, The (CIN)
KyBos (BS)
Leisure Suit Larry III (SIE)
Manhole, The (ACT)
Menace (PSY)
Never Mind (PSY)
Orel Henricher's Strike Zone (MH)
Overrun (SSI)
Quarterstaff (INF)
Rick Davis World Trophy Soccer (MH)
Scooby-Doo (MI)
Shark Attack: G Norman Ult Golf (MH)
Shogun (INF)
Sorenan (SIE)
Star Fleet II (INS)
Storm across Europe (SSI)
Super Hang-On (DE)
Sword of the Samurai (MIC)
Weird Dreams (MED)
Zork Zero (INF)
JANUARY 1990
Aquaventure (PSY)
Barbarian II (PSY)
Blades of Steel (KON)
Castlevania (KON)
Double Dribble (KON)
Infestation (PSY)
Loom (LF)
Metal Gear (KON)
Super C (KON)
Teenage Mutant Ninja Turtles (ULT)
FEBRUARY
Carthage (PSY)
FOURTH QUARTER
Knights of Legend (ORI)
Prime of Persia (BRO)
Shufflepuck Cafe (BRO)

ATARI 2600

FOURTH QUARTER
Double Dragon (ACT)
Ikari Warriors (AT)
Motorcade (AT)
Off the Wall (AT)
Radial Lock (AT)
Road Runner (AT)
Sentinel (AT)
Shooting Arcade (AT)
Sweet Fight (AT)
White Water Madness (AT)
ATARI 7800
NOVEMBER
x Commando (AT)
x Double Dragon (ACT)
x Rampage (ACT)
FOURTH QUARTER
Barnyard Blaster (AT)
Ikari Warriors (AT)
Jinks (AT)
Mat Mania Challenge (AT)
Mean 18 Golf (AT)
Ninja Golf (AT)
Planet Smashers (AT)
Sentinel (AT)
White Water Madness (AT)
Xenophobe (AT)

ATARI XE GAME SYSTEM

FOURTH QUARTER
Commando (AT)
Deflector (AT)
Midi Maze (AT)
Super Football (AT)
Tower Toppler (AT)
Xenophobe (AT)

NINTENDO

OCTOBER

Abyss, The (ACT)

x Adventure of Dino-Riki (HS)
x Air Fortress (HAL)
Battles of Olympus (BRO)
x Casino Kid (SOF) (Sofel)
Diehard (ACT)
x Duck Tales (CAP)
x Fester's Quest (SUN)
x Hollywood Squares (GT)
x Jeopardy Jr (GT)
x Jordan Vs Bird (MB)
x Power Glove (MAT)
x Road Runner (TEN)
x Rolling Thunder (TEN)
Short Order/Eggplant (NIN)
x Stealth A.T.F. (ACT)
x Tetris (NIN)
x Three Stooges (CIN)
x Wheel of Fortune Jr (GT)
NOVEMBER
Afterburner (TEN)
Alien Syndrome (TEN)
All-Pro Basketball (VT)
Chessmaster (HT)
Clash at Demon Head (VT)
x Flying Dragon (CB)
x Goal! (JAL)
x Godzilla (Toho)
x King's Knight (SQ)
x Romance of Three Kingdoms (KOE)
Sesame Street ABC (HT)
Spy Vs. Spy II (KS)
To the Earth (NIN)
x Twin Eagle (ROM)
Vindication (TEN)
Wild Boys (BAN)
Win Lose Or Draw (HT)
DECEMBER
Archon (ACT)
Cybernoid (ACM)
Dig Dug II (BAN)
Ghostbusters II (ACT)
Iron Sword (ACM)
Kings of Beach (ULT)
Knight Rider (ACM)
NES Satellite (NIN)
Rescue: Embassy Mission (KS)
RoboCop (DE)
Shadowgate (KS)
Shinobi (TEN)
Silent Service (ULT)
Super Pitfall II (ACT)
Tombs and Treasure (ACT)
Toothin' (TEN)
FOURTH QUARTER
Bad Street Brawler (MAT)
Baseball Simulator (CB)
Boy & His Blob (ABS)
Code Name: Viper (CAP)
Demon Sword (TAJ)
Double Dribble (KON)
Glove Pilot (MAT)
I Stewart Super Off Road (TW)
Marvel's X-Men (LIN)
720 (MIN)
Super Glove Ball (MAT)
Super Password (GT)
Target Renegade (TAJ)
Terror of Tochtown (MAT)
Twin Cobra (AS)
Unser's Turbo Racing (DE)
Willow (CAP)
JANUARY 1990
19foot (ACM)
Championship Bowling (ROM)
Double Dragon II (ACM)
Fantasy Zone (TEN)
MTV's Remote Control (HT)
Police Academy (TEN)
Roller Ball (HAL)
Top Gun 2nd Mission (KON)
Xybots (TEN)
FEBRUARY
Jack Nicklaus Greatest 16 (KON)
Super Mario Bros
Vegas Dream (HAL)
MARCH
Fun House (HT)
Hunt for Red October (HT)
Muppet Adventure (HT)
Super Spike V (BAN)
FIRST QUARTER 1990
Batman (SUN)
Gilligan's Island (BAN)
I Can Remember (FP)
Jeopardy Silver Anniversary (GT)
Magic Johnson's Fast Break (TW)
Perfect Fit (FP)
Phantom Fighter (FCL)
Princess Tomia (HS)
Snoopy's Silly Sports (KS)
Star Trek V (BAN)
Super Spy Hunter (SUN)
Super Sushi Pinball (CSG)
Terminator (SUN)
U-Force (BRO)
U.S. Championship Volleyball (NIN)
Wheel of Fortune Family Ed (GT)
World Champ Wrestling (FCL)

SEGA MASTER SYSTEM

OCTOBER

Basketball Nightmares (SEG)
x Galaxy Force (ACT)
World Games (SEG)
NOVEMBER
Dead Angle (SEG)
Dynamite Dux (SEG)
Scramble Stars (SEG)
Super Golf (SEG)
Tennis Ace (SEG)
JANUARY 1990
Golden Axe (SEG)

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TG=NEC TurboGrafx-16

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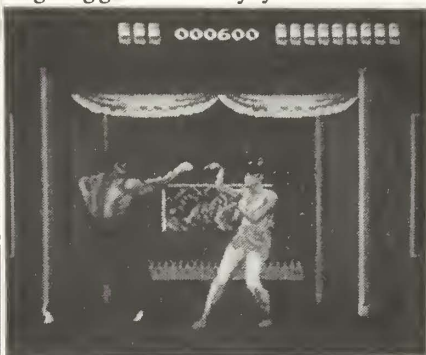
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TURBOGRAFX-16 Software

CHINA WARRIOR (★★★/★★1/2) is the TurboGrafx-16 version of the basic martial arts fighting game that every system must have. This one was designed for NEC by *Hudson Soft*, and it shows of the ability of the TurboGrafx-16 to handle very large, fully animated characters. The style of the game is familiar, starring a good-guy martial artist who kicks and punches his way through lots of enemies, meeting bosses at the end of each level. **CHINA WARRIOR** adds rolling boulders, flying rocks and bats and other items to the enemies along with bonus screens between levels. Animation of the fighters is good, with authentic-looking martial arts moves, but the play action seemed very repetitious and ultimately became boring after we played for a while. (Solo play; Pause.) Not recommended.



VIGILANTE (★★★/★★★1/2) features martial arts fighting action among urban gangs in five New York city locations. Designed for NEC by *Irem*, the game pits the good-guy Vigilante against a street gang that has kidnapped his girlfriend. The gangs include skinheads, punks and thugs of all descriptions, both armed and unarmed. The Vigilante fights with his bare fists and his powerful kicks, adding the brutal sting of nunchakus when he can find them. The non-stop attacks of the gang members are punctuated with especially realistic sound effects when blows are landed. If you're looking for a hand-to-hand fighting game for your TurboGrafx-16, **VIGILANTE** is a much better choice than **CHINA WARRIOR** because it offers more variety in its play action. (Solo play; Pause; Continue feature.) Recommended.

Carmen Sandiego Merchandise Collection Now Available from Broderbund

In response to requests from Carmen Sandiego's many fans, Broderbund has announced the "Carmen Sandiego Collection" of sweatshirts, T-shirts, watches, folders, posters and stickers emblazoned with Carmen Sandiego artwork. Items range in price from \$1.25 to \$24.95. To order merchandise or obtain a catalog, call Broderbund Software-Direct at 800-521-6263.

Availability Update...contd from Page 14

Ultima IV (SEG)
FIRST QUARTER
Arcade Command Stick (SEG)

SEGA GENESIS
OCTOBER
x Arnold Palmer Golf (SEG)
x Ghouls 'N' Ghosts (SEG)
NOVEMBER
Rambo III (SEG)
Super Hang On (SEG)
DECEMBER
Basketball (SEG)
Forgotten World (SEG)
Revenge of Shinobi (SEG)
JANUARY 1990
Golden Axe (SEG)
Mystic Defender (SEG)
FIRST QUARTER
Alex Kidd Enchanted Castle (SEG)
Arcade Command Stick (SEG)
Cyberball (TEN)
Falcon (SPE)
Phantasy Star II (SEG)
Super Hydride (SEG)
TeleGenesis Baseball (SEG)
TeleGenesis Madem (SEG)
Zoom (SEG)

NEC TURBOGRAFX-16
OCTOBER
x Blazing Lazers
x China Warrior
Fighting Street/CD
x Power Golf
R-Type
x TurboGrafx: CD System
x Vigilante
NOVEMBER
Deep Blue
Dragon Spirit
Fantasy Zone
Galaga 90
Monster Lair/CD
Moto Racer
World Class Baseball
World Court Tennis
JANUARY/FEBRUARY 1990
Final Lap Twin
Military Madness
Ornyne
Pac-Land
Space Harrier

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ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision/Mediasoft
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AK...Asmik Corp
ARC...Arcadia
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CSG...CSG ImageSoft
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DIS...Discovery S/W
DS...DataSoft
DYN...Dynamix
EA...Electronic Arts
FCI...FCI
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GDW...Game Designer's Workshop
GT...GameTek
HAL...Hal America
HIC...HIC S/W
HS...Hudson Soft
HT...Hi-Tech Expressions
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INT...INTV Corp.
IP...Interplay
IS...ICOM Simulations
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KON...Konami
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KYO...Kyodai
LF...Lucasfilm Games
LJN...LJN Toys
MAX...Max
MB...Milton Bradley
MC...Mindcraft/Miles Comp
MD...MicroDeal/MichTron
MED...Medalists/Microplay
MH...Melbourne House
MI...MicroIllusions
MIC...MicroProse
MDN...Mindscape
MT...Matchbox Toys
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NIN...Nintendo
NWC...New World Computing
NX...NeSoft
ORI...Origin
PAR...Paragon
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