

# Computer Entertainer

## the newsletter

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THIS ISSUE...  
 A Tour of Master Design  
 The Apple GS Debut  
 New Activision Announcements  
 Reviews Include:  
 Championship Baseball  
 for C64  
 Leader Goddesses of Phobos  
 Crochek  
 for Multi Systems  
 Blazing Paddles  
 Leader Board  
 for Atari  
 Computer Baseball  
 for Amiga  
 Service  
 for Atari ST  
 War 2000  
 for Apple  
 Slam Bridge  
 Tour Golf  
 for IBM  
 Gurhoe  
 Rider  
 for Nintendo  
 Shop  
 for Macintosh  
 GP  
 Chiffite  
 Fantasy Zone  
 for Sega  
 ...and more!!  
**TOP TWENTY**  
 Leader Board (Acc/Co)  
 Rent Service (Mic/Co)  
 Bard's Tale (EA/Ap)  
 Top N' Wrestle (Min/Co)  
 Baseball (Aco/Co)  
 Ultima IV (Ori/Ap)  
 BA Basketball 2on2 (Gam/Co)  
 Commando (DE/Co)  
 Mean 18 (Aco/I)  
 Championship Golf (Gam/I)  
 Super BoulderDash (EA/Co)  
 Infiltrator (Min/Co)  
 Hacker II (Act/Co)  
 Wizard's Crown (SSI/Co)  
 World Karate Champion. (Epy/Co)  
 Trinity (Inf/Ap)  
 Elite (Fir/Co)  
 Super BoulderDash (EA/I)  
 Archon (EA/I)  
 Winter Games (Epy/I)  
 Top Twenty is the result of telephone  
 poll with a selected group of retailers  
 and distributors throughout the country  
**CDI ING...**  
 An update on CDI  
**REVIEWS include...**  
 Ted Boy  
 for Sega  
 Jr. Champion  
 Ball n Fight  
 for Nintendo  
 Builder  
 for Macintosh  
 d Pinball  
 for Apple II  
 Europe  
 for C64

### Presenting: Master Designer Software



MDS president Bob Jacob demonstrates part of CinemaWare line to CE Review Editor, Celeste Dolan.

Example of superb graphic quality in "Defender of the Crown" for Amiga.

Photos: Andre Miller

With a sense of anticipation, we left our offices recently to visit a company working on a new kind of software. Approaching one of the office suites in a Westlake Village, Calif. business park, we noted a tastefully modest sign on the door reading "Master Designer Software." There wasn't a hint of the magic that lay beyond that door.

#### CinemaWare: Bold New Direction for Games

Master Designer Software (MDS) is the home of CinemaWare, a line of software to be marketed by Mindscape, and it is software like you've never seen before. President and founder Bob Jacob, Marketing Director John Cutter, and their crew of wonderfully talented designers, programmers, writers, artists, and sound specialists are about to demolish conventional notions of what a computer game can be. Working on the new 16-bit machines--Amiga, Atari ST, Apple IIGS and Macintosh--these software innovators have created "interactive movies." Combining astounding graphics, superb sound, adult-oriented nonlinear plots with changing elements, cinematic techniques such as closeups and zooms, arcade sequences integral to the plots, emotional interplay between characters (including love scenes), and easy user interfaces, the design teams have created role-playing games that bring new meaning to the phrase "state of the art."

#### Intense Excitement

Among the MDS crew, the level of excitement over the CinemaWare projects is so intense that it nearly crackles the air like summer lightning. The excitement is justified, based on the games we saw: THE KING OF CHICAGO (1930s-style gangster epic for Macintosh), S.D.I. (space defense and 3D flight simulator for Atari ST), DEFENDER OF THE CROWN (Robin Hood and Ivanhoe-style swashbuckler for Amiga), SINBAD AND THE THRONE OF THE FALCON (mystery and action thriller for Amiga), and a bit of STAR RUSH (space epic for Amiga). All titles are designed originally on one of the 16-bit systems and will be translated to the others, including the new Apple IIGS. Some, like DEFENDER OF THE CROWN, will be translated to additional formats (IBM and Commodore 64).

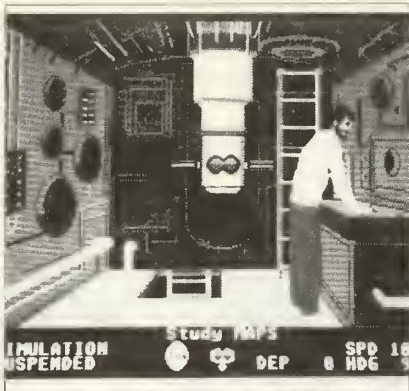
#### Cinematic Inspiration

The cinematic inspiration permeates these games, from realistic graphic simulation of live action to the emotional pull of love scenes. The graphics show a cinematographer's keen eye for the play of light and shadow, and the action bears the mark of classic Hollywood direction. The gangsters in THE KING OF CHICAGO use slang and facial expressions lifted straight from Edward G. Robinson and James Cagney. In DEFENDER

Continued on Page 10

## Critically Speaking...Atari ST Compatible

**SILENT SERVICE** (◆◆◆◆/◆◆◆◆) is Microprose's first entry into the Atari ST market and it's an auspicious



beginning! The game, highly touted in its earlier versions, is a simulation of a World War II submarine action in the Pacific, designed by Sid Meier (responsible for the award-winning F-15 Strike Eagle). The game puts you in control of a U.S. sub in a wide variety of historical scenarios ranging from a single-ship attack to multi-patrol missions. The

simulation puts all aspects of the sub under your control, including the conning tower with periscope, maps and charts, bridge, a panel of instruments and gauges, and damage reports. You'll have to make the decisions regarding whether or not to dive or surface, when to fire torpedoes or deck guns, and a host of other command decisions. After you've become experienced at battling the enemy, you can try some of the "reality levels" which can make the game even more challenging and life-like. These include limited visibility, zig-zagging convogs, dud torpedoes and more--all the aspects you'd be actually dealing with out on patrol.

### *Realism Becomes Even Realer!*

We really were impressed with the original Commodore, Apple, and Atari XE/XL versions for their illusion of reality. Microprose has gone back into the program and done a terrific job making use of the ST's capabilities to provide a true state-of-the-art game for ST owners. Sounds are more realistic, including a realistic klaxon (the sound for diving)--so real that one of the Computer Entertainer dogs dove for cover! Graphics have not gone wanting either as the Enhancement team, headed up by Silar Warner (author of Castle Wolfenstein and Robotwars), has given us super-detailed maps, greatly enhanced renditions of the conning tower, enemy ships, torpedoes, etc. The gameplay has also been enhanced with an expanded enemy fleet (from four to seven) and more convoy actions. Because this is combat simulation, it's necessarily slower than air combats and the like, but the ability to speed up the quiet periods between enemy encounters makes the game more enjoyable. By the way, the ST version features icon control, via mouse, joystick or keyboard. The program also adjusts automatically to fit your computer's memory. For anyone who enjoys simulations, run, don't walk to your nearest computer store to add this to your library! (one player; also available for C64, Apple, Atari XE/XL)  
Recommended (MSR \$39.95)

## Flight Simulator II for ST and Amiga

Boasting improved 3D graphics, SubLogic has just released its Amiga and Atari ST versions of the hit program, Flight Simulator II. These versions feature 120 airports in five different scenery areas including New York, Los Angeles, Seattle, Chicago, and San Francisco.

### *Scenery Disk 7 Coming*

SubLogic continues to support the library of add-on Scenery disks for its Flight Simulator programs and Jet with the scheduled release of Scenery Disk 7. This new disk will feature digitized airports, ILS approaches, 3D objects, refueling facilities at the airports, and more city details. Covering the Eastern seaboard, this disk will include details of the passage between Philadelphia, Baltimore, and Washington DC in which you can view the Pentagon, James River, as well as many bridges. Suggested retail is \$19.95.

## Critically Speaking...Amiga Compatible

**COMPUTER BASEBALL** (NA/◆◆◆) has just released by Strategic Simulations Inc., bringing a popular strategic game to Amiga owners--in fact, this is the first strategic game for the Amiga released by SSI. In this game, you'll manage one of baseball's great teams (28 teams are provided and additional data disks will be available for player stats), or you can mount your own custom team by entering all the player stats necessary to profile your pitcher (those profiles and teams can be saved to disk for later use). Once you've chosen the team you wish to manage, you'll be asked to enter the batting line-up. When you choose your pitcher, you'll be asked if you wish to enter "days since last pitched" as this can greatly influence that pitcher's effectiveness. When your team is up to bat, you'll have to make the decision regarding what you want your batter and runner(s) to do (steal, hit and run, or send up a pinch hitter). When your runner takes the field, you must position the infield, hold runners close to the bag, or try to pitch around the batter. Once all the decisions have been made, the ball is pitched and the results of the play are shown on the screen. Displayed on the screen are the scoreboard, batter and pitcher data, as well as the name(s) of any pitchers currently warming up in the bull pen.

### *Good for Statistic Lovers*

The game is a winner for anyone who loves the statistical side of sports as you'll have the opportunity to be more than an arm chair manager. With the 28 teams included (and 28 disks being available at \$15.00 each for the 1980-85 major league statistics), as well as the ability to build your own teams, you'll have plenty of variety in the games you can play. Computer Baseball is up to SSI's normal high level of quality and varied gameplay. (one player; two-player simultaneous; also available for Apple, Atari XE/XL, 5A, IBM, Macintosh)

Recommended (MSR \$39.95)

**SUPER HUEY** (◆◆/◆◆◆) by Paul Norman for Cosmi is a helicopter flight simulator. Originally designed on the Commodore 64, the program is now available for Amiga and Atari ST. The game puts you in the cockpit of a Huey UH-1A and lets you choose among four different missions. The first, "School," guides you through your flight by displaying messages on the on-board computer. "Explore" sends you on a sightseeing mission to distinguish landmarks. The "Recon" mission sends you out to locate and pick up stranded personnel. Finally, the "Combat" mission is where you must defend your base against enemy helicopters.

### *Nice Interior Graphics...Exterior?*

As a previous owner of a C64 and a helicopter fan, I liked the first version very much. I was excited about the prospect of an Amiga version. In one way, I was disappointed with the Amiga version, yet in another, I was impressed. The cockpit graphics are nicely done, with some enhancements compared to the C64 version. However, when I looked through the cockpit window at the landscape, I thought, "Why the hell someone had popped in an Atari 2600 cartridge." "Well, maybe it will get better," I said to myself. I looked around and saw only a couple of buildings that resembled a poor Atari 2600 drawing. I thought to myself, "looks good inside--but the outside? Maybe it will sound better than it looks." So I fired up my chopper and engaged the rotor. The sound was very good, but I thought that the C64's sound was just as good.

### THE RATING SYSTEM:

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

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

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

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

...continued

The I noticed there was no sound coming from my right speaker. What--no stereo!? I took off on the Combat Mission and armed my rockets and machine gun. I fired a missile, then a few rounds from my gun, and all of a sudden there were no sounds on my right side. So there IS stereo--but only if you fire your gun. I couldn't understand why the programmers did this because you would only be listening to the left side on the other missions. And if this is supposed to be a simulation of reality, I expect to hear the chop-chop of helicopter blades coming from the center when I play on a machine capable of stereo sound. Who ever heard of a helicopter with rotor sounds coming only from the left?

#### **Good Gameplay, High Price**

The game itself is not a bad simulation, though I tend to like any kind of flight simulator. The game is tough to master--I played for hours looking for survivors on the Rescue Mission, and I was lucky to destroy five enemy aircraft in the Combat Mission. (It takes 32 kills to win the Combat Mission.) Sometimes the game is almost too tough, though. For example, I found it very difficult to adjust my compass (steering) to match a "RES" readout when looking for survivors. Frustrations aside, there is one very definite plus in the Amiga version: it is much faster than the somewhat sluggish C64 version. However, I was not too happy about having to control the game with the mouse. (Both buttons are required in the game, so a joystick won't work.) And the price tag in this version is considerably higher than the original for the C64. Of course, this is probably based on costs of development, etc. I am choosing NOT to recommend whether or not you should buy this game. I love helicopters, so I would buy this one, and it is the first flight simulator for the Amiga. However, "Flight Simulator II" and "Jet" are coming from Sublogic, and you might want to wait, especially if you are not all that interested in helicopters. In the meantime, maybe Cosmi will consider making SUPER HUEY II with full stereo sound and enhanced landscape graphics. (Solo play; requires mouse.) Reviewed on Amiga; also available for Atari ST, and for C64/128 at \$19.95. MSRP \$39.95

—Cal Chen

#### **Corrections Noted in OGRE Review**

In our review of the Apple version of OGRE from Origin Systems, which appeared in the September, 1986 issue, we mentioned some errors, which were called to our attention by a representative of the company. We cited the mouse option, mentioned in the instructions, and complained because it did not appear on our screen among the controller options. This was due to the fact that we were using an Apple IIe without a mouse card installed. We were told that the mouse option always appears when the program is played on any Apple II computer or a IIe with mouse card installed. Also, games are saved to one of five allotted slots on the game disk itself, not to a separate disk as we stated. Finally, the suggested retail price of OGRE is \$40.00, not \$49.95. Our apologies for the errors.

#### **News from Broderbund**

As the software companies are moving into high gear for the Christmas season, and Broderbund is no exception. Appropriate to the season, they're releasing yet another PRINT SHOP GRAPHICS LIBRARY disk, this one a very special "Holiday Edition." However, this add-on contains much more than just Christmas artwork to use with THE PRINT SHOP. It also includes plenty of material for every holiday during the year, from Valentine's Day to Mother's Day and Independence Day.

#### **Delayed Titles**

As we previously announced Broderbund titles have been delayed until early 1987: the Apple version of THE ANCIENT WARS OF WAR and the new menu-planning program for Apple II, M, VARIABLE FEASTS.

## **Critically Speaking...Atari XE/XL Compatible**

**BLAZING PADDLES** has just been converted for Commodore and Atari XE/XL owners on a floppy disk by **Baudville** and it's a fine illustrator allowing drawing, painting, and printing of your masterpieces. Upon entering the program, you'll find you have several choices regarding the input device you wish to use. Choose from a touchpad, paddles, trackball, joystick, or lightpen. The Main Menu is easy to read, with simple icons showing each of the program functions. Simply move your cursor over the item you wish to select. Within the color selection, you'll discover over 200 colors and textured hues with an unusual mixing palette (obviously, in order to enjoy a hard copy in color, you'll need a color printer such as the Okimate 20). Choose your brush style and you're ready to draw. In addition to the obvious selections such as boxes, ovals, lines, dots, and the like, you can also add text to your picture, as well as being able to cut and paste--an extremely handy feature for moving parts of a picture or copying something you've drawn several times. For those of you who are not expert artists, the program comes with a selection of pre-drawn shapes and text fonts. Being a disk-based program, you can save any of your masterpieces for retrieval, printing, editing, etc. for a later session.

#### **Easy to Use**

We always like to make our first swing past a program like this without studying the documentation, giving us a feel for ease of use. This one passed with flying colors. All the prompts are right there on the screen, with easy-to-understand icons, as well as text descriptions. While not everyone has a need or desire for an illustrator program, this is definitely one of the easiest ones available. It's a program you can have a great deal of fun with! (input devices listed above; also available for Apple)

**LEADER BOARD** (♦♦♦♦/♦♦♦♦) has now come to the Atari XE/XL computer thanks to a conversion by **Access Software**. Now Atari owners can enjoy the golfing craze that's hitting the home computer front. You can choose anything from one to four players and three different skill levels. There are four different courses included (diagrams of all are included in the instructions), and 14 clubs. You can practice your game at the Driving Range before heading out to the links. When you do head for the course and step up to the tee, information is provided regarding wind (pro level only), par, and club selection. There's a power/snap indicator which will help you in your timing of your backswing, downswing, and release--all done by manipulating your joystick. Your view will be first person, as you look into the distance at the flag. You'll be running into the inevitable hazards such as bunkers and water (we sent several balls sailing into the water to a realistic "ker-plop"). Once you reach the putting green, you'll find a slope indicator which you must factor in when gauging the direction and force you hit the ball.

#### **Conversion Terrific**

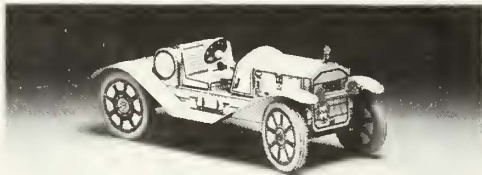
When we saw the original Commodore version, it was one of the first golf games on the market for any system. Since that time, we've seen several--all for the computers with a great deal more memory allowing for fancy graphics and gameplay. This game continues to hold up extremely well considering it's for an 8-bit computer. It allows Atari owners to be able to share a bit of the excitement these golf games are providing. The graphics have good color and are crisp. Whether you're a golfing fan or not, you'll enjoy the challenge of this game. (one to four players; joystick required; 48K disk; also available for C64)  
Recommended (MSR \$29.95)

#### **Pinball and Beyond**

Prime-Ware Creations of Philomath, Oregon is preparing to release **BEYOND PINBALL**, featuring pinball "rooms" in which the ball goes on its "adventures" instead of just one pinball screen. There are four separate game layouts with 7 to 16-room adventures, with the total pinball rooms totalling 48. It will be available for the Apple II computer at a suggested list of \$24.95. Watch our pages for a review.

## Critically Speaking...Multi-Systems

TOY SHOP (◆◆◆◆/◆◆◆◆) is just another in a line of innovative products that Broderbund has brought us over the past few years. Their PRINT SHOP has become a standard in the industry, with many companies copying the premise of the program; however, Broderbund seems to lead with innovative and entertaining packages. Toy Shop is no exception as it allows you to build your own toys and models which, once assembled, work and become real toys. The program is extremely easy to use. Simply choose which three-dimensional object you wish to build. Once you've made the choice, you can either print the toy as is, or customize it with patterns, text, and graphics. Among the items you can build are an antique truck, balancing jet, carousel (our favorite), jet dragster, a balloon-powered steam engine, tractor crane, and much more. Once you've printed out your chosen design (you can build one or dozens), you'll cut the design out and mount it to the adhesive cardstock included with the package. Everything you need is here--from string, rubber bands, dowels, and wire. Detailed instructions for assembly are included with a manual over 200 pages thick!



### Great Family Enjoyment

Here's the perfect entertainment package which the family can work on as a project. Once the design has been customized (if that's your wish) and printed, everyone can gather around the kitchen table for the assembly. Once finished, you'll be amazed at the detail and movement built-in to these "toys." Every one has at least one moving part once finished. Broderbund has just taken the model airplane to a new and different plateau! (supports large selection of printers listed on the back of the package; available for Apple and C64 at \$59.95; IBM and Macintosh at \$64.95; and refill packs are \$24.95).

**LEATHER GODDESSES OF PHOBOS (NA/◆◆◆◆)** may be Infocom's most outrageous piece of interactive fiction yet. The text game at standard level is described as a comedy take-off on science fiction pulp of the 1930's with a generous sprinkling of sex, but somehow everything but the word "sex" has been ignored by those waiting for the game's release. Author Steve Meretzky ("A Mind Forever Voyaging," co-author of "The Hitchhiker's Guide to the Galaxy") has finally brought a four-year-old Infocom inside joke to life, and he should be very happy with the results, even if the program isn't banned from Seven-Eleven Stores.

### Three Naughtiness Levels

There are three "naughtiness" levels of play: merely suggestive, downright lewd, or safely tame. These levels are similar to movie ratings of PG, R, and G, respectively, and of course every player will go straight to "lewd" mode. (The

program will ask for age verification, and the under-18 player can get around this little problem by lying.) We bypass "tame" altogether and tried the game out in both suggestive and lewd modes, both of which contain quite a lot of clever and humorous sexual innuendo and double-entendres, but not that's likely to offend. (After all, anyone who is sensitive to sexual content isn't likely to purchase the game in the first place.)

### Abduction to Phobos

The story begins in Joe's Bar in Upper Sandusky, Ohio. Shortly after you've established the gender of your character in the story, you're rudely abducted by the Leather Goddesses and tossed you into a cell on Phobos, a tiny moon of Mars. Escaping from your cell, you embark on a crazy tour of the Solar System, accompanied by your friend Tiffany or Tom (depending on whether you play the game as a female or a male). Before leaving the jail area, though, you'll probably observe the unspeakable experiments being carried out by the Leather Goddesses in preparation for their planned invasion of Earth. (They intend to turn Earth into their private pleasure playground.) Your new friend has a plan to build a "Stripped-Duper Anti-Leather Goddesses of Phobos Attack Machine" if only the two of you can gather up the necessary parts. Six feet of rubber hose? A copy of the Cleveland phone book? A white mouse? This is going to be one weird machine!

### Interplanetary Romp

You and your friend are off on an interplanetary romp the trip of a lifetime. Visit the steaming jungles of Venus, where the Venus flytraps consume people. (It's an experience you won't forget!) Wander the red Martian desert, known as the "Ruined Castle Capital of the Solar System," and try to seduce the harem. Meet a king, gather strange objects, avoid danger, sniff pungent aromas (matched with a scratch'n'sniff card in the game package), solve puzzles, and enjoy erotic encounters. At times you may have so much fun exploring that you'll forget about the machine you're trying to build. Remember that sometimes you must forgo your own pleasure in order to save the Earth from the degenerate plot of the Leather Goddesses!

### Highly Entertaining

This is prime Infocom interactive fiction--highly entertaining, humorous, well written, and full of puzzles that are challenging without being too frustrating. The addition of a little sex to spice up the story will certainly get your attention, and it adds a delightful new dimension to interactive fiction. (Solo play; keyboard.) Available for Amiga, Apple II, Atari XL/XE & ST, Commodore 64/128, IBM PCjr, Macintosh.

Recommended. (MSR \$34.95 Atari XL/XE & C64; \$39.95 others)

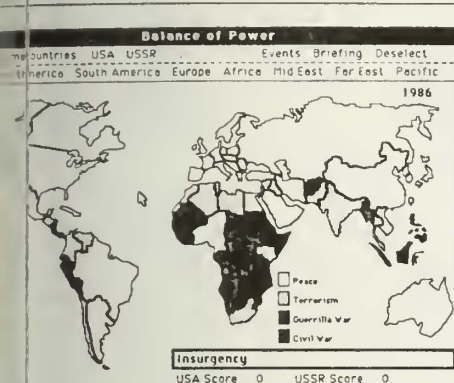
## Critically Speaking...IBM Compatible

**KARATEKA (◆◆◆◆/◆◆◆◆1/2)** from Broderbund finally comes to the IBM family, the first martial arts action game of note to appear for this group of systems. The game puts the player in the role of a young karate master who, through a series of warriors, each more ferocious than the last, to rescue his bride, the Princess Mariko, from the wicked Akuma. The game features breathtakingly beautiful graphics, good sound, a storyline scripted like a movie, excellent animation, and a range of authentic-looking martial arts moves and punches. Although the action portions of the game are reminiscent of an arcade-style contest, the game is enhanced with story-aiding effects, such as animated vignettes of the young princess imprisoned within Akuma's fortress. This program has been a popular best-seller on other systems and now owners of IBM PCs and compatibles can find out why. (Solo play; Joystick or keyboard; 128K disk; Pause; color Graphics Adapter required.) IBM PC/PC XT/PC AT/PCjr version reviewed. Also available for Apple II; for Atari XL/XE and Commodore 64/128 at \$29.95.

Recommended. (MSR \$34.95)

## Critically Speaking...IBM Compatible

**BALANCE OF POWER** (◆◆◆/◆◆◆) has just been developed by **Mindscape** for IBM owners and in going back to a program we haven't looked at in several months, we find it as engrossing as we originally did. This educational, as well as entertaining program, provides a scenario where you are the President of the US or the General Secretary of the



Soviet Union in your first year in office with the world waiting to see how you handle international problems. The goals are simple...complete an 8-year term without initiating a nuclear conflict and

accumulate more prestige points than the opposing superpower. Sound easy? Think again as there are hotspots all over the world. Do you call the bluff of your adversary, back down, send covert money in to help the rebels, or ??? You'll be dealing with treaties, military advisors (some who want you to be overly aggressive), troops, and more as you deal with both friendly and unfriendly nations. You'll be dealing with over 60 nations around the world and you can check backgrounds on all the countries via a Close-up which gives detailed run-downs on it including Military spending, Gross National Product, Literacy, Political and Civil Rights), as well as History. There are several levels of the game, allowing beginners to get the feel for the program, while more advanced players can opt to gain access to levels where they can simulate a political coup, destabilization, and more. As you move through the years (1986-1994 are represented), you can continue to check the "Events" window where provocative incidents by the Soviets can be found, as well as the "Newspaper" where you can check the headlines for the country you are currently working with.

### Fit: IBM Simulation with Windows

Mindscape is proud of the fact that this program offers the first IBM simulation using Microsoft Windows, thereby allowing the pull-down menus which we used in the Macintosh version. Obviously, that makes the program easier to work with. While not for everyone (you certainly won't see a lot of "action"), we feel there is tremendous depth to the program as there are virtually unlimited ways to play the game. In addition, we found ourselves brushing up on World Geography and Politics without even trying as all the information is based on facts. While it is certainly not advertised as being totally accurate in relationship to World Politics, it is certainly a helpful addition to anyone studying the subject. Also, we continue to find it an absorbing and mind-provoking program. (one player; two-player simultaneous; requires IBM PC, XT or compatible with 512K, color graphics adaptor, EGA or Hercules Monochrom card. Also available for Macintosh) Recommended (MSR \$49.95)

**WORLD TOUR GOLF** (◆◆◆/◆◆◆) from **Electronic Arts** spells the third IBM-compatible golf game to come through our doors in the past six months (the others being *Mean 18* by Accolade and *Championship Golf* by Jamstar). Computer golfers have gone from having nothing to having several choices! The Electronic Arts entry is very similar to the two other golf games; however, they've done their homework in making this new golfing game the best of the

### Step Up to the Tee

You have your choice of a practice round where you can work on your putting, swing, driving, etc., as well as an actual game playing against up to three of your friends. You can also choose to have the computer play as many as three opponents. In a feature unique to this game, you can enter an

Edit Players menu where you can change the players names, handicaps or attributes (such as gauging player's strength, drive accuracy, tendencies to hook or slice, and ability to get out of bad lies). You can then load the course from 22 different choices (everything from Pebble Beach, St. Andres, Royal St. George's, Augusta, Royal Montreal, Incline Village, Princeville, four fictional courses, to EA Champion—a compendium of golf's greatest holes) and move onto the tee. Your compliment of clubs includes three woods, ten irons, and a putter. Once you've chosen your club, you can hit the spacebar to consult your caddy. An arc representing the club's range from the spot where your ball lies will appear on screen, showing whether you've picked the right club for the situation. You can also adjust your backswing via the "Power Meter." In hitting the ball, you have two choices. You can either control the swing and accuracy (for which there are charts in the lower right corner showing the results) with the keyboard, or you can use the number keys to allow the



computer to make the shot. All you do is, by hitting a certain number, tell the computer the relative strength you wish the ball to be hit.

### Build Your Own Dream Course

As in *Mean 18*, this game provides a construction set where you can plan your own course. While the concept is the same as the *Accolade* game, this architect has more depth. In addition to placing trees, the green, tee, etc., this program allows you to add bunkers, water hazards, yardage markers, etc., giving the finished hole more realism.

### The Best of the Group

While it's impossible to guess how long this particular golf program has been under development, it's nice to see that Electronic Arts has obviously looked at its competition already out in the marketplace and improved upon it. In addition to all the fine gameplay features included in *World Tour Golf*, you'll be equally as happy with the graphics. As in the others, you'll get both a birdseye view, as well as a first person perspective. The screen, in addition to the crisp and colorful graphics (it will also work on a monochrome monitor), give you important information such as Wind factor, lie, hole par, and which stroke you're on. What really puts this one at the head of the class is the ability to program player capabilities and handicaps, giving you more control of the game. While we don't know if anyone else out there is preparing a golf game for IBM (enough, already!), we really feel that this has everything you could want and, if you haven't purchased a golf game yet, this is, without question, the one to buy! By the way, you do NOT have to be a golfer to love this game! (one to four players; 256K; keyboard or joystick; supports IBM AT, XT, PC, Tandy 1000, 1200, 3000 and hard disk)

Recommended (MSR \$49.95)

### BACK ISSUES AVAILABLE...

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

## Critically Speaking...IBM Compatible

**GRAND SLAM BRIDGE** (♦♦1/2♦♦♦♦) is from Cybron Software and distributed by Electronic Arts. It brings one of the world's most popular card games to the computer screen with the look of the real thing. We're not going to go into the basics of bridge... suffice to say, the game follows the rules of actual bridge, with pre-emptive bidding, weak jump overcalls and all the other aspects you'll find in the game. The program offers contract bridge or duplicate and solitaire duplicate tournaments. Within the Practice Mode you can show all four hands face up, as well as practicing bidding strategies. You can elect to play with up to three friends, or have the computer fill in for one or more positions, giving you the opportunity to play Bridge regardless of whether you have enough friends over. Within the Options Mode, the more advanced player can set the bidding convention, sequence options, and more. The documentation makes no claim to give you all the information you need to play the game of Bridge and, in fact, suggests the novice purchase any of the many Bridge primers available in bookstores. If you already know the game, you'll be able to sit down and play with virtually no prompting whatsoever.

### Great for Solitaire

We've always felt that things like card games are best played the "old-fashioned" way rather than four people huddled around a computer keyboard. There's something right about sitting around a card table with a real deck of cards. However, as any Bridge player knows, there are many times when you'd love to play a few hands and there isn't anyone available to play with. That's when this game is the perfect substitute. In addition, it's a great way for a player to brush up on his or her game as well as the art of bidding, slams, and more. The program also offers a "Replay Hand" option--a very nice feature allowing you to learn by trial and error. If you want a hard copy of any hand, or all four hands at any time, you simply print it out. Graphically, there isn't too much to the game--after all, how fancy can a game of bridge be? You'll have a birdseye view of the card table using North, South, East and West seats, hidden cards and a visible dummy. When the cards are shuffled, the sounds are quite good. We especially got a kick out of the sound of each card as it was being dealt. It was as if there were an invisible dealer around us somewhere! If you are a Bridge player and yearn to play the game when no one is around, or you'd like to learn the game without doing it in front of other people, this game is for you. (one to four players; 256K-2 disks; supports Tandy and most graphics cards including Hercules; will run on monochrome monitor)

Recommended (MSR \$59.95)

## Critically Speaking...Macintosh Compatible

**PRINT SHOP** (♦♦♦♦/♦♦♦♦) has finally made its way to the Macintosh and, after seeing the conversion, we can understand why Broderbund had to spend additional time on the Mac version. Already a proven hit on other systems, spawning a library of additional graphic disks, the Mac version is destined for the same profitable future. Print Shop features four different projects which you can embark on: greeting card, letterhead, banner, or sign. While this is the same in all the versions, the Mac features, in addition to the small graphics we've become accustomed to with the other computer versions, additional selections of both large and small graphics, as well as a fine selection of original borders and full panels. Within the abilities of MacPaint (built-in to the program), you'll be able to customize your graphics, in contrast to other versions, enabling you to edit, change patterns, and flip your pictures. This, of course, gives you a great deal more in the way of flexibility when designing your project. When working within one of the four projects, the screen gives you an easy "point-and-click" menu for changing typesets, spacing, and alignment for quick manipulation. You'll find the pull-down menus extremely easy to understand, allowing for quick transfer of your chosen graphics to the project you're working on. You can choose up to four small graphics and four large graphics to work with at any given time. If you need more, you simply go back to the "Select Graphics" menu and choose more. The program also allows

you to work with other Clip Art programs, bringing them in play for your finished works.

### A Good Program Gets Better

Thanks to the abilities of the Macintosh (we wonder



Broderbund plans conversions for Amiga and ST, two machines particularly adept at this type of program), a program has gotten that much better. And, by adding various size graphics, editing, etc., there's more here than one of the many straight clipart programs which are now prevalent for Mac owners. You'll like the ease with which you'll be able to manipulate this program and the finished cards, banners, etc., will be a very satisfying experience. The way, the program is equipped to print color on appropriately equipped printers. (requires 512K; supports Imagewriter, Scribe, and Laserwriter printers) Recommended (MSR \$79.95)

### PAPER MODELS: THE CHRISTMAS

**(♦♦♦/♦♦♦)** is a newly announced title from Activision which is a computerized Christmas ornament maker, as well as seasonal clip art program. The kit contains the goods required for the family to print and construct three-dimensional ornaments, sleighs, gift boxes, and even a Dickens-style Christmas village. In addition to the models for the ornaments and such, the package also includes heavy card stock to use for your ornaments to, as well as glue, red and green felt-tip pens, and even jingle bells. An updated version of the venerable ornament instruction magazines which are available at your local supermarket, this program allows the whole family to gather around and customize the ornaments, etc., with the clip art library included. That library has such seasonal items as bugles, poinsettias, reindeer, holly, candy canes, wreaths, teddy bears, snowflakes, and, of course, dear old St. Nick.

### Send Your Gifts in Homemade Boxes

There's a nice selection of gift boxes to decorate, print, and construct, including a triangle box, cube, oblong, and round. You can also give your gift in a gift basket, horse-drawn shopping bag, or sleigh. Your holiday train (perfect for the mantle) includes a locomotive, coal car, gift car, and caboose. Another decoration sure to please is the Dickens Village which includes four shops.



### Make It a Yearly Event

It's a common occurrence to have families make ornaments and save them through the years, each year recalling the fun from the year before. Each child (what kid doesn't want to sit in front of the family computer these days?) will get satisfaction from designing his or her own ornament to hang on the tree. By the way, they'll be (subtly, of course) learning how to use clip art programs in the course of the exercise. It's a deceptively simple concept, but loads of fun and they've made it a nice package by providing the colorful pens and jingle bells for the finishing touches. Our guess is that if the program is successful, you'll find additional libraries being added in time for Christmas, '87. (available for Commodore 64/128 at \$24.95, IBM & compatibles, App II, and Macintosh all retail for \$29.95; Macintosh version requires either MacPaint or FullPaint) Recommended

## Critically Speaking...C64/128 Compatible

**CHAMPIONSHIP BASEBALL** (◆◆◆◆/◆◆◆◆) is the updated version of Baseball from *Gamestar* (distributed by *Activision*) with better graphics and gameplay than the original Star League Baseball. You'll begin by drafting your team of pitchers, relievers, and the rest of the team. Within draft mode, you'll have a lot of decisions to make. You'll have to balance your team between strong offensive and defensive players. Pitchers are rated for speed, control, stamina; while your other selection choices are rated for batting, running, catching, and throwing abilities. In your first few games, you may want to opt for one of the two which is included in the program. After that, you'll want the satisfaction of choosing your own and when you've got a team you like, you'll want to save it for later contests.

### *Batting Practice*

Before beginning any game, a manager insists his team take batting practice. You'll want to do the same until you get a feel of the controls. There you'll learn how to bunt or swing away as you get used to the split-screen perspective. The screen (both in batting practice and the real game) gives you a three-quarter overview of the screen from the first-base side as well as a close-up view right behind the batter (you'll definitely feel as though you're the home plate umpire!). That close-up view will allow you to see the ball curve and dance as it comes in on the plate. A good tip from *Gamestar* is to use the space key as the pitch leaves the pitcher's hand so you can develop a practiced eye on the type of pitch being thrown.

### *One to League Play*

In the one-player mode, you'll be pitted against the computer in one of four divisions. You can have up to four teams involved in league play, one in each division, at any given time. The season consists of five games, one against each team in the division you've selected. The *Gamestar Gazette* will keep you abreast of the division standings. If you win your division, it's on to the one-game playoff against a randomly selected team from the division paired with yours. In the playoff, and you're on to the best-two-out-of-three championship series.

### *The Actual Play*

You have a good deal of control during the game. When you step up at the plate, you'll make the decision to swing or take the pitch, or bunt. Your man will automatically run to first base on a hit; however, once he reaches the bag, you'll control the rest of his baserunning on the play such as sliding, taking a lead off first, etc (all via joystick movements). When pitching, you'll find eight different types of pitches available to you (again, via joystick movement); and once the ball is hit, the player nearest the path of the ball becomes eligible to field it and then throw it to the correct base in an attempt to get the runner out. If you want to make a substitution, the game allows you to make one before each half-inning (except the top of the 1st), allowing you to make minor decisions as the game progresses.

### *Get a New Version*

*Gamestar* has created a great new version of the venerable American pastime. It's got something for everyone - from those who love the managerial aspects of the game, to those who just want to take the field and play. The added features of league play, division standings, and the sports page which appears at the end of each game giving current team standings, will really have you feeling you're in a pennant race. The play is quite nice, with the joystick movements responsive, although it will take you a bit to get used to all the directions and nuances you'll need for the joystick to give you the response you want. The graphics are outstanding with the inclusion of the close-up of the batter and pitcher when the ball is coming to the plate. By the way, once the ball is in that view is wiped away, with the three-quarter overview over the entire screen. It's baseball at its finest just in time for the World Series! (one player; two-player simultaneous; joystick required; planned for additional systems in the year) Recommended (MSR \$34.95)

**THE PAWN** from *Firebird Licensees*, previously available for Atari ST and Amiga, is coming soon in a version for Commodore 64 and 128. (The C128 version will be priced and sold separately from the C64 version.) Although many copies of the completed program are not ready yet, we

were sent a demo disk of the C64 version, which gives us the opportunity to share with you our initial impressions. (It is our policy NOT to write full-fledged reviews based on only the portion of a program portrayed in a demo disk.)

### *Good Graphics*

Especially if you've seen this program on an Atari ST or Amiga, you think you'll be pleasantly surprised at how good the graphics look in the C64 version. This is an illustrated text adventure with full-screen pictures that slide down over the text, much the way a window shade works. When the picture is rolled back up out of the way, the text occupies the entire screen, except for a small, thumbnail-sketch version of the picture that remains in the upper right corner of the screen. While these high-res pictures look quite good, the real core of this program is the story and your interaction with it via a truly amazing language parser. The best way we can illustrate the parser is to quote from the portion of the game we saw. At one point, you find yourself in a garden shed, where you're told, "There is a hoe, a trowel, a rake, and a wheelbarrow here." If you type, "Take the tools," the program does not respond, "You don't see any tools here" (because you didn't use the same words used by the program). Instead it responds with a list of the tools which are now in your possession. If your next command is "Look at them," a query that would stump most parsers, the program responds with an item-by-item description of each tool.

### *Amazing Parser*

As fascinated as we were by that exchange of commands and comments, we were totally unprepared for the program's ability to understand even awkwardly phrased commands. Standing by a tree stump in another portion of the game, you have three different hats, three keys, and several kinds of bottles. After a series of actions in which you have placed one hat on the stump, another inside it, and then proceeded to place different bottles in each hat and keys inside each bottle, you type what must be one of the most convoluted commands imaginable: "Put the key that is in the bottle that is in the hat that is IN the stump inside the bottle that is in the hat that is ON the stump." (Emphasis for clarity is ours.) At this point, most programs would roll over and play dead or make nasty comments about your inability to express yourself understandably. Not **THE PAWN**. It calmly replies, "The blue key is now inside the green bottle," as if you had simply asked it directly to put the blue key inside the green bottle. See what we mean by amazing? We expect to be able to feature a review of the completed program in a future issue.

## *New Releases from Activision*

Activision has one of the most ambitious pre-Christmas release schedules of any software company, befitting their growth and acquisition of other companies during the past year.

### *Games Based on Movies*

As we told you in July, Activision acquired exclusive rights to develop software based on four movies. In the meantime, summer movie-goers have voted thumbs-up on only one of the four, **ALIENS**. (Programming for the **ALIENS** game is well underway.) No doubt, Activision hopes that the games based on **BIG TROUBLE IN LITTLE CHINA**, **LABYRINTH**, and **HOWARD THE DUCK** will fare better than the movies. (The game based on **BIG TROUBLE IN LITTLE CHINA** may be released only in Japan and Europe, because the movie is doing much better there than it did in the U.S.) We'll know about **LABYRINTH: THE COMPUTER GAME** very soon, because it will be available this month for Apple II (\$39.95) and C64/128 (\$34.95). Developed by Lucasfilm Games, the animated graphic adventure lets you control a male or female character in a maze full of goblins, magical characters, and puzzles.

### *Little Flash from Activision*

More new titles coming from the Activision family of labels in time for Christmas! **PAPER MODELS: THE CHRISTMAS KIT** will be available this month for the new Apple IIGS. (Macintosh version is reviewed in this issue.) The fourth title from Activision's new import label, Electric Dreams, will be **TITANIC** (C64/128 before Christmas, Apple II version in January). And *Gamestar* will debut its newly enhanced **GFL CHAMPIONSHIP FOOTBALL**.

## Critically Speaking...Apple II Compatible

WHERE IN THE U.S.A. IS CARMEN SANDIEGO? for the Apple II family from *Broderbund* will be available this month. We had a look at a demo disk for this sequel to the very popular "Where in the World Is Carmen Sandiego?", but full-program review copies were not available as we went to press. From what we've seen, though, the sequel may be even more of a hit than the original because a number of improvements have been made. The arch-criminal, Carmen Sandiego, is up to her old trick of stealing national treasures, but she has more accomplices in the new game (16 villains). There are also more places to go--51 U.S. locations--and a copy of "Fodor's USA" travel guide to help you decipher the riddles. There is more animation, an on-screen map of the U.S.A. to pinpoint your destinations as you chase Carmen and her gang, and the ability to save games in progress. There are ten levels of difficulty to suit sleuths from age nine to adult. We expect to be able to do a full review in the November, 1986 issue.

**ROADWAR 2000** (◆◆◆1/2◆◆◆) from *Strategic Simulations* offers gamers who favor role-playing adventures a welcome departure from the usual quasi-Medieval quests filled with goblins, orcs, and kingly treasures. This graphic adventure puts the player into a grimly nihilistic setting in the year 2000, a time when bacteriological and nuclear warfare have nearly destroyed American civilization. Reminiscent of the movie, *Road Warrior*, this futuristic game casts the player as the patriotic leader of a road gang. The playing field encompasses parts of Canada and Mexico and all of the U.S.A., where the heroic gang leader attempts to locate eight scientists. The scattered experts must be returned to a secret, underground laboratory in order to develop a vaccine to counteract the deadly microbes which are destroying what is left of the population.

### Exploring and Fighting

Starting in Vancouver, British Columbia, Canada, it's up to you to recruit new gang members and acquire valuable vehicles, fuel, tires, food, medicine, and armament. And your chances of success are much greater if you can find and recruit a doctor, a drill sergeant, and a politician for your band of highwaymen. As you roam the disease-ridden, war-torn land, you can enter and explore more than 120 cities and travel through over 30 types of terrain. And everywhere you go, your gang will encounter foot gangs, assorted toughs and crazies, rival road gangs and worse--mutants and even cannibals. Combat encounters with characters in this game can be computer-controlled "Abstract" combat, "Quick" combat which is resolved by the computer with some player input, and full "Tactical" combat which gives the player complete control over every phase of deployment, attack, defense, and counter-attack. In Tactical combat, your options include movement of men, choice of weapons, ramming enemy vehicles, and boarding rival vehicles.

### Entertaining Alternative

**ROADWAR 2000** offers a very entertaining alternative to the more typical themes of so many role-playing graphic adventures. The element of noble questing is set in a whole new environment, letting you picture yourself as a "Mad Max" kind of character in a world gone viciously anarchic. And the choice of combat type in this game lets you control the degree of your strategic involvement in its outcome, also affecting the length of time it takes to play the game to completion. We think that Strategic Simulations has a real winner on its hands with **ROAD WAR 2000**, one that will appeal to adventure gamers looking for a different role to play and an involving quest to pursue. (Solo play; Keyboard; Blank disk required for game-saving.) Apple II version reviewed; coming soon for Commodore 64/128, Atari XL/XE.

Recommended. (MSR \$39.95)

## Critically Speaking...Accessories

The **EPYX 500XJ Joystick** is the first new controller introduced in quite a while, although it is not new to Europeans who know it as the Speedking from Konix. According to Epyx, this "Porsche" of joysticks decorated with racing stripes is the best-selling joystick in Europe. We've spent quite a lot of time using it, and we don't doubt its best-seller status. The **EPYX 500XJ** is an exceptionally comfortable

and responsive controller in use, and its apparent sturdiness backed up with a five-year, 10 million-shot warranty. (Automotive/sports car imagery is very much a part of Epyx's presentation of this joystick.)

### Design of the 500XJ

The base of the **500XJ** is relatively small and light, molded in a shape rather like a reversed comma. The curved bottom of the base rests comfortably in the palm of your left hand. As you place the base in your open palm, your fingers and thumb seek their correct positions quite naturally--a sign of thoughtful, ergonomic design. A rather long, curved firing button with a central indentation falls easily under the first and second sections of your index finger. This, of course, is your trigger finger, and it tends to be faster than your thumb at operating a firing button. The stick is made of smooth, dark plastic molded over a steel shaft in a slender, tapered design with a small knob at the top. The stick rises from the top surface of the top portion of the base, while the front portion of the base slopes downward, providing a convenient resting place for the heel of your right hand as your fingers grip the stick. The internal mechanism is made with microswitches that provide both tactile and auditory feedback, and the switches are placed just under the top surface of the base for extra quick response, better control, and higher scoring potential. The usual position for joystick switches is at the very bottom inside the base.

### Responsive and Accurate

In use, we found the **500XJ** to be every bit as responsive as Epyx claims it is. The short-throw stick with its microswitches performs very well and offers the considerable advantage of great accuracy and control. And it is very comfortable to hold, even in very long playing sessions, something that is not true of most joysticks. Unfortunately for you southpaws, the **500XJ** is engineered for right-handed players only. But if you are among the right-handed majority, this would be a great joystick to add to your arsenal of controllers. (No real gamer owns just one joystick!) The **EPYX 500XJ** is compatible with any system that uses the standard 9-pin, Atari-type connector, including Atari XL/XE and Commodore 64/128 and Amiga, and Atari 2600 and Commodore game consoles.

Recommended. (MSR \$19.95)

## Critically Speaking...C64/128 Compatible

*Editor's note: what follows is an unsolicited review from one of our many Canadian readers. Mr. Soupcoff took us to task for limited coverage of the new GEOS operating system and offered his thoughts on the program, which we found well worth sharing with all of our readers. (We were frustrated in our earlier attempts to review GEOS by a couple of disks that wouldn't load.)*

**GEOS** (◆◆◆1/2◆◆◆) from *Berkeley Software* stands for GRAPHIC ENVIRONMENT OPERATING SYSTEM, and that is exactly what is loaded into the Commodore 64 or 128 from disk, overriding the normal C64 ROM-based operating system. If you're a C64 owner like myself, and you've been contemplating making the expensive upgrade to such 6-bit systems as the Macintosh, Atari 520ST, or Amiga in order to access all those nifty icons, windows, dialogue boxes, and pull-down menus you've read about, then I have good news for you. You can save yourself a bundle and still get a taste of Macintosh-like computing by purchasing the new **GEOS** operating system for the C64/128.

### GEOS Spells R-E-L-I-E-F for C64/128 Owners

For a list price of \$59.95, **GEOS** spells pocketbook relief for those Commodore owners suffering from the well-known computer ailment: Macintosh-ST-Amiga envy. **GEOS** truly does provide C64/128 owners with an entry-level Macintosh-like interface, and for a very reasonable price. Included with **GEOS** is a Mac-like Desktop, which includes such accessories as a notepad, alarm clock, calculator, and photo and text albums. Using your Port #1 joystick (or the new Commodore mouse), all you do is point and click to access pull-down menus and enter menu commands. And since **GEOS** speeds up the laborious 1541 disk drive five to seven times its regular speed (in all operations, not just loading), there's much less waiting for commands to be executed.



### Desktop Plus Two Applications

Along with the GEOS Desktop, the GEOS system disk also includes two applications: geoPAINT and geoWRITE. geoPAINT is a full-featured, MACPAINT-like drawing program which includes pencil, paint-brush, and air-brush drawing tools and a handy UNDO command (plus the bonus of color). geoWRITE is a limited but very user-friendly, "What You See is What You Get" word processor which features word wrap, paragraph breaks, and five excellent on-screen, Macintosh-like fonts which are printed out exactly as they appear on the screen. (You must have a dot matrix printer with a graphics printing mode; over 30 such printers are already supported by GEOS, with more on the way.) Further, pictures created in geoPAINT may be brought into geoWRITE documents and mixed with text.

### Exciting Potential

There's much more, but most exciting of all is the potential that GEOS offers for the future. Additional GEOS spreadsheet, communication, and database applications (geoCALC, geoFORM, geoBASE) are promised for the winter or spring, all utilizing the GEOS Mac-like graphic interface. Commodore is providing further third-party support for GEOS in the near future. In fact, if third-party software companies are able to come up with even a few more full-featured applications supporting the GEOS interface, then the C64/128 machines could, indeed, become very inexpensive, zSmpentry level substitutes for the Macintosh. My family's C64 was about to be relegated to exile in our basement closet. However, now that I've used the new GEOS Desktop and the two GEOS applications, I see new potential for our C64. (So much so that I just bought a new printer for it.) So my advice to the disgruntled C64 or C128 owners is to try GEOS before you think of unloading your current machine and spending a bundle on a new 16-bit computer. I think you'll like GEOS and perhaps will save yourself some money in the process. (Mouse or joystick; dot matrix printer with graphics printing mode required.)

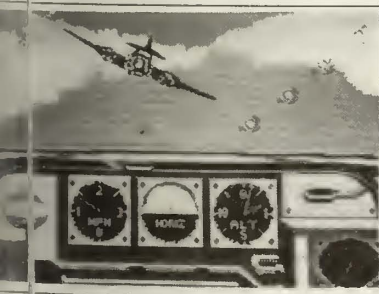
Recommended. (MSR \$59.95)

—Murray Soupcoff

**FONTPACK1** (♦♦♦♦1/2♦♦♦♦1/2) from **Berkeley** is an add-on disk for GEOS which gives you 20 new fonts (typefaces) to use with geoWRITE and geoPAINT. (All the fonts are named for locations and landmarks in the city of Berkeley, Calif.) Ranging from traditional to unconventional and from 10-point to 36-point in size, the fonts can give new life and excitement to everything from correspondence to newsletters. One of the fonts (Evans) even includes a good selection of mathematical symbols for printing formulas. GEOS permits you to access up to seven different fonts at a time, not including the System Font BSW, which is always present. However, GEOS makes the process of moving new fonts into usable position on your hard disk quite easy, so the limit of seven fonts is not a problem. Because of the fun and flexibility it offers you in hard disk output, FONTPACK1 is a must for anyone who has GEOS. (GEOS and dot matrix printer with graphics printing mode required.)

Recommended. (MSR \$29.95)

**ACE OF ACES** (♦♦♦♦♦/♦♦♦♦♦) is a World War II aerial combat simulation by **Artech Digital Productions** of



Canada for **Accolade**. (The design concept is by Michael Bate and Rick Banks, who were also responsible for "The Dambusters," another World War II combat flight simulation designed for the now-defunct entertainment division of Sydney Software and marketed

in the U.S. by Accolade.) ACE OF ACES is a historically accurate trip into the past, when the mostly wooden De Havilland Mosquito was the R.A.F. fighter bomber known as the fastest plane in the sky. The game includes a group of five missions to familiarize the player with operation of the aircraft and the basics of the combat missions. Here you

get a chance to check out the views from the pilot's and navigator's positions, plus the port and starboard engineering positions and the bomb bay. And you'll learn to maneuver the Mosquito in a dogfight against Nazi fighters and bombers, disable a POW train by bombing it without killing the British and American POWs, and drop bombs on Nazi U-Boats. Into Combat Once you're comfortable at the controls of the Mosquito, it's time to go on a real combat mission. When you accept one of the individual missions or a combination of all four, you receive an Intelligence Report from CID (Central Intelligence Division) which advises you of the enemy's position(s), weather conditions, and recommended target sequence. It's up to you to determine the ideal combination of fuel, bombs, rockets, and cannon, based on the capacity of the Mosquito, mission(s) chosen, and intelligence reports. Then you're off from your home base near London to do battle with Nazi fighters bombers on their way to London, to destroy V-1 buzz bombs before they hit London, to bomb U-Boats preparing an attack on North Atlantic shipping, and to stop a train full of POWs on its way to Berlin. You have a lot to keep track of on these missions, because you must be both pilot and navigator, keeping everything running smoothly on your Mosquito while seeking and engaging the enemy. Status reports are available at any time and will include the reason for crashing if you manage to end a mission disastrously. (They even play "Taps" for you.) In order to become "Ace of Aces," you must complete all four missions successfully.

### One of the Best

**ACE OF ACES** is a well-crafted program from beginning to end. The mood is set beautifully by appropriate introductory music and a series of black-and-white snapshots that could have been taken from a photo album of the era. The game itself is one of the very best combat-oriented flight simulators we've seen. And there's nothing simulated about the excitement you'll feel as you control this historic World War II plane through your computer joystick. Graphics are superb throughout, from the clear representation of cockpit instruments (including a moving joystick) to the attacking Nazi fighters that appear out of banks of gray clouds. Sound effects are outstanding, adding to the realistic feel of the game. Play action is exciting and challenging, rounding out a really excellent package for the aerial combat enthusiast. If you enjoy flight games, don't miss this one—it's a four-star winner! (Solo play; Joystick & keyboard; Pause.) Available for C64/128 only.

Recommended. (MSR \$29.95)

**WORLD GAMES** (♦♦♦♦♦/♦♦♦♦1/2) from **Epyx** is another in a series of multi-event sports games for one to eight players. This one is a globe-hopping tour of international events, some of which are quite unusual. As in the previous games of the series, each player chooses to represent one of 18 countries and competes in any or all of eight events. Players can also choose to practice one event at a time, in which case scores are not kept. Each stop on the tour is introduced with a brief travelogue and history of the sport, along with characteristic music of the country and the event. Medals are awarded to winners, as in the Olympics.

### Wide World of Sports

This "Wide World of Sports" (apologies to ABC TV) begins in Russia with the weightlifting event, a combination of the "snatch" and "clean and jerk" challenges. The weightlifter takes a few deep breaths before reaching down to grasp the bar and grimaces during the lift. Controlling a perfect lift is a matter of precise timing with back-and-forth moves of the joystick, and the timing becomes more critical as the weight increases in successive rounds. Next on the tour is a stop in Germany for barrel jumping, a dangerous-looking sport for powerful ice skaters with more daring than common sense. (Those falls look painful!) Success in this event is a combination of speed built up in the approach to the barrels and timing in the takeoff and landing. Cliff diving at La Quebrada in Acapulco, Mexico is another scary stunt as divers hurtle through space and barely avoid the rocks as they splash into a few feet of water. The player controls the diver's body position and must allow for wind and depth of water affected by the swell of waves. From sunny to snowy clime, the player next enters the slalom skiing event at Chamonix, France, a tough test of skill and timing with the joystick.

### The Second Four

Next it's on to Canada for a log rolling contest against the computer or a human-controlled opponent. Get the timing wrong on this one, and your lumberjack takes a wet fall. Falls of another kind are common in the U.S. event, the rodeo classic of bull riding. The player gets a choice of five bulls, but even the tamest will test your reflexes thoroughly. The next event, the Scottish caber toss, may be the least familiar event to most gamers. A kilt-clad highlander runs with a tree trunk the size of a small telephone pole, finally tossing it end over end when he builds up enough speed. Japan is the final stop, where the player enters the clay-surfaced ring of the sumo wrestler, using a variety of moves to try to topple the opponent or push him out of the ring. If the players have gone through all eight events in succession, a special ceremony for the Grand Champion is then held. Throughout all of the events, the programmers have packed the contests with plenty of challenge to the player's skill and timing. None of the events is easy to master, and there is more than enough variety to keep the player's interest level high. (1 to 8 players; Joystick.) Commodore 64/128 version reviewed; coming soon for Apple II, Atari ST, IBM. Recommended. (MSR \$39.95)

**TRANSFORMERS: BATTLE TO SAVE THE EARTH** (♦♦♦1/2/♦♦♦1/2) is, of course, based on the popular Hasbro toys which have also inspired a TV cartoon show. The computer game is by David Crane of *Activision*, who is well known to gamers for such previous hits as "Pitfall," "Ghostbusters," and "Little Computer People." The game features a background piece on the flip side of the disk which will surprise many people because it employs a digitized (not synthesized) voice to tell the history of the age-old battles between the Autobots and the evil Decepticons. The series of pictures with narration captures the feeling of the TV cartoon show beautifully and will endear the game to fans of the show and the toys.

#### The Decepticon Plot

The game opens with the familiar TRANSFORMERS theme music, which plays throughout the game. As the action begins, a map shows the locations which will be attacked by the Decepticons as they attempt to drain the Earth's energy supply. It's up to the player to unravel the Decepticons' dastardly plan and foil it by deploying a force of eight Autobots, each with its own special characteristics. Strange things happen if the player doesn't catch on to the Decepticons' plan, such as a hippopotamus that turns into a hulking giant. And the Decepticons, whether in their robot or aircraft forms, are really fast in this game. It takes quick thinking and a fast finger on the firing button to stay ahead of them! Because of the amount of strategic thinking required and the very fast action in this game, it may be a little too difficult for very young Transformers fans, despite the fact that the theme of the game will appeal to them. Teens to adults (we know adults who like the Transformers cartoons) will get the most out of the game. And all Transformers fans will love the look and sound of this game that lets them participate in a lively battle between the Autobots and the Decepticons. (Solo play; Joystick & keyboard.) Available for Commodore 64/128 only. Recommended. (MSR \$34.95)

### Critically Speaking...Multi-Systems

**CROSSCHECK** (♦♦♦/♦♦♦1/2) is a crossword puzzle game from *Datasoft* which is based on a TSR board game. Although designed to be played by one to four people, CROSSCHECK is at its best when two or more play because of the strategic possibilities. The playing field is a diamond-shaped board that covers an area larger than the monitor screen. The board is covered with tiny white and black squares that make it look like a giant crossword puzzle waiting to be solved. A large square in the center of the board consists of four "Starting Bars" for up to four players, each of which is matched to a corresponding "Home Base" in one corner of the large diamond. The object of the game varies, depending on the version played. CROSSCHECK can be played to a time limit (winner is the highest score at the end of the limit), to a point limit (winner is the first to reach a point limit), or to

Home Base (winner is the first to build an unbroken chain of words connecting Starting Bar with Home Base).

#### Answering Clues

Regardless of the version played, CROSSCHECK begins with the rolling of an on-screen die for the first player's turn. The number that comes up on the die will be the same as the number of letters in the answer to a clue. For example, a player may roll "4" and get the clue, "octagonal red traffic sign." The answer, the word "stop," would be placed on the player's Starting Bar for the first turn, or anywhere on the board for subsequent turns. Once initial words have been placed, it's up to the players to choose whether or not to place words already on the board. And CROSSCHECK allows words to be placed in many unusual ways, such as upside-down or backwards. ("Grass" could be placed as "ssarg," for example.) As more words are placed, strategy comes into play as players can attempt to block each other. In fact, you can really get wild with a lively group of players blocking each other's moves and placing words that are upside-down or backwards! Fortunately, such strange-reading words are a lot easier to deal with in the computer version of the game than they are on the original board game. The computer does not favor the player the favor of re-orienting the board so that all letters read right-side up to each player on his or her own turn, something that is not possible in the board game.

#### Very Entertaining

If you like crossword puzzles and word games such as Scrabble, you'll find CROSSCHECK very entertaining as you're playing with one to three friends. We weren't all that impressed with the solo game, mainly because there's no opportunity to apply strategy, which we think is one of CROSSCHECK's best qualities. The game is suitable for everyone but young children, with clues varying from easy to quite difficult. Additional clue disks are available at \$9.95 each, and one is designed especially for children so that the youngsters can play, too. (1 to 4 players; Joystick/Joystick & keyboard.) Atari XL/XE, Commodore 64/128, and IBM PC versions reviewed. Note: IBM version is not compatible with PCjr. Recommended. (MSR \$39.95 IBM)

Master Designer Software...

*continued from Page 1*

FALCON is full of sword fights and magic carpets. A series of keeping with the movie-inspired games, each will be packaged with a booklet telling the history of its corresponding film genre. Looking to 1987 Although MDS is just preparing to release its first games this month, Bob Jacob and crew are already looking forward to 1987. They gave us an exclusive sneak preview of what gamers can expect from the CinemaWare line next year. They have licensed the names and likenesses of the Marx Brothers and promise a full-length comedy game that will pay homage to the zany foursome. And old-time serial fans can look forward to a multi-episode game with cliffhangers, which will feature the silver-tinted Commander Cody character licensed from Republic Pictures. Also in the planning stage is a cowboy epic. Bob Jacob says, "we want to do THE definitive John Wayne/Clint Eastwood-style Western."

#### Traffic Stoppers

Even with huge numbers of new games hitting the store this Christmas season, CinemaWare titles will be noticed. (We would advise Commodore and Atari to get DEFENDER OF THE CROWN and S.D.I. into the hands of their dealers, because these games can stop traffic at their computers!) But striking visuals are only part of the story. The real strength of CinemaWare titles is the simple elegance of a well-designed playing experience which we expect will attract even those who don't usually like role-playing games. As Bob Jacob said, "We've dazzled people with our graphics, but the most important thing is the quality of game design." Master Designer Software has set a new course for the future direction of game design on the 16-bit computer, and others are sure to follow.

# THE VIDEO GAME UPDATE

## The Sega System...

In order to review a new game system such as SEGA, you really have to discuss the plusses/minuses of the software and how it plays with the controllers provided. The SEGA system is compact but a little larger than the competitor it's bound to be compared against - Nintendo - and has controller ports in the front of the machine. In addition, the slot for the Sega Card, about the size of a credit card, is in the front of the machine along with the power on/power off button. On the top of the machine you'll find the slot for the Mega Cartridge, the Reset button, and the pause button. Upon looking at the controller ports, you'll note that it appears to be an Atari-compatible joystick. We thought, "terrific, Sega made a great move." Well, whether by accident or design, Sega made a semi-good move. We tried the Atari-compatible joystick and found that it works--*BUT* not on all Sega games! It did not work on the driving games (World Grand Prix and Star On) but worked on Fantasy Zone! We think Sega missed out on a strong marketing plus by not making the games compatible across-the-board. We will continue to test the Atari joystick as we check on individual games.

## The Controllers

The control pads are extremely similar to the Nintendo controllers, with a four-way direction controller to the left, and two buttons on the right. There is a small button in the middle of the Direction Controller which is used (at least in the first games we've looked at) for level choice. Small and light controllers have good response and are easy to use. The Light Phaser, which we will go into more detail in the Safari Hunt review, is easy to hold and has a nice response when you pull the trigger, there is a nice clicking feel to give you the sensation of actually shooting. We'll go into more detail within the reviews of the software.

WORLD GRAND PRIX and SAFARI HUNT are provided on a Mega Cartridge which is included within the master component package.

WORLD GRAND PRIX (♦♦♦♦/♦♦♦♦) is a pretty straight-forward motorcycle race based on the popular arcade game of the same name. The game consists of 5 stages of 4 kilometers each which must be passed within a specified time limit in order to continue. The five stages include "Circuit," "Seaside," "Mountain Valley," and "City Night." There are three gears, shift with your directional control. You can crash over and over however, each crash will cost you in loss time penalties.

## For Race Fans

This is a very straight-ahead racing game which is similar to several others of the same type available (it certainly doesn't compare in the same league as Nintendo's *Mach Rider*, reviewed in this issue). The controllers work well in the handling of your cycle as you lean into the curves and around the other racers. The graphics are quite nice, with vibrant colors and detailing of the backgrounds. You've seen the same yourself dozens of times before in games such as Pole Position (Atari), Super Cycle (Epyx), and the like. Overall, it's fun, but will probably be shelved in favor of World Grand Prix (Reviewed in this issue). (One Player)

SAFARI HUNT (♦♦♦♦/♦♦♦♦) is the second half of the Mega Cartridge included with the Master Component and the use of the Light Phaser. This is a big-game hunt in several locations. The first, the Lake, is the setting for bagging ducks, fish, and rabbits. The Light Phaser plugs into Control and you'll aim through your sights to shoot your prey. The ducks as they fly across the screen, the rabbits as they hop through the scenery, and the fish as they jump up and down the lake. If you reach the required number of points, you move to the next round, the Forest. Here you'll have to shoot down the birds, the Armadillos moving through the forest, as well as the Bear. The third screen is the Jungle where you'll be up against a spider, bat, monkey, and a very scary-looking panther.



## Very Addictive

The mark of a good game is one you can't put down...and this was true with this game for us. In fact, we found ourselves sneaking back into the game room after lights were out just to fire off a few more rounds. When you shoot the duck, he turns into a "Roast Duck," the Bear will rear up on his back legs, and the various animals will animate in one way or another. The graphics are terrific and the Phaser very responsive for an outstanding shooting match. Guaranteed to hook you for hours! (One player)  
(MSR on Entire SEGA System \$150.00)

WORLD GRAND PRIX (♦♦♦♦/♦♦♦♦), on Mega Cartridge, is *Sega's* version of the ever-popular car racing theme. You'll choose from one of twelve courses included or you can build your own with the construction kit included. The premise is simple enough...race against other cars on a course and finish within the specified amount of time in order to finish in a ranked position (6th or better). You'll take your car through low and high gear, avoiding other cars on the course and obstacles on the side of the road. By finishing within the ranking cars, you earn points to purchase special parts to equip your car such as engine, accelerator, and finer handling.

## Build Your Own

Within the Edit mode, you can build your own track from parts displayed on the screen. It's a very simple process and you can race on the course you've built over and over. (You cannot save the track to memory; therefore, when you turn your unit off, the track will disappear. Perhaps the save feature will be possible when the rumored disk drive peripheral is available later on.)

## Better Than Anticipated

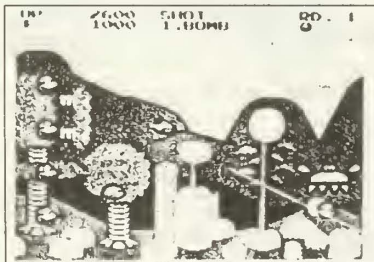
When we first opened this package, we thought, "oh no, not another racing game..." However, we were quickly surprised by a few of the features. With twelve built-in courses, you'll find plenty of challenge. Each course, by the way, is set in a different country so you'll move from scenery such as London's House of Parliament, to the Swiss Alps, California palm trees, and more. The ability to "customize" your car adds dimension also, as well as the ability to build your own track (even though you can't save it). It's often the little things which distinguish one version of a game over another and there are a couple of things worth notice here. First, if you try and shift into high gear too soon, your car will shimmy (similar to what happens with the real thing). Also, you'll get a kick out of all the car parts flying through the air when you crash...a very dazzling effect. This is a great version of an old standby. (One player)  
Recommended (MSR \$35.00)

## MOVED???

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

## Critically Speaking...Sega Compatible

**FANTASY ZONE** (◆◆◆◆/◆◆◆◆) is another of the first Mega Cartridges from *Sega* which is a dazzling array of colors and very strange beings. Opa-Opa (the player) is the courageous hero who has been called in to save the Fantasy Zone from its enemies. It's the Space Year 6216 and the Interplanetary Monetary System has collapsed, causing all planets to become panic-stricken. Someone is leading the Menon Planet forces, using them to steal the currencies of the other planets and using the funds to construct a huge fortress in the Fantasy Zone. Opa-Opa's quest is tough as he must destroy the creatures and capture the coins for power. There are planets (rounds) which Opa-Opa must work through - everything from the Planet of Sand to Planet of Fire, Planet of Ice, Clouds, water, and more. Each planet has its own bevy of strange beings--with different capabilities and deadliness. Throughout your journey as you destroy the enemies, you'll need to pick-up as many coins as possible. Store them so you can purchase Power-Up parts such as faster engine, smart bombs, even an extra ship!



### Stunning Graphics

The first thing that hits you is the incredibly colorful graphics--in fact, the colors reminded us of an episode of *Miami Vice* with blues, pinks, greens and all the marvelous shades in between. In addition to the stunning graphics, there's loads of animation going on all

over the screen. We got quite a kick out of Opa-Opa as we directed him down to the bottom of the screen where he suddenly stopped flying, his legs popped out, and he started walking along the ground. The gameplay is not as easy as it looks as your man has to move in all directions as he shoots down the enemy and avoids the perils. It's going to take a great deal of practice before you're successful as you move through the various planets. One tip if you'd like to get a quick glance at the various planets (it'll be quite awhile before you work your way through them), leave the unit alone and let the game go through a quick self-play cycle. By the way, we got up and left the game in self-play to answer the phone and when we got back, there was a story scrolling on the screen (it's also on Page 2 of the directions) ala the *Star Wars* "Long Ago..." screens. There's even a crescendo of music which made us feel we were inside a movie theatre! This one is loads of fun and dazzling to the eye! (One Player; Two Player alternating)

Recommended (MSR \$35.00)

**GHOST HOUSE** (◆◆◆1/2◆◆◆) from *Sega* is an appropriate game for this time of year, with its Halloween creatures of bats, ghosts, a mummy, and five draculas. The player takes the role of Mickey, a fearless little boy who runs, climbs, jumps and crawls through a spooky house that covers many screens. Mickey has to explore quickly while the player keeps a watchful eye on his power supply, searching out the Dracula coffins and avoiding or punching the many henchmen and staying out of the way of flying knives and arrows. Whenever Mickey collects a key, a coffin will open if he approaches it. A caped Dracula emerges, transforming quickly to a bat. Killing the Dracula is difficult, but success means finding a jewel. To clear the round, Mickey must kill all Draculas and gather the five jewels.

### Fast-Moving Game

**GHOST HOUSE** is a very fast-moving game that becomes more challenging as you learn to keep Mickey alive longer. The more Draculas he kills, the more henchmen appear. The game features lively music throughout, very clean-edged, colorful graphics, and a level of challenge that will suit experienced gamers. The look of this game will undoubtedly appeal to very young children, but there is no "easy" version that would allow them to play without too much frustration. (Perhaps Sega should consider adding a novice level to future games.) **GHOST HOUSE** will be appreciated most by experienced arcade gamers in the pre-teen to adult age range. (Solo or 2-player alternating; Pause.)

Recommended. (MSR \$34.95)

**TRANSBOT** (◆◆◆1/2◆◆◆1/2) is a *Sega* game that built on the familiar "only you can save the world from destruction" type of scenario. An artificial intelligent computer, Daluas, plots to take over the Earth. Daluas sends variety of flying weapons and creatures out to protect its and its underground fortress from the likes of you in your CA-214 aircraft, a special fighting weapon that can change form and firing style under certain conditions. The form of the game is a left-to-right, horizontally scrolling shoot-out in a "Defender" style. Detailed backgrounds of planetary surface, city, ruins, and underground fortress scroll by as you maneuver the CA-214 to deal with the oncoming enemy craft. The weapons and creatures sent by Daluas to thwart your progress are increasingly aggressive, and they exhibit a wide variety of attack patterns.

### Pretty Graphics

The graphics in **TRANSBOT** are quite pretty, showing off ability of the Sega system to put many-colored objects in motion. Play action is fast and challenging, but not especially original. **TRANSBOT** plays just a little too much like any of a dozen or more horizontally scrolling space shoot-outs that we've played on a number of other systems. As a result, we couldn't get really excited about it, even with the variety of enemy attackers and multiple firing modes for our ship. You're really fond of this type of game and simply must have a version for your new Sega system, then OK. Otherwise, we suggest you get a look at it before buying, if possible. (Solo or 2-player alternating; Pause.) MSR \$34.95

**CHOPLIFTER** (◆◆◆◆/◆◆◆◆1/2) is a helicopter rescue combat game which is surely familiar to all gamers by now. This version is a *Sega* translation of the classic Broderbund game originally designed by Dan Gorlin. On Mega Cartridge, the game has been dressed up graphically to enhance the original computer game. The hostage rescue scenario is now played out against three backgrounds: on the ground, at a cave, and in treacherous caverns full of hanging rock formations. A great deal of scenic detail has been added, giving the game a prettier look while the mechanics of flying the chopper, shooting at enemies, and saving hostages remain true to the original design. Even though it was created four years ago, **Broderbund**, **CHOPLIFTER** remains a very good, challenging game with a lot of play value. *Sega's* graphic treatment enhances the appearance of the game, especially in the cave backgrounds. However, we were disturbed by the noticeable flickering of the hostage figures as they run along the ground to the helicopter. It's certainly not enough to detract from enjoyment of the game, but it is surprising in a modern, state-of-the-art system with a 1024K cartridge installed. (Solo or 2-player alternating; Pause.)

Recommended. (MSR \$39.95)

## Nintendo Announces Licensing

The official announcement has finally come from Nintendo that several independent software companies have been licensed to produce games for the Nintendo Entertainment System. Under the terms of the licensing agreement, these games will carry the Nintendo Quality Assurance seal, and the titles cannot be made for any competing game system. This means that you will not see "translations" of the licensed (third-party Nintendo games for either the Atari 7800 or Sega systems.) As we told you in our January issue, a number of these games will be in the stores for Christmas this year. The Nintendo announcement cites four companies, although we have good reason to believe there will be others soon. The four are Bandai, Capcom USA, Data East, and Konami. Most of their games for the NES are arcade hits from the U.S., Japan, or Canada. The titles expected to be ready in time for Christmas include **NINJA KID** (martial arts game), **CHUBBY CHERUB** (adventure for young children), and **M.U.S.C.E.** (wrestling game based on a Mattel toy) from Bandai; **COMMANDO, 1942**, and **GHOSTS'N GOBLINS** from Capcom USA; **TAG TEAM WRESTLING** from Data East; and **GRAND PRIX** (first space game for the NES) from Konami. The release of these titles will bring the total number of games for the NES to 35 at the end of its first year in the U.S. market. And there are many yet to come, because two to three times that many titles are available in the Japanese market, where Nintendo commands a huge 95% share of the market with its Family Computer System.



**MACH RIDER** (♦♦♦♦/♦♦♦♦) brings motorcycle racing to the NES, via *Nintendo*, with more depth and excitement than we've seen on other games of this genre. In this futuristic race to save the planet, you have four options in the game, and we'd suggest you begin with the Solo Course where all you have to worry about is the course itself. All you have to concern yourself with are the typical obstacles such as war, oil, as well as rocks, oil drums, bomber balls, and traps. Make your way through four gears as you speed up and skillfully downshift to slow down as you don't have any brakes. When you start hitting some of the corners at high speed, you'll really have the sense that you're flying through the course. Once you have a feel for the bike and course, you can try some of the other options. There's the Endurance Course where you must race through the course within a specified time, but you've got to worry about enemies. For that you've got a specially mounted Power Blaster to shoot them down. Watch your rearview mirror, as they come up incredibly fast behind you! In the Fighting Course, you'll race through as fast as you can while your energy lasts. Once again, you'll be up against the fast and nasty enemies.

**Programmable**  
This game is part of Nintendo's Programmable series and, as such, you can design your own course and race it within any of the nodes listed above. There are 37 different course parts to choose from so you can really get creative. Options have been included in this section to load and save your courses. While there are features which cannot be used at this time, it's probable that once the rumored disk drive is made available, the options will become usable.

**Lightning Fast**  
If you love FAST "driving" games, you'll love this one. There was a tremendous sense of speed, and with the additional element of fighting enemies, it becomes more than just a "drive fast and avoid the other vehicles" type of game. We were very impressed with how the game handles and graphics are up to the usual Nintendo standards. This one should be a definite addition to your NES library! (one player)  
Recommended (MSR \$34.95)

**GUMSHOE** (♦♦♦♦1/2/♦♦♦♦) is the newest--and we think the best--of the games designed to be used with the Zapper light gun. Based on *Nintendo's* own coin-op game that began appearing in U.S. arcades within the last few months, this game is an action-adventure in which you help Stevenson, the detective, rescue his kidnapped daughter, Jennifer, within a time limit. The ransom demanded by King Dom is five Black Panther diamonds, which Stevenson must get from locations in the city, the sky, the sea, and the jungle. As he moves automatically through the many screens, your job is to save him from a wild array of obstacles, using the Zapper to demolish the obstacles or cause Stevenson to overcome them. (Shooting at Stevenson makes him jump, and it can be made to jump even higher with more shots while in mid-air. We pass this multiple-shot hint along because instructions don't refer to it.) As he makes his way toward the laughter in King Dom's hideout, Stevenson is beset by

flying bottles, explosives, gang cars and airplanes that attack from behind or above, sharks, alligators, poison bugs, and lots more. And there are lucky birds which, if shot, sometimes cause a special "bonus character" to appear. The bonus characters may be good for extra points or special powers. You can't shoot indiscriminately, though, because you have a limited number of bullets, which can be increased by having Stevenson run into balloons.

**More Than Target Shooting**

We had a lot of fun with this game because it offers good graphics, excellent sound, and a wide range of situations to challenge your shooting skill and strategic planning ability. GUMSHOE is much more than a simple target-shooting game because it was programmed with plenty of surprises and the same kind of variety that has made "Super Mario Bros." a number-one favorite among owners of the Nintendo Entertainment System. GUMSHOE requires great accuracy with the Zapper and makes you think about your strategy, so it's not a good game for very young children. However, teens to adults will love it for its depth and variety. (Solo play; Requires Zapper light gun;) Recommended. (MSR \$34.95)

**More Delays of Atari Games**

Our predictions of videogame delays at Atari, made in last month's issue, are already coming true. Two previously announced titles for the 7800 ProSystem, DEMOLITION DERBY and F-15 STRIKE EAGLE, do not appear on a recent list of upcoming releases obtained from a major Atari distributor. The month of September went by without a single new game for the 7800, and it looks as if October may go the same way. According to an Atari spokesman, the only definitely scheduled 7800 release is XEVIOUS for November. The 13 still-remaining announced titles, shown in our Availability Update as Fourth Quarter releases, are indefinite at best. We were told that Atari would try to get at least some of them out in time for Christmas. Our impression is that very few of the 13 are likely to be available this year. We think that most will be pushed to 1987 or, at worst, may never be released at all. It is not a good omen for the future of the 7800 that Atari has so little planned for definite release during the important Christmas season, especially considering the formidable competition of new systems from Nintendo and Sega, plus the continued strength of the re-born Intellivision system. It's possible that Atari 2600 owners may fare a little better. The three new games for that system (DAVID'S MIDNIGHT MAGIC, SOLARIS, and PAC-MAN JR), though delayed by several months, are scheduled for release in time for Christmas.

**New for Intellivision**

According to a spokesman for INTV, Inc., two of the company's long-awaited new games should be appearing in stores this month: HOVER FORCE and SUPER PRO FOOTBALL. That leaves one more new release for this year, TOWER OF DOOM, which should be available in early December, just in time for Christmas gift-giving.

INTV is looking forward to a busy year in 1987, starting with a January showing at the Consumer Electronics Show in Las Vegas. At CES, they will be previewing the new INTV System 4 game console and at least some of the planned nine or more new games set for 1987 release. Arcade conversions will be part of the picture for next year, including COMMANDO, POLE POSITION, and KARATE CHAMP. INTV is also working on enhanced and upgraded new versions of some old Intellivision sports favorites, including GOLF, BASKETBALL, and BOWLING. When these sports games are closer to being ready, they will be given new titles to distinguish them from the older games of the same type.

**Printer for Aquarius Computer**

Our thanks to reader, Ralph Linne, for passing along information on how Aquarius Home Computer owners (the Intellivision computer module) can purchase a printer to work with their computer. It's available (along with other peripherals and software) from Bentley Industries Inc/Aquarius Group, 5425 Grosvenor Blvd., Los Angeles, CA 90066. Just send for a price list (please note we have had no experience with this company so we cannot comment on service or dependability).

# AVAILABILITY UPDATE

## ATARI XLIVE

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 Bop'N Wrestle (MIN)  
 x-Crosscheck (DS)  
 x-Geysburg/Turning Pt (SSI)  
 Infiltrator (MIN)  
 x-Leader Board (ACC)  
 x-Leather/Phobos (INF)  
 x-Lords of Conquest (EA)  
 Mercenary 2nd City (DS)  
 OCTOBER  
 Adv in S America (PEN)  
 Age of Adventure (EA)  
 Ali Reality 2: Dungeon (DS)  
 Guderian (AH)  
 Gunlinger (DS)  
 Mail-Order Monsters (EA)  
 Moommat (INF)  
 Phantasia (SSI)  
 Theatre Europe (DS)  
 Video Title Shop (DS)  
 Video Vegas (BAU)  
 NOVEMBER  
 Pawn, The (FIR)  
 221B Baker Street (DS)  
 DECEMBER  
 Ultima I (ORI)  
 FOURTH QUARTER  
 Aero Jet (MIC)  
 Banlegroup (SSI)  
 Covered Mirror (PEN)  
 Crimson Crown (PEN)  
 Destroyer Escort (MIC)  
 Gunship (MIC)  
 Mind Pursuit (DS)  
 Ogre (ORI)  
 World's Great Football (EPY)  
 FIRST QUARTER 1987  
 Bismarck (DS)  
 Swords & Sorcery (DS)  
 Tobruk (DS)  
 Wrath of Demethenor (SIE)

## ATARI ST

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 Pit Simulator II (SUB)  
 Golden Obbes (ST)  
 x-Leather/Phobos (INF)  
 Mercenary/Escapes (DS)  
 Starghider (FIR)  
 x-Super Huey (COS)  
 x-Ultima III (ORI)  
 World Games (EPY)  
 OCTOBER  
 Adv in S America (PEN)  
 Ali Reality: City (DS)  
 Chessmaster 2000 (ST)  
 GBA Basketball (OAM)  
 Moommat (INF)  
 S.D.I. (MDS)  
 Shanghai (ACT)  
 Super Cycle (EPY)  
 Tass Times/Towntown (ACT)  
 NOVEMBER  
 AutoDuel (ORI)  
 Champion Baseball (GAM)  
 Champion Wrestling (EPY)  
 GFL Champ Football (GAM)  
 Ogre (ORI)  
 Skyfox (EA)  
 FOURTH QUARTER  
 Computer Baseball (SSI)  
 GATO (SPE)  
 Gunship (MIC)  
 King's Quest (SIE)  
 Oriber (SPE)  
 Quest, The (PEN)  
 Sierra 3D Helicopter Sim (SIE)  
 Space Quest (SIE)  
 FIRST QUARTER 1987  
 Defender of Crown (MDS)  
 Kings Quest III (SIE)

## COMMODORE 64/128

SEPTEMBER  
 x-Ace of Aces (ACO)  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 Championship Baseball (GAM)  
 x-Crosscheck (DS)  
 Darkhorn (AH)  
 Dr. Ruth Game/Good Sex (VIC)  
 Executive Leader Board (ACC)  
 Fudlight (MIN)  
 x-Leather/Phobos (INF)  
 x-Marble Madness (EA)  
 Mercenary 2nd City (DS)  
 Movie Monster Game (EPY)  
 x-Ogre (ORI)  
 Pawn, The (FIR)  
 Robot Rascals (EA)  
 x-Rocky Horror Show (ED)  
 Shanghai (ACT)  
 Shaft of Spring (SSI)  
 x-Tass Times/Towntown (ACT)  
 Tenth Frisne (ACC)  
 Transformez (ACT)  
 World Championship Wrestling (EPY)  
 x-World Games (EPY)  
 OCTOBER  
 Adv in S America (PEN)  
 Ali Reality: Dungeon (DS)  
 Acie Fox (EA)  
 AutoDuel (ORI)  
 Bard's Tale 2 (EA)  
 Destroyer (EPY)  
 GameMaker Sci Fic Lib (ACT)  
 GameMaker Sports Lib (ACT)

Guderian (AH)  
 Gunlinger (DS)  
 Labyrinth (ACT)  
 Make Own Murder Party (EA)  
 Moobias (ORI)  
 Moommat (INF)  
 Paper Models/Xmas (ACT)  
 Spindizzy (ED)  
 Theatre Europe (DS)  
 Titanic (ED)  
 Toy Shop (BRO)  
 Video Title Shop (DS)  
 Video Vegas (BAU)  
 Wrath of Demethenor (SIE)  
 Zoids (ED)  
 NOVEMBER  
 Amnesia (EA)  
 OPL Championship Football (GAM)  
 221B Baker Street (DS)  
 DECEMBER  
 Ultima I (ORI)  
 FOURTH QUARTER  
 Deadly Summer (BRO)  
 Destroyer (ACO)  
 Destroyer Escort (MIC)  
 Frank's Ernest Adv (PEN)  
 Gunship (MIC)  
 House of Changes (BRO)  
 Iwo Jima/Falklands (FIR)  
 Macbeth (AH)  
 RoadWar 2000 (SSI)  
 Romn (BRO)  
 Scoop, The (TEL)  
 Shaft of Spring (SSI)  
 Tracker (FIR)  
 Wooden Ships/Iron Men (AH)  
 FIRST QUARTER 1987  
 Bismarck (DS)  
 Defender of Crown (MDS)  
 Swords & Sorcery (DS)

## COMMODORE 128

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

## AMIGA

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 x-Cheesemaster 2000 (ST)  
 x-Computer Baseball (SSI)  
 Dops Vu (MIN)  
 Pit Simulator II (SUB)  
 Gunship (MIC)  
 x-Mean 18 (ACO)  
 x-Leather/Phobos (INF)  
 x-Hacker II (ACT)  
 x-Pawn, The (FIR)  
 Starghider (FIR)  
 x-Super Huey (COS)  
 Tass Times/Towntown (ACT)  
 Video Vegas (BAU)  
 OCTOBER  
 Adv in S America (PEN)  
 Defender of Crown (MDS)  
 Moommat (INF)  
 OBA Basketball (GAM)  
 Shanghai (ACT)  
 Ultima III (ORI)  
 Winter Games (EPY)  
 NOVEMBER  
 Ali Reality: City (DS)  
 AutoDuel (ORI)  
 Bard's Tale (EA)  
 Champion Baseball (OAM)  
 Deluxe Music Composer (EA)  
 OPL Champ Football (GAM)  
 Space Quest (SIE)  
 World Games (EPY)  
 JANUARY  
 Championship Golf V.1 (OAM)  
 FOURTH QUARTER  
 Frank's Ernest Adv (PEN)  
 GATO (SPE)  
 King's Quest (SIE)  
 King's Quest II (SIE)  
 Oriber (SPE)  
 Phantasia (SSI)  
 Fontal (ACT)  
 Sargon III (Hayden)  
 Wizard's Crown (SSI)  
 FIRST QUARTER 1987  
 King's Quest III (SIE)  
 S.D.I. (MDS)  
 Sinbad & Throne/Falcon (MDS)  
 Star Ruah (MDS)

## APPLE IIe/IIc

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 x-Amnesia (EA)  
 Bop'N Wrestle (MIN)  
 Dr. Ruth Game/Good Sex (VIC)  
 Infiltrator (MIN)  
 x-Jet (SUB)  
 x-Leather/Phobos (INF)  
 Pawn, The (FIR)  
 Pti 5 Trading Co (ACO)  
 x-Ring Quest (ORI)  
 x-RoadWar 2000 (SSI)  
 x-Rocky Horror Show (ED)  
 x-Shanghai (ACT)  
 x-Tass Times/Towntown (ACT)  
 x-Toy Shop (BRO)  
 World Karate Champ (EPY)  
 OCTOBER  
 Adv in S America (PEN)

Airheart (BRO)  
 Ali Reality: Dungeon (DS)  
 Amnesia (BRO)  
 Arctic Fox (EA)  
 Destroyer (EPY)  
 GameMaker Sci Fic Lib (ACT)  
 GameMaker Sports Lib (ACT)  
 Graphics Lib Holiday Edn (BRO)  
 Guderian (AH)  
 Gunlinger (DS)  
 Labyrinth (ACT)  
 Lords of Conquest (EA)  
 Make Own Murder Party (EA)  
 Moommat (INF)  
 Movie Monster Game (EPY)  
 Paper Models/Xmas (ACT)  
 Realm/Impossibility (EA)  
 Robot Rascals (EA)  
 Theatre Europe (DS)  
 Titanic (ED)  
 World Games (EPY)  
 Where In USA/C Sandiego? (BRO)  
 Wrath of Demethenor (SIE)  
 NOVEMBER  
 Bard's Tale 2 (EA)  
 Champion Baseball (GAM)  
 Lord (EA)  
 GBA Champ Basketball (GAM)  
 GFL Champ Football (GAM)  
 Marble Madness (EA)  
 Spindizzy (ED)  
 Ultima I (ORI)  
 World Champ Wrestling (EPY)  
 221B Baker Street (DS)  
 JANUARY  
 Champion Golf V.1 (GAM)  
 Zoids (ED)  
 FOURTH QUARTER  
 Darkhorn (AH)  
 Deadly Summer (BRO)  
 Frank's Ernest Adv (PEN)  
 Goldfinger (MIN)  
 Gunship (MIC)  
 House/Changes (BRO)  
 Indiana Jones Revenge (MIN)  
 Nine Princess in Amber (TEL)  
 Romn (BRO)  
 Scoop, The (TEL)  
 Superbowl Sunday (AH)  
 FIRST QUARTER 1987  
 Ancient Art of War (BRO)  
 Bismarck (DS)  
 Kings Quest III-128K (SIE)  
 Space Quest-128K (SIE)  
 Swords & Sorcery (DS)  
 Tobruk (DS)

## APPLE IIGS

OCTOBER  
 Paintworks Plus (ACT)  
 Paper Models/Xmas (ACT)  
 Silent Service (MIC)  
 816P/m (BAU)  
 NOVEMBER  
 King's Quest III (SIE)  
 Space Quest (SIE)  
 FOURTH QUARTER  
 Fantasyvision (BRO)  
 Managing Yr Money (MEC)  
 Paint Shop (BRO)  
 JANUARY 1987  
 Defender of Crown (MDS)  
 King of Chicago (MDS)  
 Puppy Love (AW)

## MACINTOSH

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 x-Goldfinger (MIN)  
 x-Hacker II (ACT)  
 x-Leather/Phobos (INF)  
 Mac Pro Football (AH)  
 Pawn, The (FIR)  
 x-Print Shop (BRO)  
 x-Puppy Love (AW)  
 x-Toy Shop (BRO)  
 x-World Builder (SIL)  
 OCTOBER  
 Adv in S America (PEN)  
 Ali Reality: City (DS)  
 Chessmaster 2000 (ST)  
 King of Chicago (MDS)  
 Moommat (INF)  
 Paper Models/Xmas Kit (ACT)  
 Falcon Vs Rommel (EA)  
 Tass Times/Towntown (ACT)  
 NOVEMBER  
 AutoDuel (ORI)  
 Seven Cities/Gold (EA)  
 FOURTH QUARTER  
 Championship Golf V.1 (GAM)  
 Covered Mirror (PEN)  
 Dark Castle (SIL)  
 HardBall (ACO)  
 Indiana Jones/Revenge (MIN)  
 Kings Quest (SIE)  
 Kings Quest II (SIE)  
 Mist, The (MIN)  
 Oriber (SPE)  
 Phantasia (SSI)  
 Rendezvous/Ramix (TEL)  
 Shadowkeep (TEL)  
 Star Trek Kobayashi (SSI)  
 Ultima IV (ORI)  
 FIRST QUARTER 1987  
 Defender of Crown (MDS)

## IBM PC-PCjr/Tandy 1000

SEPTEMBER  
 Adv in Europe (PEN)  
 Adv in N America (PEN)  
 x-Battle of Anietam (SSI)

Bop'N Wrestle (MIN)  
 x-Confucius Vietnam (MIC)  
 x-Crosscheck (DS)  
 x-Decision/Desert (MIC)  
 x-Donald Duck Playgrid (SIE)  
 Dr. Ruth Game/Good Sex (VIC)  
 HardBall (ACO)  
 Infiltrator (MIN)  
 x-Karatka (BRO)  
 x-Leather/Phobos (INF)  
 x-Oriber (SPE)  
 Shanghai (ACT)  
 Sierra 3D Helicopter Sim (SIE)  
 x-Space Quest (SIE)  
 x-Tass Times/Towntown (ACT)  
 World Karate Champ (EPY)  
 OCTOBER  
 Adv in S America (PEN)  
 Ali Reality: City (DS)  
 Make Own Murder Party (EA)  
 Moommat (INF)  
 Movie Monster Game (EPY)  
 Paper Models/Xmas (ACT)  
 Radio Baseball (EA)  
 Where in World/C Sandiego? (BRO)

NOVEMBER  
 Amnesia (EA)  
 Champion Baseball (GAM)  
 GBA Champ Basketball (GAM)  
 GFL Champ Football (GAM)  
 Kings Quest III (SIE)  
 Ultima IV (ORI)  
 World Games (EPY)  
 FOURTH QUARTER  
 Deadly Summer (BRO)  
 DEGAS Elise (BI)  
 Dr Francis High Stakes (MIN)  
 Frank's Ernest Adv (PEN)  
 Geysburg/Turning Pt (SSI)  
 Goldfinger (MIN)  
 Gunship (MIC)  
 House of Changes (BRO)  
 Indiana Jones/Revenge (MIN)  
 Macbeth (AH)  
 Mind Pursuit (DS)  
 Rings of Ziffin (SSI)  
 Romn (BRO)  
 Superbowl Sunday (AH)  
 FIRST QUARTER 1987  
 Defender of Crown (MDS)  
 Pawn, The (FIR)

## INTERACTIVE VCR

TITLES  
 SEPTEMBER  
 Behind the Screen (SPN)  
 Operating Rm Mystery (SPN)

## INTELLIVISION

OCTOBER  
 Hover Force (INT)  
 Super Pro Football (INT)  
 DECEMBER  
 Towers of Doom (INT)  
 FIRST QUARTER 1987  
 Commendo (INT)  
 Karate Champ (INT)

## ATARI 2600

NOVEMBER  
 Midnight Magic (AT)  
 Pac-Man Jr. (AT)  
 Solara (AT)

## ATARI 7800

NOVEMBER  
 Xevious (AT)  
 FOURTH QUARTER  
 Ballblazer (AT)  
 Choplifter (AT)  
 Decat Falcon (AT)  
 GATO (AT)  
 Harack (AT)  
 Impos Mission (AT)  
 Karatka (AT)  
 JANUARY  
 1-on-1 Basketball (AT)  
 Skyfox (AT)  
 Summer Games (AT)  
 Super Huey (AT)  
 Touchdown Football (AT)  
 Winter Games (AT)

## NINTENDO

SEPTEMBER  
 x-Balloon Fight (MIN)  
 GE Games (MIN)  
 FOURTH QUARTER  
 Chubby Cherub (BND)  
 Commendo (CAP)  
 Ghost'n Goblins (CAP)  
 Greddas (RON)  
 M.U.S.C.L.E. (BND)  
 Ninja Kid (BND)  
 Tag Team Wrestling (DE)  
 1942 (CAP)  
 FIRST QUARTER 1987  
 Karate Champ (DE)  
 Ring King (DE)

## SEGA MASTER SYSTEM

SEPTEMBER  
 x-Master System/Hang On/Safari Hunt (SEG)  
 Action Fighter (SEG)  
 Black Belt (SEG)  
 x-Choplifter (SEG)  
 F-16 Fighting Falcon (SEG)  
 x-Fantasy Zone (SEG)  
 x-Ghost House (SEG)  
 x-My Hero (SEG)  
 x-Teddy Boy (SEG)

TransBot (SEG)  
 World GP (SEG)  
 FOURTH QUARTER  
 Bank Panic (SEG)  
 Graphics Board (SEG)  
 Great Baseball (SEG)  
 Great Boxing (SEG)  
 Great Football (SEG)  
 Great Golf (SEG)  
 Great Ice Hockey (SEG)  
 Great Tennis (SEG)  
 Marksmen/Trap Shoot (SEG)  
 Ninja (SEG)  
 Pro Wrestling (SEG)  
 Rambo (SEG)  
 Space Harrier (SEG)  
 Sports Pad (SEG)

## NOTE:

Programs noted "X" were shipped as of press time but may not yet be in final distribution. Preceding shipping dates are provided by manufacturers and are subject to change.

## COMPANY CODES

ACC...Access  
 ACO...Accolade  
 ACT...Activision  
 AG...Avant Garde  
 AH...Avalon Hill  
 AT...Atari  
 AW...Addison-Wesley  
 BAN...Bantam  
 BAU...Baudville  
 BL...Batteries Incl  
 BLU...Bluechip S/W  
 BND...Bandai  
 BRO...Broderbund  
 CAP...Capcom USA  
 COS...Cosmi  
 DE...Data East  
 DS...DataSoft  
 EA...Electronic Arts  
 ED...Electric Dreams  
 EPY...Epyx  
 ET...Electric Transit  
 FIR...Firebird  
 GAM...Gamestar  
 GRO...Grolier  
 INF...Infocom  
 INT...INTV Inc  
 KON...Konami  
 MAS...Mastertronic  
 MDS...Master Design  
 MEC...MECA  
 MIC...Microprose  
 MIS...Microsoft  
 MIN...Mindscape  
 NIN...Nintendo  
 ORI...Origin System  
 PCS...Personal Choice  
 PEN...Penguin/Polar  
 SEG...Sega  
 SCR...Scarborough  
 SIE...Sierra  
 SIL...Silicon Beach  
 SIR...SirTech  
 SPE...Spectrum-Hol  
 SPN...Spinaker  
 SPR...Springboard  
 SS...Simon & Schuster  
 SSG...Strategic Stud  
 SSI...Strategic Simu  
 ST...Software Tool  
 SUB...Sublogic  
 TEL...Telarium  
 VIC...Victory

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| Program   | Cost   | Sys/Format | Quantity | Total |
|---|--------|------------|----------|-------|
| Ac of Aces (Co)                                   | 22.30  |            |          |       |
| Bance of Power (I;Mac)                            | 36.40  |            |          |       |
| Blain Paddles (At;Co)                             | 26.10  |            |          |       |
| Chnpionship Baseball (Co)                         | 26.10  |            |          |       |
| Chylifter   | 29.00  |            |          |       |
| Coputer Baseball (Am;Ap;Co;I;At)                  | 28.80  |            |          |       |
| Crscheck (I)                                      | 28.80  |            |          |       |
| Crscheck (At;Co)                                  | 22.30  |            |          |       |
| Ep. 500XJ Joystick                                | 14.80  |            |          |       |
| Fansy Zone  | 29.00  |            |          |       |
| Fopack 1 (co)                                     | 22.30  |            |          |       |
| GES (Co)  | 43.60  |            |          |       |
| Ght House   | 23.75  |            |          |       |
| Grd Slam Bridge (I)                               | 43.60  |            |          |       |
| Gushoe (Nin)                                      | 24.00  |            |          |       |
| Kateka (I;Ap)                                     | 26.10  |            |          |       |
| Kateka (At;Co)                                    | 22.30  |            |          |       |
| Letter Board (At;Co;Am)                           | 28.80  |            |          |       |
| Letter Goddesses of Phobos (Ap;Co;At;I;Mac;ST;Am) | 28.80  |            |          |       |
| Ma Rider (Nin)                                    | 28.50  |            |          |       |
| Pap: Models Christmas Kit (Mac;Ap;I)              | 22.30  |            |          |       |
| Pap: Models Christmas Kit (Co)                    | 18.70  |            |          |       |
| Pan, The (Co64; Co128; ST;Am;Ap*;Mac*;At*)        | 32.90  |            |          |       |
| Pri Shop (Mac)                                    | 57.80  |            |          |       |
| Pri Shop (Ap)                                     | 36.40  |            |          |       |
| Pri Shop (I)                                      | 43.60  |            |          |       |
| Pri Shop (Co;At)                                  | 32.90  |            |          |       |
| Ro War 2000 (Ap;Co*)                              | 28.80  |            |          |       |
| Seg Master System w/2 games, phaser               | 125.00 |            |          |       |
| Silet Service (ST)                                | 28.80  |            |          |       |
| Silet Service (Ap;Co;I;At)                        | 26.10  |            |          |       |
| Staight (I)                                       | 36.40  |            |          |       |
| Sup: Huey (Am;St)                                 | 28.80  |            |          |       |
| Sup: Huey (Co)                                    | 14.80  |            |          |       |
| To Shop (Ap;Co*)                                  | 43.60  |            |          |       |
| To Shop (I;Mac)                                   | 46.40  |            |          |       |
| To Shop Refill Pack                               | 18.70  |            |          |       |
| Trabot  | 23.75  |            |          |       |
| Transformers (Co)                                 | 26.10  |            |          |       |
| Wre in USA is Carmen Sandiego (Ap)                | 32.90  |            |          |       |
| Wcd Games (Co;Ap*;I*;ST*)                         | 28.80  |            |          |       |
| Wcd Grand Prix                                    | 29.00  |            |          |       |
| Wcd Tour Golf (I)                                 | 36.40  |            |          |       |

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NOTE: All computer prgms on disk unless noted.

KEY: \*=preorder;AM=Amiga;At=Atari XE/XL;Ap=Apple

Commodore 64/128;I=IBM PC/PCjr;Mac=Macintosh;

ST=Atari ST;Int=Intellivision;Nin=Nintendo

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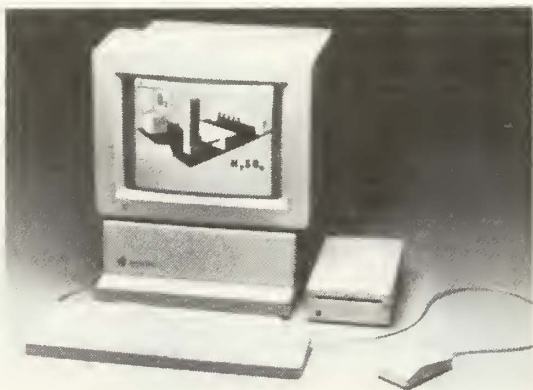
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### Apple Announces the GS

In a move which we expected, Apple finally made their official announcement regarding the Apple IIGS, compatible with all Apple II software, but featuring a graphic user interface like the Macintosh (the GS will *NOT* be compatible with Macintosh software). Initially available in very small quantities, it will retail for \$999 (*without* monitor or disk drives so actual cost with two drives and a color monitor to take advantage of color graphics capabilities will be closer to \$2000!). The computer, featuring 256K of RAM expandable to 8 megabytes, 128K of ROM expandable to 1 megabyte, has 4,096 colors employing 640x200 pixels in one of seven graphics modes (competing with the Amiga), and will play up to 15 voices simultaneously. According to Apple, those of you with the Apple II will be able to upgrade to the "IIGS capabilities" for \$499, *BUT*, just like the Macintosh upgrade this past year, you'll have to put yourself on a list and wait, and wait!

#### Could Wallop the Competition

There's no question that with Apple's strength, longevity in the marketplace, and the specs on the IIGS (not to mention total compatibility with all the Apple II software already out there, amounting to thousands of programs), that this machine could really put the damper on the competition (mainly Amiga at this point, due to price point -- we must mention here that several software developers still feel the Amiga is a better machine for sound and graphics, however).



#### Immediate Software Announcements for the GS

Apple has been actively working with software developers to make ready new versions and entirely new product for the GS, in order to show off the capabilities of the machine, as well as make it easier to market the machine with new dazzling software.

#### Impressive List

Among the twenty-plus companies making imminent announcements of software (check Availability Update for complete listing of titles and projected shipping dates are **Activision** with **Paintworks Plus** and **Choice Elite**, a program which will offer the first capable word processing program offering both color text and highlighting in 5 colors: blue, yellow, red, black, and green. Meanwhile, **Broderbund** is working on a spin-off version of its best-seller **Print Shop**, as well as **Fantavision**. They are also working on a page layout program, **Newsmaker**, as well as **Drawing Tools**, a drawing program allowing you to create detailed flow charts, diagrams, floor plans, or any line drawing in multiple colors. **Sierra** plans to bring all their animated adventures to the GS, beginning with **Space Quest** and **Quest III** (now scheduled to release for the GS before other versions). They're also working on a **Word Processor** and, according to a Sierra spokesperson, they've checked their Apple II products on the GS and found complete compatibility. **Meca's** best-selling **Andrew** **Managing Your Money** is being upgraded to take advantage of the GS' increased speed, memory, color graphics. **Silent Service**, from **Microprose**, has made an auspicious conversion debut for the ST (reviewed in this issue) and the GS will also benefit from the enhanced submarine simulator. Over at **Baudville**, they're working on **816/Paint**, a graphics package. **Master Design** plans GS programs for the first quarter of 1987, including **Defender of the Crown**, and **King of Chicago**.

There's lots more on the drawing boards, both at software companies and the companies who bring in the peripherals. Suffice to say, there should be a fair good selection of GS software by Christmas, with a good deal more becoming available in the first half of 1987.

#### More ALTERNATE REALITY Coming

The eagerly awaited second chapter, **ALTERNATE REALITY: THE DUNGEON**, is expected to ship this month from **Datasoft** for Apple II, Atari XL/XE, and Commodore 64/128. Also due this month are the new version of the first game, **ALTERNATE REALITY: THE CITY**, for Atari ST, Macintosh, and IBM, with the Amiga version to follow next month. October should be a very busy month at **Datasoft** because they're also planning to release **VIDEO TITUS SHOP** (C64/Atari floppy) plus **GUNSLINGER** and **THEATRE EUROPE** (both for Apple, Atari 8-bit, and C64/13). The **Sherlock Holmes** mystery game, **221B BAKER STREET**, is expected to be ready for November.