

# Computer Entertainer

INCLUDES

## THE VIDEO GAME UPDATE

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Space Harrier

...for Multiple Systems

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Take Down

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Wheel of Fortune

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Mega Programmable Controller

Golga 13

...for Nintendo

Monopoly

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### TOP FIFTEEN COMPUTER GAMES

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2. Three Stooges (Cin/Co)

3. Games: Winter Edn (Epy/Co)

4. Skate Or Die (EA/Co)

5. Cosmic Relief (DS/Co)

6. Zak McKracken (Luc/I)

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15. 4x4 Off-Road Racing (Gam/Co)

### TOP FIFTEEN VIDEOGAMES

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2. Legend of Zelda (Nin/NES)

3. Bases Loaded (Jal/NES)

4. Punch-Out (Nin/NES)

5. Super Mario Bros II (Nin/NES)

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7. Metal Gear (Utl/NES)

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11. Ikari Warriors II (SNK/NES)

12. Karnov (DE/NES)

13. Double Dribble (Kon/NES)

14. Major League Baseball (LJN/NES)

15. Wizards & Warriors (Acc/NES)

### Coming...

Reviews include

Shinobi

...for Sega

Jackal

...for Nintendo

Pete Rose Pennant Fever

...for C64

### Lots of News from Sega

Sega product continues to be affected by the chip shortage, and there have been a number of changes in projected release dates for new games. All information about release date changes has been included in this month's Availability Update, so please check there before you badger your local store for what you think should have been released in September and is now slated for November! And along with the inevitable changes in release dates, some new titles have been added while others have been deleted. The previously announced Rapid Fire Light Phaser, which was then to be re-worked as the machine-gun-style Mega Phaser, has now been dropped from the Sega lineup. Our immediate concern when we learned of this cancellation was the playability of the RAMBO III game, which was previewed at the Summer Consumer Electronics Show. As we tried RAMBO III at C.E.S., we noted that the shooting action was so fast that a light gun with rapid-fire capability would be a necessity for survival in the game. We were told that Sega's design team has gotten around that problem by programming rapid-fire action into the software for RAMBO III. This will mean that Sega players will find that their standard Light Phaser will have rapid-fire action in this game. Of course, it also means that players will not have to purchase a separate controller for the game—a definite plus. Other cancelled titles which you may have heard about at one time or another include BMX BIKER, CUBE ZONE, ZERO FIGHTER, and WOODY POP, which has now been on and off the future title list several times.

### Additions to Sega Cartridge Library

Of course, many new titles are being worked on at all times. As we list some of the potential new Sega games currently in development, please keep in mind that some of them might never be released for a variety of reasons. Some of the titles more likely to be released include OUT-RUN 3-D, (we told you about this one in August), POWER STRIKE (new name for the game being developed under the working title "Alesta" until recently), ALTERED BEAST (currently very popular in the arcades), SUMMER GAMES, WORLD GAMES, and the fantasy role-playing game, ULTIMA. Computer adventurers will, of course, recognize this last title and will want to know that the Sega version of ULTIMA is based on the computer game, ULTIMA IV: QUEST OF THE AVATAR by Lord British. ULTIMA, which will be a Four-Mega cartridge with battery-backed memory, is in the early stages of development and is not likely to be released until late 1989. We also learned about three other games in development which cannot be considered as definite as those listed above. Keep in mind that these games may or may not be released in 1989, and the titles are working titles ONLY and subject to change. The three are CARNIVAL, a shooting game for the Light Phaser, a new driving game called BUGGY DASH, and a very action-oriented role-playing game entitled WARRIOR QUEST. Please remember that all new games listed in this paragraph have not been officially announced yet to the dealers across the country who carry Sega products. As a result, most dealers have not heard about them yet, and you're likely to get a blank stare if you walk into a store and ask about one of them.

### Rumored 16-Bit Sega System Is Real

On September 29, 1988, Sega of Japan made it official: the rumors about an advanced, 16-bit Sega system are true, and the new system is scheduled to be available at the end of this month in Japan. Sega managed to upstage Nintendo on this one, since Nintendo of Japan is not expected to announce its 16-bit system until next month, with shipment of the first units not likely until sometime during the first half of 1989. According to our sources at Sega, the 16-bit Japanese Sega system will accept both its own advanced cartridges and those made for the Japanese version of the Sega Master System. Knowing that some of our readers are determined to own every advanced piece of gaming technology available—even if they have to figure out a way to order directly from Japan—we must caution you that the Japanese version of the Sega Master System does NOT accept cartridges made for the American version of the Sega Master System and vice-versa. (If Sega had made the Japanese and American versions of its Master System capable of accepting each other's cartridges, the company would have invited an undesirable "gray market" in game cartridges.) Of course, we know what your next question is: when will Sega introduce a U.S. version of their 16-bit system? That question has no answer at this time, or at least there is no answer that Sega is willing to make public at this time.

## COMMODORE 64/128 Software

**OUT RUN (★★★/★★★1/2)** has now reached the Commodore 64 thanks to a licensing agreement between Sega and Mindscape, with the latter distributing the popular title. By now, just about every racing fan is familiar with this arcade smash, with a version already available for Sega's own home game system. There are five courses to choose from, allowing you to race through seaside towns, Death Valley, the Alps, along a lake, the Autobahn, and more (taking great liberty with geographic proximities!). Your car has two gears, low and high, as you work your way through the course, avoiding other cars, driving as fast as you can.

### A Classic Driving Game

It's certainly a classic among race car fans; however, the version for the Sega game unit is actually better, graphically than this one! That earlier version allowed you to choose the music on your car radio, as well as generally crisper graphics. The gameplay is very similar, however, with lots of hair-raising turns, crashes, and general racing action. (one player; joystick required; coming for Atari ST and Amiga) **Recommended (MSR \$34.95)**

**JET-BOYS (★★★/★★★)** is the newest arcade-style game in Accolade's mid-price line, Avantage. In this horizontally-scrolling game, you'll take the role of a jet-packed equipped commando whose mission it is to enter and deactivate an enemy controlled reactor room. In either the one-player or two-player cooperative mode, you'll have to survive waves of deadly attacks as you try to make your way through four increasingly difficult levels (the Wasteland, Temple, Blob, and Reactor). There are four levels of play, with the destruction of a megabeast at the end of each level necessary to move to the next level.

### Good Arcade Action

For those who enjoy the quick responsiveness needed for a fast arcade-style game filled with enemies, this should fit the bill. The graphics are colorful and crisp and, while there is nothing groundbreaking in this game, the price is definitely right! We also like the two-player cooperative mode, one that's becoming more and more popular! (one player; two-player cooperative; reviewed on C64; joystick required)

**Recommended (MSR \$14.95)**

**THE GAMES: SUMMER EDITION (★★★1/2/★★★1/2)** releases from Epyx while the Olympics are taking place in South Korea (in fact, when we booted up the game, the TV was on in the other room as we awaited the match-up between Carl Lewis and Ben Johnson in the 100-meter run. Anyway, back to the computer version...this is the "official" game of the '88 Olympics and, as it begins, the scenery takes us to Seoul and an overview of the complex we are now familiar with as the television coverage continues. There are eight events to engage in, with the option to practice first (will Epyx ever run out of sporting events?). You can complete for any of twenty-four different nations. Here you can go head-to-head in the velodrome sprint cycling as you work your way around the track three times and try to edge out the computer or a friend. There's also hurdles, pole vault, hammer-throw, archery, springboard diving, and, in gymnastics...uneven parallel bars and the rings. Everyone who enjoys computer sports at all certainly are familiar with the long list of Epyx games which cover the topic. You'll use the joystick much the way you've grown used to in their other

sporting events as you madly move the handle back and forth (or up and down, depending on the event), in time with the runner's feet, movement on the bars, etc. Mastering the movement of the joystick is the only way you'll get those high scores from the judges! There are opening and awards ceremonies to add to the realism, as well as some very good viewpoints such as an overview as well as first-person view on the cycling course. The instruction booklet included will give you tips on the various events in a section called "Chalk Talk" (wait 'til you try and follow their lead on the uneven parallel bars! If you manage to do it, you really do deserve the gold!) (one to eight players; reviewed on C64; coming for MS-DOS and Apple II)

**Recommended (MSR \$39.95)**

**FAST BREAK (★★★★/★★★★)** is three-on-three basketball from designer Steve Cartwright for Accolade. The game features full-court

action as you play against the computer or a friend. Each "team" has a guard, center, and forward and you choose your team from a 6-man roster. To help you make the choices, there are various stats to work



from so you can get the best compliment of players as possible. You have a total of 15 plays in your Playbook, 14 pre-designed by the program (diagrams are included) and one which you can design yourself. You can select up to four plays at the beginning of each game. When playing the game you don't have to run the play if you see a clear shot available. Some of the best-known NBA plays are here: pick n roll; give n go; pivot right; double screen right, etc. You can engage in passing, screens, all from a vantage typical of a Sunday afternoon's TV camera. There are jump shots, slam dunks, and five defensive plays including the trap, double teaming, etc.

### Fast Action

Known for some of the early Atari 2600 dazzlers such as Megamania, Steve Cartwright has brought fast action and a really unique look at the

### THE RATING SYSTEM:

4 STARS = EXCELLENT  
3 STARS = GOOD

2 STARS = FAIR  
1 STAR = POOR

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

★ = APPLICATION PROGRAMS (1st set of open stars=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)

computer game of basketball. There is good graphic definition in the players, and they are of good size. The sound effects are quite good, including the "squeak" of the Nike's on the floorboards. We really like the "Playmaker™" feature which allows you to design your own offensive play. We found there's a good deal more excitement in this game than the games which are "One On One." Lots of flexibility, good gameplay, and great graphics make this a fine addition for your library! (one player; two players simultaneous; joystick required)  
**Recommended (MSR \$29.95)**

## New Version of Spectrum HoloByte's F-16 Fighter Simulation

Spectrum HoloByte has just released FALCON A.T. (Advanced Technology) for IBM AT/compatibles or PS/2 with EGA monitors. The program is an enhanced color version of the company's award-winning F-16 fighter simulation (MSR \$59.95) and supports the Innovation sound board. Several additional enhancements have been added to the AT version, including new missions, a zoom-in and zoom-out feature, new views and new weapons.

## Two New Interactive Fictions from IntelliCreations

IntelliCreations will be releasing two new interactive fictions for several different computers shortly. The first, *Lancelot*, is a three-part saga that takes you from the foundation of the Order of the Knights of the Round Table to the quest for the Christian relic of the Last Supper, the Holy Grail.

*Time and Magik* is a time-travel trilogy that gives you three complete adventures in one package. Each plot can be played separately and requires the player to use his wits and power of deduction as you move through interactive text screens and graphics.

### Licensing Agreement with Personal Software Services

IntelliCreations has also formed a licensing agreement with Personal Software Services (PSS) with the first four products planned shortly. *Firezone* is a single or dual player game based in the year 2160 and features nine separate campaigns of varying difficulty. *The Annals of Rome* is a strategy game that takes you from the consolidation of Rome as a state in 273 BC to the sacking of the city in 410 AD. *The Android Decision* is an icon-based battle simulator which pits you against your own hostile computer. *Sorcerer Lord* combines the elements of a fantasy role-playing game with the strategies of wargaming. Watch for reviews.

## Konami To Release Computer Titles

Five hit games from Konami will be made available for MS-DOS, Commodore, and Amiga within the next several months. Among those titles which are being converted from the Nintendo format include *Castlevania*, *Metal Gear*, and *Life Force*. In addition, *Teenage Mutant Ninja Turtles*, based on the amphibians of comic book fame, and *Ajax*, an aerial combat game, will become available.

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## MULTI-SYSTEM Software

**FINAL ASSAULT (★★★/★★★1/2)** takes us to the slopes of some of the world's highest mountains in a mountaineering challenge from *Epyx*. There are six different routes to choose from in the Swiss Alps



and you can combine up to three routes at a time. But, prior to one of those treacherous climbs, you might want to practice first on a trail which includes a glacier to cross and a combination

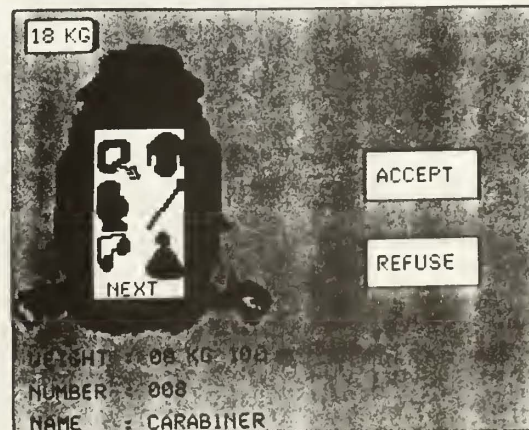
of rock and ice cliffs which must be climbed in order to reach the summit. Unlike the actual climbs, there are on-screen prompts to help

your form and you don't have to carry your rucksack. You also can't make a fatal fall. Once you're ready for the real thing, you must pack your rucksack and rack (the climbing gear you carry outside



your rucksack) with the items you feel you'll need, from food to ropes, pitons, matches, gloves, first aid box, stove, as well as a little cham-

pagne for celebrating at the top. Remember, though, you have to carry this stuff, so pack very carefully. You can choose to make your climb in the summer or winter.



### The Climb

Watch the ground ahead of you. If it looks unstable, use your ice ax to poke the ground. Jump over crevasses. If you don't, pray you can catch yourself as you fall down the crevasse. Then it's the long, laborious climb out. You'll have to deal with climbing rock cliffs as well as ice cliffs, and freezing in blizzards. You'll get cold, hungry, thirsty, tired, and hot. When you do, there's a little climber who appears in the lower portion of the screen and tells you in words or gestures what it is he needs.

### A Different Sporting Adventure

This game will take a bit of time to master as you work with the joystick to accomplish the climbing and general necessities of mountaineering. It's quite challenging, even including the strategy you must use in what you take with you and how you use it. If you don't have the right equipment, or run out of food, it doesn't matter how well you can climb! It's a very interesting "sporting event" and the graphics are clear and depict the steep slopes you're climbing. If you plummet off the mountain, you'll see your climber tumbling down, down, down. This is a nice change of pace for sporting fans. (one player; reviewed on C64; MS-DOS, Amiga)

Recommended (MSR \$39.95)

**TYPHOON OF STEEL (★★★1/2★★★★)** is bound to be a must-have for all those strategic wargamers who made *Strategic Simulations'* "Panzer Strike!" a hit, because this game is a sequel which follows the same basic structure as the original game. **TYPHOON OF STEEL** is an advanced level World War II wargame played at squad level that encompasses three theaters of operations: the Pacific Theater (Americans vs. Japanese), Asian Theater (British vs. Japanese), and European Theater (Americans vs. Germans). Troops are involved in single battles or entire campaign scenarios incorporating tanks, infantry squads, and virtually every ground weapon which was used in those theaters. A zoom-in and zoom-out feature lets the player view the action from an overall strategic vantage or come in close for a tactical view. And the program offers considerable added value for its extensive and easy-to-use "construction set" features, allowing the player almost unlimited ability to adjust existing battles or create entirely new ones. (Solo or 2-player; Keyboard; Not copy-protected; Blank disks required.) Reviewed on Apple II and Commodore 64/128.

Recommended. (MSR \$49.95)

**SPACE HARRIER (★★★★★★1/2 for ST, ★★1/2★★★ for C64/128)** is one of the first products of the *Mindscape* distribution agreement with Sega of America that brings Sega arcade hits to home computer formats. **SPACE HARRIER** lets the player control an astral exterminator who zips through fantastic and bizarre three-dimensional scenery, hovering above the face of an endangered planet as he fights invading aliens with his laser blaster. The Harrier moves only up and down, left and right, but he seems to be moving forward into the screen thanks to the cleverness of the graphic effects as enemy aliens approach and loom larger. Each stage concludes with a serpentine, dragon-like character that must be hit many times before the Harrier can move on to the next stage. The action is incredibly fast and really taxes your firing finger.

### Versions Are Different

There is quite a difference between the two versions of **SPACE HARRIER** that we reviewed. The Atari ST version is much closer to the original arcade game. As one might expect from a more advanced computer system, the ST graphics are much more detailed, both in the characters and backgrounds. Graphics in the C64/128 version are

average for the system, but no better, with very little background detail. Sound is also superior in the ST version, even to the inclusion of voice synthesis as in the arcade original. (There is no voice synthesis in the C64/128 version.) The two versions are a little closer to each other in play action: both are extremely fast and very challenging. For absolute adherence to the coin-op original, though, the ST version still gets higher marks for including the "continue" feature after the loss of three lives. The C64/128 **SPACE HARRIER** doesn't even keep track of lives until your Harrier reaches the serpentine character at the end of each stage. We liked the fast action of both versions but definitely preferred the ST because it is closer to the original. Those who already have one of the Sega **SPACE HARRIER** cartridges for the Sega Master System will have no need for either of these computer versions. If you've played the game on a friend's Sega system and you own a C64 or 128, you may be disappointed in the graphics; ST owners who've tried the cartridge game and liked it should be very pleased with the new version for their computer. Incidentally, we disagree with the designers' recommendation that you play the game with a joystick on the ST. We found mouse control much easier, more responsive, and less tiring. (Solo play; Joystick; Mouse option for ST.) Atari ST, Commodore 64/128 versions reviewed. Coming soon for Amiga and planned for MS-DOS. Also available in standard and 3-D versions by Sega for Sega Master System.

Recommended (MSR \$49.95 ST, \$29.95 C64/128)

## COMMODORE 64/128 Software

**CAPTAIN BLOOD (★★★★1/2★★★★)** by *Infogrames of France* for *Mindscape*, developed originally for Atari ST, has now been released in a Commodore 64/128 version. (ST version reviewed in detail in August, 1988 issue.) **CAPTAIN BLOOD** is an animated adventure in which your character, a programmer pulled into his own game, must find his five clones which are scattered somewhere among more than 32,000 planets of the game galaxy. The game offers beautiful graphics, a great story, and enough random events to keep the game from becoming repetitive when you play again. Although the graphics in this version are not quite as spectacular as they are in the ST version, they are still very good and surprisingly close to those of the original game on ST. (Solo play; Joystick; Blank disk required for game-saving.) Commodore 64/128 version reviewed. Also available for Atari ST and coming for Amiga, MS-DOS at \$49.95.

Recommended. (MSR \$34.95)

### POOL OF RADIANCE Clue Book Now Available

Strategic Simulations, Inc. recently announced the release of a clue book for use with the first **ADVANCED DUNGEONS & DRAGONS** computer role-playing game, **POOL OF RADIANCE**. The book (MSR \$12.95) contains exact maps of every location in the game, with all major encounters located and described. It also contains specific tactics on how to defeat the most challenging encounters. All passwords, mazes, and illusions are described, and the book offers tips on how to be a more effective player. It describes the combinations of character classes and races which make the best adventurers as well as proven tactics for successful tactical combat.

### More for AD&D Fans

Those who enjoy playing the traditional, non-computerized TSR **Advanced Dungeons & Dragons** role-playing games will find **SSI's DUNGEON MASTERS ASSISTANT, VOLUME 1: ENCOUNTERS** to be a real time and effort saver for Dungeon Masters. The utility program was released and reviewed last month for Apple II, and the Commodore 64/128 version just became available early this month. A third version for IBM PC/compatibles is set to be released next month. (MSR \$29.95 all versions.)

## COMMODORE 64/128 Software

**TAKE DOWN (★★★☆☆1/2)** is a new wrestling game from *Games-tar*, distributed by *Mediagenic* (formerly Activision). The game offers a fairly typical tag team style of wrestling with a choice of eight flamboyant combatants, each with his own specialties. Wrestlers are chosen in a cartoon-like opening sequence, and each character has a word or two to say to the player when he is chosen. Then it's on to the ring for the expected standard and custom moves—everything from punches and tackles to airplane spins and suplexes. (The variety of moves in each wrestler's repertory is a little easier to control than with some other wrestling games we've played.) As one fighter's energy wanes, his teammate can be tagged to continue the match. As soon as one wrestler's energy runs out, the match is over, and the winning team prances around the ring to musical accompaniment.

### *Do We Need Another Wrestling Game?*

**TAKE DOWN** is a fairly good little wrestling game with nice graphics and all the bone-crushing moves you could ask for. However, we kept asking ourselves as we played this game, "Does the computer gaming world really need yet another wrestling game?" The answer in this case is no—not unless a new wrestling game can offer something really different or definitively better than what is already available. Unless you're a real wrestling fanatic who simply must have every single wrestling game available, **TAKE DOWN** does not offer anything significantly different from or better than other games of the type. (Solo or 2-player competitive; Joystick.) Commodore 64/128 version reviewed. Planned for MS-DOS.

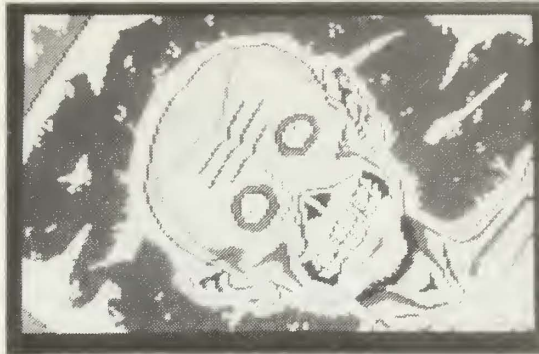
Not recommended. (MSR \$29.95)

## MS-DOS

**MANHUNTER: NEW YORK (★★★★★)** is a *Sierra* 3-D animated adventure game that's quite unlike any the company has ever



released before. It's also a new and unexpected direction for the design team of Dave, Barry and Dee Dee Murry, who also created "The Ancient Art of War" and "The Ancient Art of War at Sea" for Broderbund. **MANHUNTER: NEW YORK** is a first-person science fiction adventure that takes place in New York City in the year 2004, shortly after an alien invasion and subsequent world takeover. The alien Orb Alliance has subjugated all humans, implanted them with tracking devices, ordered that they wear brown robes and not speak to other humans under pain of death, and generally devastated the city of New York. To maintain their iron-handed dictatorship over humans, the Alliance enlists the aid of select humans to become Manhunters—detectives who spy on their fellow humans, track them with the aid of hand-held computers, and report subversive human activities to the



Alliance.  
*Become a  
Manhunter*

Play the game, and you become one of these Manhunters, facing scores of unimaginable dan-

gers as you track your fellow humans through a representation of New

York that

is familiar

yet

strangely

different.

The de-

signers

have

crafted a

very com-

pelling

story,

filled it

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ments of

both sheer horror and tension-relieving humor, and used the frame-

work of Sierra's now-familiar 3-D Animated Adventure system in a

whole new way. Views switch from first-person participant to third-

person observer, and cinematic techniques such as zooms and close-

ups add visual interest. The story can be played several ways, depend-

ing on whether you choose to align with the evil aliens or take the risk

of joining fellow humans in an underground movement. Keyboard

entry is minimal, and the sense of really being part of the story is

heightened by the use of real New York locales and overall excellent

programming. We found **MANHUNTER: NEW YORK** a fascinating and

very sophisticated role-playing game that is quite out of the

ordinary. (Solo play; Keyboard or Joystick; EGA/CGA/Tandy/PCjr

graphics modes; VGA/MCGA on PS/2; Not copy-protected; 5 5.25"

& 2 3.5" disks included; Blank disks required.) IBM/Tandy/com-

patibles version reviewed. Also planned for Atari ST, Apple IIGS,

Macintosh, 128K Apple II, Amiga.

Recommended. (MSR \$49.95)

### *MicroProse Delivers new PC Flight Simulator*

F-19 Stealth Fighter, for MS-DOS machines, promises rich 3D

graphics, showing high-speed, low-altitude aerial maneuvers over

richly-detailed terrain. MicroProse also promises "unprecedented"

views inside and outside the cockpit. It's based on the top-secret, radar-

elusive jet believed to be under development by the U.S. Air Force. In

the game, you're sent from aircraft carriers and land bases on hundreds

of combat and reconnaissance missions over central Europe, the North

Cape, Libya, and the Persian Gulf.

### *Airborne Ranger for MS-DOS*

Airborne Ranger, a popular game already available for the Commo-

dore 64/128, will be released for the MS-DOS family of computers

## Son of a Day in the Life...Revisited

*(editor's note: We ran a story, "Day in the life of a Game Cartridge...Revisited" in our February, 1988 issue. We have a reader who felt compelled to write the following story based on his own experiences. Asking for anonymity due to his stature in the Silicon Valley, we can assure you this gentleman is in a unique position to be able to expound upon our article, having been at some of the biggest and best software companies through the videogame heyday, the computer surge, and the new thrust in videogames. We hope you enjoy his sequel.)*

### *In the beginning...*

American game companies deal constantly with a problem practically unheard of in Japan: employee turnover. So: in the beginning, we have software manager/designer/producer "A" (we'll call him "producer" as that's the current "in" term) who starts the project. If he's lucky, he gets to work with an in-house programmer (or, even better, a number of them), or he may, (more likely) have to go find outside ("out-house," is not the favored phrase) programming help. Regardless, it's the rare project that finds the same person beginning and finishing the game. And any programmer can tell you how difficult it is to read someone else's code!

### *Outside Programmers*

In the case of an outside programmer, all kinds of problems can crop up. Because the programmer is working somewhere far removed from the game manufacturer, the programmer is likely to go off on a tangent. He loses sight of the desired goal, which usually is to re-create exactly a game which already exists on some other medium. Because he doesn't work for the manufacturer directly, he doesn't have the benefit of working with other people who share his problems and he doesn't share the producer's ideas about what aspects of the game are important. It doesn't matter how carefully the specifications are written, if the American programmer never even reads them! In the case of a programmer in Japan, however, not only do the specs get read, but they become a Bible to the programmer! Getting him to make changes in the game is like performing a religious conversion. Not to mention the language problem! The American producer asks for a feature in the game; the Japanese developer says "no problem;" the American producer smiles, nods his head, and seems happy; for some reason this causes consternation in the Japanese delegation; some back-and-forth takes place, and finally it is determined that what was meant by "no problem" was "NO! PROBLEM!"

### *The Development System*

Development systems can introduce more delays into the development cycle. When you're programming for a video game machine, you need to have a development system (unless you're programming for a game machine that is also a computer, such as the Atari XE). A great development system is fast, lets you set multiple breakpoints, lets you step through the program, shows you what's in each register at a given point in the program, comes with clear documentation, and lets you see and hear quickly what a given graphic or sound change will be like. But in reality game companies that have continued to exist since before the bust of 1984 have gotten rid of their old development systems (mistakenly believing that they would not be needed again). The Atari 7800 development system didn't have any debugging capabilities until recently, and is in extremely short supply. Atari 2600 developers are using leftovers from before the bust (if they're lucky) or their own creations, or are making do with a 7800 system. All this writer knows about the Nintendo development system is that it is very expensive and may have very limited debugging capabilities; this writer has little or

no data about the Sega or INTV development systems.

No matter how good a development system is, something can break down and will need repair or replacement. Repair is difficult if nobody at the game company knows how, or wants to, or has the time to effect repairs. All kinds of delays can result from having to replace equipment, sometimes as a result of a form languishing on an executive's desk or on a shipping manager's desk, or due to current non-availability of that particular piece of equipment.

### *Documentation*

Documentation causes delays. Few game developers working today have documentation which tells clearly everything needed to know about the game machine being programmed for. Atari lost track of much of their documentation when they dropped out of the industry in 1984, and the Nintendo development system's documentation is in Japanese (which can be a problem if the developer is American and Nintendo won't even give it to you). After the programmer learns a thing (by trial and error), he goes back and re-writes the game code that he's done so far.

A method to avoid all the development issues entirely and save a lot of hassle is for a company to re-release a cartridge that had been programmed before the bust and can still sell moderately well in today's market. Marketing wants to "get things moving" and announces the game, advertises it, and orders production while the licensing negotiations proceed. This results in getting store orders for a non-existent product: thousands of parts arrive in the factory concurrent with the news that because the old pre-bust game rights are tied up in litigation for years, the license cannot be granted. This parts have to be thrown away.

### *In the Middle...*

Sometime during the course of the project, the American videogame producer leaves the company for one reason or another. The new producers, "B," must come to grips with the game as it has been begun, and must get a good finished game out of it. He doesn't know what promises his predecessor made to the developer about how much rom or ram the cartridge can have, or whether there can be a battery, etc. The developer complains that he can't possibly do the game justice without using prohibitively expensive components on the cartridge, or even a special cartridge design altogether, designed just for that one game (which he says the previous producer had told him he could use). The new producer must decide whether to make tradeoffs in game features, or live with the higher cost of the product. If it is decided to go with the higher cost product, a delay is incurred while more engineering is done and the new parts are sourced. The cost, of course, is passed on to the consumer. If the producer decides to make tradeoffs in features, the developer's programming staff rebels and, due to mismanagement on the part of the developer, quits en masse. The project is on hold until the developer can train new personnel (who have to learn the hardware and the development system and the other guy's code).

### *Nearly Finished...*

The programmer, realizing that he's got the developer and the game company where he wants them, holds up the nearly-finished game for ransom. He wants a bundle before he'll hand it over. The producer can pay, or force the developer to pay, or get a judge to sign a warrant and enter the programmer's house with a Marshall, forcibly taking the code (and the development system). Then, of course, another programmer has to be found.

The game is in final test, and the marketing guy finally takes time to look at the game. Although the game is a conversion of an existing one-player product, the marketing guy asks for a two-player feature. The producer calls the developer, who relays the request to the programmer, who quits in frustration. So the two-player feature is out. Then a bug is found in test, and the game needs to be fixed. The developer has

to re-hire the programmer, who has taken a job elsewhere. The programmer asks for a fortune to do the fix, so the developer asks the producer for more money. After much screaming in the manufacturer's boardroom, a check is sent out. Finally the code is done.

#### *In the End...*

The software is released for manufacture, the packaging and manual are finalized. In the case of a Nintendo cartridge, the release comes back from Nintendo because the rom/ram configuration of the cartridge has never been manufactured for the American NES, although Nintendo does make it for their Japanese machine, the Family Computer System. In the case of a new cart for another machine, word comes back from manufacturing that they've never heard of the PCB called for in the bill of materials for the cartridge. It seems that after engineering gave the drawing to document control, the part number was changed and nobody had been notified. The new number is relayed to manufacturing (which is often overseas, adding to the delays), and it turns out that manufacturing has never received *that* drawing, either (the document control guy is a recent hire, and didn't know it had never been sent). A new copy of the drawing is sent to manufacturing. Finally, the chips arrive there from the chip manufacturer, and the numbers have been mixed up! Game 5 is printed with the ID number for game 1, and vice versa.

Pre-production samples of the cartridge box and manual are sent off to the licensor for approval. He doesn't like the fact that his game title has been printed on the side of the box in all capital letters. He doesn't care that all the manufacturer's products' box sides are always printed in all caps. This argument may or may not delay the product, but does increase the acid content of the producer's stomach.

Finally the cartridges are manufactured and shipped to the U.S. But Customs agents notice that the boxes are not printed with "Made in Taiwan!" Another delay occurs while this is straightened out. Stickers are hurriedly printed and affixed to each product. Finally the shipment comes into the manufacturer's warehouse. Since there are fewer carts than there are orders, they all get shipped out before the producer gets any samples to send to Game Consumer Magazines for review!

*(Addendum from the writer: As in the Computer Entertainer article, it would be a rare game indeed to have all these things go wrong, but each occurrence described here can happen, and has in fact happened at one company or another. I've been involved in some of them myself, and only heard tell about the others. The producer is most likely working on numerous projects at once, and at any given moment is juggling a variety of projects, each at a different stage, each with its own unique problems. The more projects the producer is juggling, the more thinly spread his time is, the greater the chances of a fiasco occurring.)*

We thank our unnamed software expert for the time he took in writing this article for us. Sometimes truth can be stranger than fiction!

#### *New From Broderbund*

Two new action games are coming from Broderbund for MS-DOS, Amiga, and the Atari ST. *Operation: Clean Streets* is a fighting simulation as you go against thugs, punks, and hoodlums. As Cleanup Harry, an undercover cop, you must track down individual criminals in five levels of play. *Space Racer* is a futuristic racing game set in the 25th century. You must race through three alien worlds trying to stay alive as you dodge other racers, force them into speed traps, or blast them out of the sky.

## MS-DOS

PT-109 (★★★★★1/2) is now available in a new IBM version by *Digital Illusions for Spectrum HoloByte*. The look and feel of the game is strongly Macintosh flavored, especially when you use the optional (but recommended) mouse, which is not surprising when you know that the game was originally developed on and for the Macintosh. In fact, our familiarity with the Mac version of PT-109 allowed us to move smoothly and easily into this torpedo boat simulation, which is different from the Mac version mainly because of the presence of color graphics and the lack of realistic sound effects. Plenty of attention has been paid to the quality of realism in the simulation and a great depth of play that will bring you back to the program over and over again. The simulation puts you at the controls of the historic PT-109, the same patrol-torpedo boat skippered by then Lt. (jg) John F. Kennedy during World War II. In fact, you'll have the opportunity to engage the enemy in the Solomon Islands where the real PT-109 was active and then lost. In addition, there is a whole series of individual patrols available, along with full campaigns of ten patrols each in chronological sequence, including Loss of the Philippines, New Guinea, and the Mediterranean besides the Solomon Islands campaign. PT-109 provides everything that the armchair adventurer could want, using the computer to simulate experiences that the player is not likely to have in real life. And the experience of the simulation is enhanced by the excellent documentation provided with the program. The package includes both an Operations Manual for complete descriptions of the boat's controls and features and a Tactics Manual. The Operations Manual even includes an index, an unusual but extremely helpful feature in an instruction booklet for a computer simulation. PT-109 is must for simulation fans—definitely up to Spectrum HoloByte's and Digital Illusions' usual high standards. (Solo play; Mouse or keyboard; CGA/EGA; DOS 2.0 or higher; Not copy-protected; Blank disks required.) Version reviewed is for 348K IBM PC/XT/AT or 512K IBM PC/AT or PS/2 Model 50 or above with EGA/VGA; planned for Commodore 64/128. Also available for 1 MB Mac Plus/SE/II and coming for Apple IIGS at \$49.95.

Recommended. (MSR \$39.95)

#### *ROCKET RANGER Coming for C64/128, IBM*

Cinemaware's tribute to the action serials of the 1930s and 40s, *ROCKET RANGER*, is expected to be available very soon in new versions for IBM/compatibles and for Commodore 64/128. With characteristic enthusiasm, Bob Jacob of Cinemaware proclaimed that the game features the "best graphics and animation ever on the IBM" and that the C64/128 version (on four disk sides) contains "technical feats that have never been done before" on the system. Cinemaware is also working on Atari ST and Apple IIGS versions of *ROCKET RANGER*. And the Cinemaware team hopes to have the Amiga version of *TV SPORTS FOOTBALL* ready for release this month, with the IBM version to follow in time for Christmas. Jacob also reported on the progress of the Nintendo version of *DEFENDER OF THE CROWN*, which will include two new arcade sequences that do not appear in any of the computer versions of the game. The game is now almost complete and will be released this year in Japan, with U.S. release slated for spring of next year. According to Jacob, the graphics in the NES version of *DEFENDER OF THE CROWN* are completely flicker-free. (The NES version of this game will be released by Ultra, which is a wholly-owned subsidiary of Konami, Inc.)

## Arcade Conversions from Capcom

Capcom is introducing home conversions of two of its arcade favorites, BIONIC COMMANDO and STREET FIGHTER. The first is a futuristic struggle against invading forces in which a single soldier, aided by advanced bionics, becomes an unstoppable commando fighting his way into the enemy fortress. STREET FIGHTER is a martial arts action game in which street fighters Ryu and Ken travel the world to take on opponents in Japan, England, America, China and Thailand. Both games are available currently for Commodore 64/128. BIONIC COMMANDO is available now and STREET FIGHTER is coming soon for IBM and 100% compatibles. Additional computer versions of both games are planned for Atari ST and Amiga, and videogame cartridges of both titles will be done for the Nintendo Entertainment System.

## New for the Apple IIGS from Electronic Arts

Electronic Arts recently released three new games for the Apple IIGS—two conversions and one original title. SKATE OR DIE (MSR \$39.95) features three professional skateboarding competition events (ramp freestyle, downhill race and ramp high jump) plus two special events in which up to eight players can compete one-on-one against a friend or a computer opponent in elimination rounds (pool joust and downhill jam). The game was designed by the same team responsible for Epyx's "Summer Games" and Gamestar's "GFL Football." SKATE OR DIE was released first for Commodore 64/128 (\$29.95), and an IBM/Tandy version (\$34.95) will be available later this year. The second conversion to Apple IIGS format is the very popular fantasy role-playing game, THE BARD'S TALE II: THE DESTINY KNIGHT (\$49.95). Designed by Interplay Productions, the sequel to the original BARD'S TALE is half again as large as its predecessor with more challenges and advanced combat and magic systems. (THE BARD'S TALE II is also available for Apple II at \$49.95, for C64/128 at \$39.95, and for Amiga at \$59.95.) And then there's ZANY GOLF (\$39.95), basically a nine-hole miniature golf game with a lot of craziness that could never happen on a real mini-golf course: everything from flashing lights and wild music in the Pinball Hole to laser beams, particle rays and transporter pads in the Energy Hole. There's even a Secret Hole. ZANY GOLF will also be available later this year for IBM/Tandy.

### From Electronic Arts for Amiga

Electronic Arts has also just released two new titles for Amiga. The first, SKYFOX II: THE CYGNUS CONFLICT for Amiga (\$39.95), is a conversion of a game already available for IBM/Tandy and C64/128 (\$29.95). This sequel to the very popular combat flight game, SKYFOX, might be nicknamed "SKYFOX in Space," for it puts the player at the controls of a warfighter for a battle against the Xenomorphs in a constellation featuring over 50 starbases. The other new game for Amiga is actually a set of three coin-op hits from Arcadia, one of the Electronic Arts Affiliated Labels. THE AWESOME ARCADE ACTION PACK (\$49.99) includes "Sidewinder," a five-level shoot-'em-up inside the alien spacecraft Star Killer, "Xenon," another shooting game that lets players switch between ground-based hovercraft and a jet fighter plane, and "Blastaball," a high-tech, futuristic hockey game in which space ships occupy a metal playing field and homing missiles are used to move the puck.

## Origin Poised for Growth

In a recent press release, Origin debuted a new logo and a streamlined image as they dropped the word "Systems" from the name of the company. More than mere cosmetics, however, Origin promised changes that will mean five to six new releases a year instead of the

one or two that have been typical up to now for the company. And Origin plans to move beyond fantasy role-playing games and even "beyond what is thought of as entertainment software today," according to company president, Robert Garriott.

### Conversions of Existing Origin Titles Plus New Game

Origin has recently released an IBM PC/compatible version of its role-playing game, 2400 A.D. (MSR \$29.95) and Amiga and IBM versions of AUTODUEL (\$39.95), the role-playing game based on Steve Jackson's popular board game, "Car Wars." The company also introduced a new fantasy role-playing game heavily laced with arcade-style combat action, TIMES OF LORE (\$39.95). The game has just been released for Commodore 64/128 and will be available later this year for the Apple II family and early next year for IBM PC/Tandy and compatibles. The player becomes a hero-for-hire in a game world full of assassins, wizards and monsters. TIMES OF LORE is said to feature vivid graphics, original music, and plenty of fast, arcade-style action. According to Origin, the C64/128 version employs new programming techniques from Europe which cause the game to load 15 times faster than most games and keep individual game segments completely in memory to minimize disk access and provide better speed and response times.

### Availability Update...contd from Page 14

#### FOURTH QUARTER

Commando (AT)  
Crack'ed (AT)  
Dark Chambers (AT)  
Hat Trick (AT)  
Impossible Mission (AT)  
Super Baseball (AT)  
Super Huey (AT)

#### ATARI/XE

OCTOBER  
Airball (AT)  
Dark Chambers (AT)  
NOVEMBER  
Jinks (AT)  
Nebulus (AT)  
DECEMBER  
P-16 Fighting Falcon (AT)  
Ultimate Driving (AT)  
FOURTH QUARTER  
Ace of Aces (AT)  
Choplifter (AT)  
Commando (AT)  
Crime Busters (AT)  
Crossbow (AT)  
Crystal Castles (AT)  
Desert Falcon (AT)  
Eagle's Nest (AT)  
Food Fight (AT)  
Karateka (AT)  
Mambo Bros (AT)  
Mean 18 Golf (AT)  
Necromancer (AT)  
Summer Games (AT)

#### NINTENDO

SEPTEMBER  
x-Galaga (BAN)  
x-Golgo 13 (VT)  
x-Iron Tank (SNK)  
x-Life Force (KON)  
x-Super Mario Bros 2 (NIN)  
x-Wheel of Fortune (GT)  
x-Xenious (BAN)  
OCTOBER  
Adventure Island (HS)  
x-Donkey Kong Classics (NIN)  
Ghostbusters (ACT)  
x-Jackal (KON)  
x-Jeopardy (GT)  
Joust (HAL)  
L-Trevino Fighting Golf (SNK)  
x-Magman (FCI)  
Mickey Mousecapade (CAP)  
Milton's Secret Castle (HS)  
1943 (CAP)  
x-Pac-Man (TEN)  
x-Seicross (FCI)  
Simon's Quest (SUN)  
Skate Or Die (ULT)  
NOVEMBER  
Adventure of Link (NIN)  
Anticipation (NIN)  
Bionic Commando (CAP)  
Bubble Bobble (TAI)  
Cobra Command (DE)  
Defender II (HAL)  
Dr. Chicos (FCI)  
Millipede (HAL)  
Racket Attack (JAL)  
Sesame Street 123 (HT)  
Sesame Street ABC (HT)  
Track & Field II (KON)

DECEMBER  
Blades of Steel (KON)  
Blaster Master (SUN)  
Bump & Jump (VIC)  
Dance Aerobics (NIN)  
Dr. Jekyll & Mr. Hyde (BAN)  
Indiana Jones Temple/Doom (MIN)  
Othello (ACM)  
Paperboy (MIN)  
Platoon (SUN)  
Rampage (DE)  
Robo-Cop (DE)  
Super Team Games (NIN)  
Tecmo Baseball (TEC)

Tecmo Bowl (TEC)  
WWF WrestleMania (ACM)  
Xenophobe (SUN)  
JANUARY  
John Elway's Quarterback (TW)  
Ninja Gaiden (TEC)  
Ultima (FCI)  
FIRST QUARTER '89  
Adventures of Lolo (HAL)  
Air Fortress (HAL)  
Airwolf (ACM)  
Alcon (TAI)  
Black Tiger (CAP)  
Bomberman (HS)  
California Games (MC)  
Chester Field (VT)  
Cycle Shooting (TAX)  
Desert Tank Force (KS)  
Empire City 1931 (ACM)  
F-1 Grand Prix (DE)  
Flying Dragon I (CB)  
Flying Dragon II (CB)  
Guardian Legend (BRO)  
Hydride (FCI)  
Ken (TAX)  
Kid Kool (VT)  
Legacy of the Wizard (BRO)  
Magic of Scheherazade (CB)  
Mappy Land (TAX)  
Marble Madness (MB)  
Operation Wolf (TAI)  
Predator (ACT)  
Robo Warrior (JAL)  
Roller Ball (HAL)  
Rastan (TAI)  
Secret Warriors (KS)  
720 (MIN)  
Sky Shark (TAI)  
Spy Vs. Spy II (KS)  
Starship Hector (HS)  
Street Fighter (CAP)  
Super Chinese Hero (CB)  
Superman (KS)  
Terminator (SUN)  
Terra Cresta (VT)  
Tetris (TEN)  
Titan Warrior (CAP)  
Vegas Dream (HAL)  
Willow (CAP)  
World Games (MB)  
Zombie Master (ACT)

SEGA  
SEPTEMBER  
x-Blade Eagle 3-D (SEG)  
x-Monopoly (SEG)  
x-Rapid Fire Control Stick (SEG)  
x-Shinobi (SEG)  
OCTOBER  
x-Shangha (SEG)  
x-Spy Vs. Spy (SEG)  
Thunder Blade (SEG)  
NOVEMBER  
Double Dragon (SEG)  
Kenseiden (SEG)  
Miracle Warriors (SEG)  
Phantasy Star (SEG)  
DECEMBER  
Bomber Raid (ACT)  
Cyborg Hunter (ACT)  
Rampage (ACT)  
R-Type (SEG)  
JANUARY '89  
Golvelius (SEG)  
Lord of the Sword (SEG)  
Rambo III (SEG)  
FIRST QUARTER '89  
A.L.F. (SEG)  
King's Quest (PB)  
Out Run 3-D (SEG)  
Poseidon Wars 3-D (SEG)  
P.O. Wars (SEG)  
Reggie Jackson Baseball (SEG)  
Summer Games (SEG)  
Where's Carmen Sandiego (PB)

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

# THE VIDEO GAME UPDATE

## News from Jaleco

Jaleco's recently released BASES LOADED for the Nintendo System is off to a strong start with good reports from retailers and game players. Like all NES games, there are not enough BASES LOADED cartridges to go around, and demand is likely to outdistance supply for some months to come. Jaleco's next game, RACKET ATTACK, features very realistic tennis action and looks to be very close to an on-time release early next month. And tennis fans will want to participate in Jaleco's co-promotion with Wilson Sporting Goods on RACKET ATTACK, the "We'll Make You a Pro" Sweepstakes. Entry blanks will be in every RACKET ATTACK package, and every entrant in the sweepstakes will receive a Wilson Tennis Headband. The Grand Prize is a complete equipment and lesson package (two each of Wilson Pro Staff Rackets, [pairs of Wilson Pro Staff Tennis Shoes and sets of Pro Staff Tennis Wear, Wilson Tennis Visors, cartons of Wilson Championship Tennis Balls, and Wilson Pro Bags plus a dozen tennis lessons with a Wilson teaching tennis pro). In addition, there will be 25 First Prizes (Wilson Pro Staff Rackets), 50 Second Prizes (Wilson Pro Bags), and 50 Third Prizes (Wilson Pro Staff T-Shirts).

### Early 1989 Games from Jaleco for NES

First shown at the Summer Consumer Electronics Show (C.E.S.) in June, Jaleco's action-and-strategy game, ROBOWARRIOR is now scheduled for the first quarter of 1989. The game promises complexity and great depth of play, with 27 stages of play, 12 weapons, 14 enemies, 7 lords, 6 extra powers, a room of idols, treasures, golden keys and more. The action-adventure is said to place heavy demands on the player's memory and problem-solving skills. And Jaleco has just announced a fifth title, HOOPS, planned for Spring of 1989. This one is to be a realistic, neighborhood-style, half-court basketball game with a choice of eight different young players, each with individual strengths and weaknesses. HOOPS promises to deliver plenty of variety in its basketball action, permitting standard one-on-one play against a friend or computer player plus a selection of two-on-two games including one that lets two human players cooperate against two computer-controlled players.

## Nintendo Adds New Game to '88 Lineup

Recognizing the large numbers of adult players who enjoy the NES, Nintendo has announced a new game designed to appeal especially to those in the 25 years and older category of gamers. ANTICIPATION (MSR \$42.95) is programmed in the style of a board game and requires players to exercise their powers of memory and concentration. The game is expected to be released in limited quantities in time for Christmas, with somewhat larger supplies available in the first quarter of 1989 when an advertising campaign is planned for the game.

### DONKEY KONG CLASSICS Available Now

Shortly before we went to press with this issue, Nintendo released DONKEY KONG CLASSICS (MSR \$42.95)—in limited quantities, of course. The package brings back and combines two games on one cartridge which had been discontinued as individual cartridges: DONKEY KONG and DONKEY KONG JR., a pair of venerable arcade classics.

## Two Titles Dropped from SNK List

SNK announced that two previously announced games in development have been deleted from the company's list of planned titles for the NES. The two are GUERRILLA WAR and TOUCHDOWN FEVER.

## Acclaim Announces New NES Game, Diversifies

An NES version of the classic board game, OTHELLO (MSR \$39.95), has just been announced by Acclaim Entertainment. The family-oriented strategy game is expected to be released soon after Acclaim's NES version of WWF WRESTLEMANIA in December. Also in time for this Christmas season, Acclaim will introduce its first offerings in two areas of entertainment not related to the NES: VCR games and hand-held electronic games. Acclaim became involved in VCR games through an agreement with Interactive VCR Games, Inc., the company that originated the category, and Acclaim will continue selling Interactive's existing sports titles: VCR NFL QUARTERBACK, VCR NBA BASKETBALL and VCR NHL HOCKEY (MSR \$34.95 each). Two new VCR games will be added for this Christmas season: VCR PGA TOUR GOLF (\$34.95) and VCR WWF WRESTLEMANIA (\$39.95), which features over 150 live-action clips of such wrestling favorites as Hulk Hogan and Andre the Giant. For its entry into the hand-held game market, Acclaim will take advantage of its licenses acquired for NES games and produce hand-helds entitled RAMBO, AIRWOLF, and WWF WRESTLEMANIA (\$24.95 each). The company claims that its hand-helds will have a bigger and clearer screen than most of those currently on the market.

## More Software Delays and Changes

It's the same song, different verse, for owners of the NES. More delays have been announced in the release of new games. We believe that some of the delays may be based partly on strategic decisions by the companies involved, especially in the case of titles which look like sure hits. Our guess is that some titles of this type may be delayed to a point when the companies believe that they will be able to get better chip allocations and thus come to market with a greater quantity of a potential hit. Among the titles that had been expected for this Christmas but have been bumped to 1989 are Konami's ADVENTURES OF BAYOU BILLY, Ultra's TEENAGE MUTANT NINJA TURTLES, and Broderbund's LEGACY OF THE WIZARD. And two highly anticipated games from Data East, RAMPAGE and ROBO COP, may or may not make it for Christmas. (We've had so many questions on these two that we checked with Data East near press time, only to learn that Data East itself is checking with Nintendo on a daily basis to find out when they will be ready. The best we can tell you right now is "December at the earliest.") Another title that looks as if it may be questionable for this year due to some technical problems is TECMO BOWL, the Tecmo football game. If the problems can't be ironed out in time to get this one to market for Christmas, Tecmo may substitute an early release of their martial arts adventure, NINJA GAIDEN. Broderbund's BATTLEFIELDS OF NAPOLEON has been dropped from the company's lineup.

## Video Game Tips of the Month

This month's tip for the NES is for Konami's hot new game, LIFE FORCE. Several of our readers discovered that the same tip that gives you 30 men in CONTRA (July 1988 tip) also works for LIFE FORCE. During the title screen, push your directional pad up, up, down, down, left, right, left, right, and then push action button B, then A, and finally the Start button. With a start-up of 30 lives, you should now be able to get farther into this tough game! Sega players can select their round during the title screen in the original WONDER BOY: push your control pad's action button #1 three times and then button #2 twice. Push the directional pad left or right to reach the round you want to play.

**SUPER MARIO BROS. 2** (★★★1/2★★★★) could easily have been subtitled "*Nintendo* does it again." One of the most loved and durable of all video games, "Super Mario Bros.," now has a sequel that's every bit as entertaining as the original game. Mario is back, although he's just one of four characters you can choose as your on-screen alter-ego. You can also play as Luigi or Toad or the Princess, and each character has somewhat different talents and shortcomings. In the new game, your character enters the dream realm of Subcon to free it from the curse of the evil Wart. According to the instructions, there are seven worlds with twenty separate areas. Knowing Nintendo (and the original "Super Mario Bros.") as we do, we suspect that there are more than those seven worlds, just waiting to be discovered. The game is a mixture of old and new—the familiar jumping, the nabbing of coins, but also the ability to pluck vegetables from the ground and use them as weapons. Of course there are secret places and all manner of things that we have yet to find. Like the first game, **SUPER MARIO BROS. 2** promises to provide many, many hours of enjoyment, frustration, delight and discovery. This one is a worthy sequel and not to be missed. (Solo play)

Recommended. (MSR \$49.95)

**IRON TANK** (★★★★★★1/2) is **SNK's** new military action-adventure in which the player controls the Iron Tank and its commander on a mission to establish a beachhead on the Normandy Coast of France in 1944. As the single advance unit before the final Allied assault on Normandy, the Iron Tank must break through enemy front lines, then infiltrate and destroy enemy headquarters. When we started playing this game, learning how to move the tank and control its independently rotating gun turret, we couldn't help but think of one of the classics of very early videogaming: Atari's "Tank." As simple as that game was, it had a lot of appeal. **IRON TANK** is far from simple with its superb graphics, fast action, and multiple levels of challenge. But **IRON TANK** has that same kind of appeal as you play cat-and-mouse with other tanks, lurk behind walls in attempts to ambush the enemy, and do your very best to blow the enemy's tanks into smithereens. There are many refinements and complications in **IRON TANK**, such as enemy super-tanks, a variety of power-up items such as armor-piercing shells, bombers overhead just when your energy is low, and periodic radio messages from your commander. It's "Tank" all over again, but ever so much better for its clear goal, its variety of challenges, and its wonderful graphics. We liked this one a lot. Those who are looking for absolute realism may be unhappy about the tanks being so speedy. (No real tank moves as fast as the ones in this game do.) And we weren't completely happy with the instructions because there was no reference to radar, which is mentioned in radio messages in the game. The instructions also mention that two people can play the game at the same time, and we could find no way to make **IRON TANK** work as a two-player game. However, those are minor problems that didn't keep us from enjoying the game thoroughly. (Solo play.)

Recommended. (MSR \$44.95)

**XEVIOUS** (★★★★★★1/2) brings a favorite Namco arcade game home again in a new version for the Nintendo system by **Bandai**. It's a game of combat in which the player flies a Solvalou fighter, armed with anti-aircraft missiles and surface bombs, over enemy Xevious territory. And enemy territory is a dangerous place to be. Enemy fighters are devious, quick, and deadly, and the ground emplacements can be equally hazardous to the Solvalou fighter's health and safety. The player's fighter flies a vertical course up the screen, dodging and

weaving to aim at the enemy and yet avoid their fire. The deeper the fighter reaches into enemy territory, the tougher the enemy becomes. The premise is simple, but it's one of those games you just can't stop playing. And Bandai has done a superb job of maintaining the look, sound, and feel of the original coin-op. In fact, Bandai's is the only home version that truly duplicates the music and sound effects of the arcade game. There are other home versions of **XEVIOUS**, and we've played them all. This one is the best—period. If you like the arcade game, you'll definitely want to add this game to your NES library. (Solo or 2-player alternating.) NES version reviewed. Other versions available include Atari 7800 (Atari); Apple II, Atari ST (Mindscape). Recommended. (MSR \$39.95)

**GALAGA** (★★★★★★) brings all the thrill and fun of arcade action to your NES, courtesy of **Bandai**. Galaga and his force are insect-like creatures and have the ability to change and multiply. They swoop and dive, moving in unpredictable ways across your screen as you shoot from your speedy fighter craft. The familiar features of the arcade game are all here—the hidden Galaga, special bonus points and all. And beware of the tractor beam which can capture your fighter, but you can reclaim your fighter in the next ready mode and be invincible for future onslaughts of **GALAGA**!

### *Just Like the Arcade*

From the sound to the configuration of your TV screen, Bandai's **GALAGA** allows you to feel that you are in the arcade instead of just sitting at home with your NES. The challenge stages, which appear every third round, are just like the arcade action, and your Nintendo control pad will give you all the speed, accuracy, and shooting ability this game is meant to have. Although **GALAGA** does not have hundreds of levels to complete, and there are no mystery doors or action pellets for extra strength, what it does have is excitement, challenge, and even a method to keep track of your accuracy (a hit/ratio percentage given to the player after each game). **GALAGA** from Bandai is genuine arcade action at its best for your NES, and it far outshines the Atari 7800 version. (Solo or 2-player alternating.) NES version reviewed. Also available for Atari 7800 by Atari.

Recommended. (MSR \$39.95) ....Dan LaPlante

The **MEGA PROGRAMMABLE CONTROLLER** is a new accessory from **Bandai** for the Nintendo system with quite a few unusual features. Its physical layout is similar to that of the Nintendo Control Pad which comes with the NES, though it's a little larger than the original pad in order to accommodate its additional features, including an LCD display window. Some of the **MEGA CONTROLLER's** functions will be familiar to those who've tried some other accessory controllers. The **MEGA** has variable rapid fire and slow motion modes. In addition, it has a locking feature which can be used on the control pad or on the A or B Buttons. We can't think of many times when we would have liked the ability to lock the control pad in any one direction, but it could be handy to be able to lock one or both action buttons. Another of the **MEGA's** talents is the ability to set maximum "arsenals" of shots, jumps, punches, or whatever, thus creating new and challenging limits that don't already exist in a game. And the controller has a timer mode with settings from 2 to 120 minutes. An alarm buzzer sounds and your game freezes when the pre-set timer limit is reached. (Parents might like this feature for limiting their children's playing time, except that it can be overridden by the player at any time.) One very handy function is the **MEGA's** ability to memorize a password. And the **MEGA** has a kind of game programmed into the controller itself, a sort of fast-reflex test. When you reach a high enough score

on the internal game, the controller will admit you to "Top Secret" mode, which we haven't seen yet. Bandai's MEGA PROGRAM-MABLE CONTROLLER is an intriguing accessory with both useful and unusual features. (Requires four AAA batteries, which are not included.)

Recommended. (MSR \$49.95)

### Acclaim to Enter Accessory Market

Acclaim will be entering the Nintendo peripheral market later this year with the only Nintendo-approved Infrared Wireless Remote Controller. While we don't have specific details on features, the retail is planned to be \$39.95.



### MULTI-SYSTEM Accessory

The FREEDOM STICK from Camerica is a great controller which gets rid of cables and cords while you're playing your favorite games. While not inexpensive, it is important to note how many different game systems/computers can use this all-in-one unit. You can plug it into your Nintendo, Sega, Atari 2600, 7800, XE Game System, Commodore 64, 128, Atari computers, and VIC-20! For the many readers we have who are multi-system owners, this suddenly makes a great deal of sense! Very similar in look and feel to Nintendo's Advantage (this, we're sure, is why Nintendo is in the process of suing Camerica for trade dress infringement), the unit fits neatly in your lap. The unit allows for one or two-players to share the unit (alternating); there's a very responsive micro-switch 8-directional arcade-style joystick, and a rapid-fire feature which you can engage or not.

#### Easy to Hook-Up

We found it extremely easy to install as there are a couple of sets of cables (based on which system you're hooking it to) which have to be plugged in the control 1 and control 2 jacks. Those cables are attached to the infrared receiver which you then put on top of your Nintendo unit or television (it has to stay close to the Nintendo unit due to short cables). You then take the Freedom Stick and move off to your favorite chair to proceed in shooting down enemies or negotiating through mazes. Initially, we made certain the Freedom Stick was in direct line with the Receiver (about 7 feet away) and it worked perfectly. After awhile, we decided to become more daring and began moving off at angles so there wasn't a straight shot to the receiver. At one point, while we don't recommend it, we were really off to one side, with a shelf actually partially blocking the transmission line between the Stick and the Receiver. Surprisingly, the joystick never missed a beat. We continued on with our game as though we were wired directly to the unit!

#### High Marks

All in all, we have to give this unit very high marks as it is a good joystick, installs easily, and works like a charm without cords. It's definitely worth considering, especially if you have more than one system which you can use it with!

Recommended (MSR \$69.95)

## SEGA Software

FANTASY ZONE: THE MAZE (★★★☆☆1/2) is the third of the Fantasy Zone games from Sega. While the first two were very challenging action-adventures, this third one is a maze game populated with the familiar characters from the Fantasy Zone: Opa Opa and his enemies, the evil Menons. According to the story of the game, a third battle with the evil Menons looms, and the task of defending the Fantasy Zone falls once again on Opa Opa. (He has the help of his younger brother, Upa Upa, in the two-player game.) The Menons have built a series of three mazes on each of seven of the Fantasy Zone planets, and Opa Opa must eliminate all of the Menons in each maze, picking up scattered coins to purchase Power-Up weapons for extra strength.

#### Choice of Levels

The player can choose any of the seven planets at the beginning of each game, which allows the player to control the difficulty level of the game. (The higher numbered planets have more challenging mazes.) Although all of the 21 mazes are different, they have certain characteristics in common. A central area in each maze is the "Master Hole," which begins to emit Menon Mobile Bases if Opa Opa (or Upa Upa) doesn't touch it periodically during the attempt to clear all the coins. Although there are Menons in the maze before Mobile Bases are released, the Menons in the bases tend to be nastier and faster than the ones that appear in the maze from the beginning. While Opa Opa scurries around, avoiding Menons and collecting coins, he must try to purchase Power-Up weapons to help in the fight. Clear one maze, and it's on to the next. Bonus points are awarded for finishing quickly and in special bonus rounds that appear after every third maze. There are no enemies in the bonus mazes, but most of the screen blacks out to make your task more difficult. Overall, this is a fairly standard maze game that has your character collecting coins instead of eating dots. The solo game has little to recommend it over the typical maze games every gamer has played over and over again. As a two-player cooperative game FANTASY ZONE: THE MAZE is a little more out of the ordinary and consequently more fun to play. If you usually play alone, we can't recommend this one unless you're a real maze-game fan. However, it has some merit as a two-player game. (Solo or 2-player cooperative)

MSR approx. \$35



**BLADE EAGLE 3-D (★★★★★)** is the latest in the *Sega* line which requires the 3-D glasses. It's a pretty straight-ahead space shoot-'em-up as you must destroy the evil Arvians, aided by robot drones. Your ship is the only one which escaped capture and you'll have to make your way through nine levels of this outer space battleground. You'll move from outer space to the planet's surface, and finally inside the Arvian fortress underground. If you make it until the end, you'll have the inevitable battle with the Arvian World Commander.

## 3-D Still Beautiful

There's still something special about the true 3-D effect which is accomplished only with these 3-D glasses. We still haven't found anything else which quite comes up to the effect. The gameplay is fast and tough, typical of Sega games. You'll have to be really fast with that thumb in order to shoot down the enemies before they annihilate you. The rapid-fire feature (see review in this issue) was especially helpful with this game to help avoid the "numb thumb." It's a fine action game for anyone who enjoys the genre and we're glad to see Sega continue to support the glasses which many people bought last year. (one player; Scgascope 3-D glasses required)

Recommended (MSR approx. \$55.00)

**MONOPOLY (★★★★★)**, dubbed a Mega-Plus cartridge™, may have been delayed several times before being released but this board game translated for the *Sega* system has never been like this and



the wait has been worth it! The game itself is a standard which virtually everyone has grown up with. Now it reaches a whole new dimension which must be seen to be believed. Having recently seen and reviewed the Commodore version by *Virgin Games* for *Electronic Arts* (August '88 issue), we thought this would be similar. No way! It begins with the familiar theme music from "The Sting." There is, of course, the basic premise of the game as you play against others trying to buy up property, build houses and

hotels, and retire with the biggest fortune. Obviously, this version has all those elements. You can choose one of ten tokens including a dog, locomotive, iron, hat, horse, boot, and more, entering the correct name to go with the token. You can choose whether you want a time limit. With the built-in battery back-up, you can choose a game without a time limit and get back to it later.

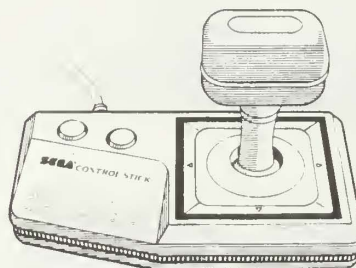
## Roll the Dice

Now it becomes apparent this is a very special version. The animated dice roll as you have a birdseye view of the board. The first token begins its' animated (!) trip as we go into a close-up of the area of the board the token is travelling. The iron kicks up dust, the dog trots along, the locomotive chugs, the wheelbarrow rolls, etc. As you move past the properties, you'll see, in a three-dimensional mode, any houses and hotels which exist. If you decide to build a house or hotel, you'll move to another screen where the workmen actually build the structure for you! If you go to jail, you'll roll right into a barred cell. With the birdseye view, you can ask to display the deeds. Then you can see small

token marks on the various owned properties. The gameplay mirrors the all-time Parker Bros. favorite in most aspects, but allows you to have a rip-roaring game with just yourself and the computer. The one area that the game differs from the original board game (this may be a drawback for you) is that when you land on a property, you *must* either buy it or auction it off (presuming that the property isn't already owned by a player). As a result, you cannot simply choose to land and move on. But, it's the graphics that make this such a dazzling game. Frankly, we never expected the game to look *this* great! The animation really makes it loads of fun to play and, of course, the battery back-up allowing you to save the game you're playing, make this an even better version. We know there aren't too many of this game floating around dealers as yet, but you should definitely add it to your "must own" list. It's great for adults, families, and will make a really terrific party game. (one to ten players; save feature)

Recommended (MSR approx. \$60.00)

The **SEGA RAPID FIRE CONTROL STICK** is a combination of the Control Stick which Sega released last year and adds a rapid fire adaptor, allowing you to fire in rapid succession. Not only do your guns



turn into rapid fire cannons, but you'll find sword movement, kicking in a game such as *Black Belt*, etc. take on a whole new dimension, allowing you to get higher scores. We've always liked the Control

Stick as a strong alternative to the control pad which comes with the Sega System. Now, the rapid-fire feature makes it an even better unit. For those of you who already own the Control Stick, Sega will be releasing the rapid-fire unit separately so you don't have to buy a new Control Stick with a retail of about \$15.00 (thank you, Sega!)

Recommended (MSR approx. \$40.00)

## Activision Announces Name Change

The planned Activision game for the Sega Master System, originally announced as *SUPER RIVER RAID*, will instead be released under the title *BOMBER RAID*. The game is expected to be available around Christmas of this year, along with Activision's two other made-for-Sega titles, *CYBORG HUNTER* and *RAMPAGE*.

## GameTek Announces Fisher Price Changes

The first Fisher Price NES games for young children, to be developed by GameTek, were announced at Summer C.E.S.: *BOWLING*, *FIRE HOUSE*, *FUN FLYER*, and *RIDE-ON BUS TRIP*. Fisher Price and GameTek recently announced that *FUN FLYER* will not be produced and will be replaced by the new title, *LITTLE PIANO TEACHER*. The four Fisher Price games are expected to be available late Spring or early Summer OF 1989.

## NINTENDO Software

**WHEEL OF FORTUNE (★★★★★1/2)** is the first in a line of game show programs from *GameTek* which will bring some of the popular TV game shows to your Nintendo. It's an auspicious beginning as we were astounded when we turned the game on and, just like in the television version, the audience yelled out, "Wheel of Fortune!" That immediately caught our attention! Any game show aficionado knows this game well as you attempt to guess phrases, events, people, etc., as you turn over letters, one by one. This version is no different. Spin the wheel (you have your choice of strengths) and use your controller to pick out the letter you're guessing. You can play with up to two friends or the computer will play the other position(s) with you. You play three rounds, with the third round being a "speed-up" round. If you are successful in having more money at the end of the three rounds, you can play for the big prize. There you can choose among a Porsche, vacation, deluxe kitchen, and more. Choose four consonants and one vowel.

### *All The Elements Are There*

Everything that makes the television version so popular are here, from the music, a blonde who could pass for Vanna White, free spins, bankruptcy, and more. This is a great way to find out just how good you really are at the game as playing along with the Pat Sajak version gives you advantages that this one doesn't. You'll discover that solving some of the puzzles aren't all that easy! One slight problem that we hope was just a rare coincidence. The instruction booklet indicates that there are over 1,000 puzzles included which will randomly appear among the three levels of difficulty; however, we went back and played the same level two days in a row and, the first puzzle both days was the same! We continued playing to see if there was a pattern and there didn't appear to be one. We'll chalk it up to a rare coincidence. All in all, this is a great game for the entire family which is fun but tests your intelligence as well. (one to three players)

Recommended (MSR \$44.95)

**GOLGA 13 (★★★★★)** is *Vic Tokai's* entrance into the American Nintendo market as you take the role of Golga 13, the legendary agent who's never failed on a mission. The scenario finds our agent caught in the middle as the CIA believes he has shot down a copter above New York City and stolen Cassandra-G, a vaccine which is a deadly weapon in biological warfare. A representative of a super-secret organization named FIXER transmits a message which may link the deed to the remnants of the DREK empire...or it could be the KGB. In any event, you must go to East Berlin to follow the clues. Use the clues which come up in the text windows as, not only will they help you, but if you don't, they will disappear. Check out subway stations, hotels, and move through the city as you avoid fire and try and kill the enemies. Throughout, there are various items to pick-up such as grenades, additional ammunition, keys, etc. If you are fired upon from a blind side, the scene changes and you view the action from Golga's eyes as you attempt to shoot down the enemies on foot, and later the helicopters coming at you. If you run out of ammunition, you must defend yourself by jump kicking. There are action mazes to be entered under the city which you can easily get lost in. You must destroy the enemies and the wall to escape.

### *Multi-Level Action*

This is an interesting action game which includes a bit of adventure as the text windows continue to give you clues (we did get tired of the

long preamble text window at the beginning every time which we couldn't seem to avoid, however). There are many different screens, from the horizontally-scrolling street scenes where Golga must kill enemies, to close-ups in subways as an agent walks into view to give clues, as well as the scenes where you must get the enemies in your gun scope to shoot down, and the mazes to work through. It's a good action game which definitely has that "Japanese" feel to it; once again, the instructions are not as clear as they should be and they have been translated by someone who has translated literally, causing some very awkward wording. All in all, however, it's a good action game with good graphics with a very nice continue feature. (one player; continue feature)

Recommended (MSR \$34.95)

### *Sega's "Music on Hold"*

If you've called 1-800-USA-SEGA lately and been put on "hold," then you've heard music quite unlike the FM radio you get from most companies. What you're listening to are the unmistakable sounds of—what else?—video games! Sega's music-on-hold tape consists of three musical themes each from six different Sega games. In case you can't identify them all, the games represented are SPACE HARRIER 3-D, AFTER BURNER, SHINOBI, WONDER BOY IN MONSTER LAND, SHANGHAI, PHANTASY STAR, and MIRACLE WARRIORS.

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Chrono-Quest (PSY)  
x-Final Assault (EPY)  
x-Heroes of the Lance (SSI)  
Menace (PSY)  
x-Space Harrier (MEN)  
x-SpaceCutter (RAI)  
x-Virus (RAI)  
OCTOBER  
Alien Syndrome (MIN)  
Operation Clean Streets (BRO)  
Out Run (MIN)  
Space Racer (BRO)  
Thud Ridge (TS)  
Deja Vu II (IS)  
Guardians of Infinity (PAR)  
Rocket Ranger (CIN)  
DECEMBER  
Harpoon (TS)  
FOURTH QUARTER  
Alion (TAI)  
Annals of Rome (DS)  
Arkanoïd (TAI)  
Art & Film Director (EPY)  
Bard's Tale (EA)  
BattleDroidz (DS)  
Battleship (EPY)  
Bionic Commando (CAP)  
Bubble Bobble (TAI)  
Downhill Challenge (BRO)  
Firezone (DS)  
Frank N' Ernest Adv (POL)  
Fright Night (MD)  
Gladiator (TAI)  
Gridiron (BS)  
Ice Thrashers (EPY)  
Karateka (BRO)  
King of Chicago (CIN)  
Lancelot (DS)  
Lock On (DE)  
Master Ninja (PAR)  
Napoleon in Russia (DS)  
Omega Run (MD)  
Operation Wolf (TAI)  
Orbiter (SPE)  
Qix (TAI)  
Platoon (DE)  
Rastan (TAI)  
Renegade (TAI)  
Rings of Triton (MD)  
RoboCop (DE)  
Shackled (DE)  
Shadow World (MD)  
Shuloh: Grant's Trial (SSI)  
Sorcerer Lord (DS)  
Sports-A-Roni (USG)  
Star Wars (BRO)  
Starfighter II (RAI)  
Street Fighter (CAP)  
Technocop (USG)  
Tetris (SPE)  
Time & Magic (DS)  
Tower Toppler (USG)  
Trials of Honor (EPY)  
Wizard Wars (PAR)  
FIRST QUARTER '89  
Journey (INF)  
Manhunter New York (SIE)  
Monopoly (VIR)  
Red Storm Over London (IS)  
Risk (VIR)  
Shogun (INF)  
Zork Zero (INF)

# FOURTH QUARTER

Android Decision (DS)  
Annals of Rome (DS)  
Battle of Chickamauga (GDW)  
Battleship (EPY)  
Black Tiger (CAP)  
Carrier Command (RAI)  
Crosbow (ABS)  
Dan Bunten's Sport of War (EA)  
Deathlord (EA)  
Destroyer Escort (MJC)  
Dive Bomber (USG)  
Dondra: New Beginning (SPE)  
Downhill Challenge (BRO)  
Ebonstar (MI)  
F-18 Hornet (ABS)  
Perry Tale Adventure (MI)  
Firezone (DS)  
4th & Inches Team Const Disk (ACO)  
Galactic Invasion (MI)  
Guerrilla Wars (DE)  
Ice Thrashers (EPY)  
Jack Nicklaus Golf (ACO)  
King of Chicago (CIN)  
Lancelot (DS)  
Land of Legends (MI)  
Legend of Blacksilver (EPY)  
Lock On (DE)  
Main Event (GAM)  
Mind Roll (EPY)  
Moses #1 (FR)  
Neuromancer (IP)  
Operation Wolf (TAI)  
PT-109 (SPE)  
President Is Missing (COS)  
Risk (VIR)  
RoboCop (DE)  
S.D.I. (CIN)  
Sarge (CAP)  
720 (MIN)  
Sky Shark (TAI)  
Sorcerer Lord (DS)  
Space (ABS)  
Sports-A-Roni (USG)  
Star Wars (BRO)  
Stockcar (CAP)  
Street Sports Football (EPY)  
Super Basketball (KON)  
Super Hang On (DE)  
Swords & Sorcery (DS)  
Technocop (USG)  
Time & Magic (DS)  
Trials of Honor (EPY)  
Trojan (CAP)  
Ultima V (ORI)  
Univ Military Simulator (RAI)  
Victory Road (DE)  
Vigilante (DE)  
Wizard Wars (PAR)  
Zak McKracken (LF)  
FIRST QUARTER '89  
BattleTech (INF)  
T.K.O. (ACO)  
SECOND QUARTER '89  
Journey/C128 only (INF)  
Shogun/C128 only (INF)  
Zork Zero/C128 only (INF)

# COMMODORE 64/128

SEPTTEMBER  
Battles of Napoleon (S SI)  
Beyond Dark Castle (TS)  
x-Bionic Commando (CAP)  
x-Fast Break (ACO)  
x-Final Assault (EPY)  
x-4X4 Off Road Racing (EPY)  
x-Games: Summer Edition (EPY)  
Gladiator (TAI)  
x-Out Run (MIN)  
Pharaoh's Revenge (PI)  
Predator (ACT)  
Prime Time (FR)  
Qix (TAI)  
Red Storm Rising (MIC)  
x-Space Harrier (MEN)  
SpaceCutter (RAI)  
x-Sporting News Baseball (EPY)  
x-Street Fighter (CAP)  
x-Tower Toppler (USG)  
x-Typhoon of Steel (SSI)  
Virus (RAI)  
OCTOBER  
Alien Syndrome (MIN)  
x-Captain Blood (MIN)  
Demon's Winter (SSI)  
x-Dungeon Master's Asst (SSI)  
x-Heroes of the Lance (SSI)  
Rack 'Em (ACO)  
Rampage (ACT)  
Rocket Ranger (CIN)  
Serve & Volley (ACO)  
Steel Thunder (ACO)  
x-Take Down (GAM)  
x-Times of Lore (ORI)  
x-Ocean Ranger (ACT)  
NOVEMBER  
x-Pete Rose Pennant Fever (GAM)  
Twilight Zone (FR)  
Warlock (TS)  
DECEMBER  
Funstones (MI)  
Johnny Quest (MI)  
FOURTH QUARTER  
Alien Furs (PAR)

# AVAILABILITYUPDATE

of Legends (MI)  
Lords of Rising Sun (CIN)  
Master Ninja (PAR)  
Operation Wolf (TAI)  
Orbiter (SPE)  
Pinball Wizard (ACO)  
Planetarium (MI)  
Police Quest (SIE)  
Power at Sea (ACO)  
Qix (TAI)  
Rastan (TAI)  
Renegade (TAI)  
Shuloh: Grant's Trial (SSI)  
Silent Service (MJC)  
Sky Shark (TAI)  
Sports-A-Roni (USG)  
Star Wars (BRO)  
Starfighter II (RAI)  
Street Fighter (CAP)  
Street Sports Basketball (EPY)  
Street Sports Football (EPY)  
Technocop (USG)  
Tetris (SPE)  
Time & Magic (DS)  
Tower Bandits (MD)  
Tower Toppler (USG)  
Tracem (MI)  
Train, The (ACO)  
Trials of Honor (EPY)  
Turbo (MI)  
Wizard Wars (PAR)  
FIRST QUARTER '89  
Journey (INF)  
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Shogun (INF)  
Zork Zero (INF)  
FOURTH QUARTER  
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Battles of Napoleon (SSI)  
Bubble Bobble (TAI)  
Card Sharks (ACO)  
Crosbow (ABS)  
Dive Bomber (USG)  
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Games: Winter Edition (EPY)  
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Last Ninja, The (ACT)  
Legend of Blacksilver (EPY)  
Mind Roll (EPY)  
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Platoon (DE)  
Pool of Radiance (SSI)  
Qix (TAI)  
Rampage (ACT)  
Renegade (TAI)  
Risk (VIR)  
Sentinel Worlds I: Future Magic (EA)  
Starfighter II (RAI)  
Sky Travel (MI)  
Sporting News Baseball (EPY)  
Street Sports Basketball (EPY)  
Street Sports Football (EPY)  
Street Sports Soccer (EPY)  
Superior Ice Hockey (MIN)  
Technocop (USG)  
Time & Magic (DS)  
Tower Toppler (USG)  
Victory Road (DE)  
Wizard Wars (PAR)  
FIRST QUARTER '89  
BattleTech (INF)  
Manhunter New York (SIE)

# APPLE II/IIe

SEPTTEMBER  
Twilight's Ransom (PAR)  
x-Typhoon of Steel (SSI)  
x-VCR Companion (BRO)  
OCTOBER  
Journey (INF)  
Shogun (INF)  
Zork Zero (INF)  
FOURTH QUARTER  
Arkanoïd (TAI)  
Battles of Napoleon (SSI)  
Bubble Bobble (TAI)  
Card Sharks (ACO)  
Crosbow (ABS)  
Dive Bomber (USG)  
Games: Summer Edition (EPY)  
Games: Winter Edition (EPY)  
Gunship (MIC)  
Hunt for Red October (DS)  
John Madden Football (EA)  
Lancelot (DS)  
Last Ninja, The (ACT)  
Legend of Blacksilver (EPY)  
Mind Roll (EPY)  
Monopoly (VIR)  
Platoon (DE)  
Pool of Radiance (SSI)  
Qix (TAI)  
Rampage (ACT)  
Renegade (TAI)  
Risk (VIR)  
Sentinel Worlds I: Future Magic (EA)  
Starfighter II (RAI)  
Sky Travel (MI)  
Sporting News Baseball (EPY)  
Street Sports Basketball (EPY)  
Street Sports Football (EPY)  
Street Sports Soccer (EPY)  
Superior Ice Hockey (MIN)  
Technocop (USG)  
Time & Magic (DS)  
Tower Toppler (USG)  
Victory Road (DE)  
Wizard Wars (PAR)  
FIRST QUARTER '89  
BattleTech (INF)  
Manhunter New York (SIE)

# APPLE IIGS

SEPTTEMBER  
x-King's Quest III (SIE)  
OCTOBER  
x-Bard's Tale II (EA)  
x-4th & Inches (ACO)  
Journey (INF)  
Last Ninja, The (ACT)  
x-Skate Or Die (EA)  
x-Zany Golf (EA)  
NOVEMBER  
Battle Chess (IP)  
Deja Vu II (IS)  
Serve & Volley (ACO)  
Shogun (INF)  
Warlock (TS)  
Zork Zero (INF)  
FOURTH QUARTER  
Battle Chess (ACO)  
Card Sharks (ACO)  
Dark Castle (TS)  
Deja Vu (MIN)  
Downhill Challenge (BRO)  
Ebonstar (MI)  
Final Assault (EPY)  
Funstones (MI)  
4th & Inches Team Const Disk (ACO)  
Sentinel Worlds I: Future Magic (EA)  
Galactic Invasion (MI)  
Games: Summer Edition (EPY)  
Jack Nicklaus Golf (ACO)  
King of Chicago (CIN)  
Land of Legends (MI)  
Main Putt (ACO)

Pinball Wizard (ACO)  
PT-109 (SPE)  
Scooby-Doo (MI)  
S.D.I. (CIN)  
Silent Service (MJC)  
Supheed (SIE)  
Smbad & Throne/Falcon (CIN)  
Sky Travel (MI)  
Street Sports Football (EPY)  
Superior Ice Hockey (MIN)  
Sub Battle Simulator (EPY)  
FIRST QUARTER '89  
Manhunter New York (SIE)  
Red Storm Over London  
Rocket Ranger (CIN)

# MACINTOSH

SEPTTEMBER  
x-Balance of Power: 1990 (MIN)  
x-P51 Mustang Flight Sim (BE)  
OCTOBER  
Fire Power (MI)  
Guardians of Infinity (PAR)  
Journey (INF)  
Quarantaff (INF)  
Shogun (INF)  
Zork Zero (INF)  
NOVEMBER  
Deja Vu II (IS)  
DECEMBER  
Jettson/Mac II (MI)  
TypeSlyer (BRO)  
Warlock (TS)  
FOURTH QUARTER  
Android Arena (SLI)  
AutoDuel (ORI)  
Carrier Command (RAI)  
Fairy Tale Adventure (MI)  
4th & Inches (ACO)  
4th & Inches Team Const Disk (ACO)  
Games: Summer Edition (EPY)  
Harpoon (TS)  
Hunt for Red October (DS)  
Jet (SUB)  
Lancelot (DS)  
Might and Magic (NWC)  
Romantic Encounters (MI)  
S.D.I. (CIN)  
Smbad & Throne/Falcon (CIN)  
Tetris (SPE)  
Time & Magic (DS)  
Train, The (ACO)  
Ultima IV (ORI)  
Ultima V (ORI)  
FIRST QUARTER '89  
Manhunter New York (SIE)  
Red Storm Over London (IS)

# MS-DOS

SEPTTEMBER  
Airborne Ranger (MIC)  
x-Autoduel (ORI)  
Beyond Dark Castle (TS)  
x-Bionic Commando (CAP)  
x-Bubble Ghost (ACO)  
x-Falcon/AT EGA (SPE)  
x-Final Assault (EPY)  
x-4X4 Off Road Racing (EPY)  
Heroes of the Lance (SSI)  
x-King's Quest IV (SIE)  
x-Manhunter New York (SIE)  
x-PT-109 (SPE)  
x-Sentinel Worlds I: Future Magic (EA)  
Smbad & Throne/Falcon (CIN)  
Starfighter II (RAI)  
Stealth Fighter (MIC)  
x-2400 A.D. (ORI)  
Twilight Zone (FR)  
x-Wizard Wars (PAR)  
OCTOBER  
x-Fire Power (MI)  
x-4th & Inches (ACO)  
Honeymooners (FR)  
Man Event (GAM)  
Operation Clean Streets (BRO)  
Rack 'Em (ACO)  
Rocket Ranger (CIN)  
Space Racer (BRO)  
U.S.S. Ocean Ranger (ACT)  
NOVEMBER  
Balance of Power: 1990 (MIN)  
BattleTech (INF)  
Colony, The (MIN)  
Deja Vu II (IS)  
Dungeon Master's Asst (SSI)  
Journey (INF)  
Serve & Volley (ACO)  
Shogun (INF)  
Slake Or Die (EA)  
Thud Ridge (TS)  
TV Sports Football (CIN)  
Zany Golf (EA)  
Zork Zero (INF)  
DECEMBER  
Funstones (MI)  
Harpoon (TS)  
Johnny Quest (MI)  
Neuromancer (IP)  
Scooby Doo (MI)  
FOURTH QUARTER  
Alion (TAI)  
Apollo 18 (ACO)  
Arkanoïd (TAI)  
Battleship (EPY)  
Bubble Bobble (TAI)  
Captain Blood (MIN)  
Card Sharks (ACO)  
Carrier Command (RAI)  
Chrono-Quest (PSY)  
Commando (DE)  
Corporate Raider (COS)  
Crosbow (ABS)  
Dan Bunten's Sport of War (EA)

Dive Bomber (USG)  
Downhill Challenge (BRO)  
Ebonstar (MI)  
Fairy Tale Adventure (MI)  
Firezone (DS)  
4th & Inches Team Const Disk (ACO)  
Galactic Invasion (MI)  
Games: Summer Edition (EPY)  
Games: Winter Edition (EPY)  
Gladiator (TAI)  
Guardians of Infinity (PAR)  
Guerrilla Wars (DE)  
Global Commander (DS)  
Gold Rush (SIE)  
Graphies Studio (ACO)  
Hot Trunk (CAP)  
Ice Thrashers (EPY)  
Jack Nicklaus Golf (ACO)  
King of Chicago (CIN)  
Lancelot (DS)  
Land of Legends (MI)  
Leisure Suit Larry II (SIE)  
Metropolis (ARC)  
Mind Roll (EPY)  
Monopoly (VIR)  
Napoleon in Russia (DS)  
Pete Rose Pennant Fever (GAM)  
Pirates (MJC)  
Platoon (DE)  
Police Quest II (SIE)  
Pool of Radiance (SSI)  
Power at Sea (ACO)  
Qix (TAI)  
Renegade (TAI)  
Rubicon Alliance (DS)  
Sarge (CAP)  
Scavengers (INS)  
Scruples (VIR)  
Side Arms (CAP)  
Sierra 3-D Tank Simulator? (SIE)  
Supheed (SIE)  
Sky Shark (TAI)  
Sorcerer Lord (DS)  
Space Quest III (SIE)  
Sporting News Baseball (EPY)  
Sports-A-Roni (USG)  
Star Empire (FR)  
Star Fleet II (INS)  
Stockcar (CAP)  
Street Fighter (CAP)  
Street Sports Football (EPY)  
Street Sports Soccer (EPY)  
Super Hang On (DE)  
Superior Soccer (MIN)  
Tag Team Wrestling (DE)  
Technocop (USG)  
Time & Magic (DS)  
Tower Toppler (USG)  
Train, The (ACO)  
Trials of Honor (EPY)  
Uninvited (MD)  
Visions of Aftermath (MIN)  
FIRST QUARTER '89  
Alien Syndrome (MIN)  
Battle Chess (YIP)  
Legend of Blacksilver (EPY)  
Out Run (MIN)  
Red Storm Over London (IS)  
Red Storm Rising (MIC)  
Risk (VIR)  
Space Harrier (MIN)  
Take Down (GAM)  
Times of Lore (ORI)  
T.K.O. (ACO)

# INTELLIGENCE

NOVEMBER  
Choplifter (INT)  
DECEMBER  
Super Pro Auto Racing (INT)  
Super Pro Horse Racing (INT)  
FOURTH QUARTER  
Chess (INT)  
Flight Simulator (INT)  
Karateka (INT)  
Dive Bomber (USG)  
Super Pro Decathlon (INT)  
Super Pro European Bike Rally (INT)  
Super Pro Monster Truck Rally (INT)  
Super Pro Pool/Billiards (INT)  
Super Pro Skiing (INT)  
Super Pro Volleyball (INT)  
Super Pro Wrestling (INT)

# ATARI 2600

OCTOBER  
River Raid II (ACT)  
NOVEMBER  
Nebulus (AT)  
DECEMBER  
Crack'd (AT)  
FOURTH QUARTER  
Dark Chambers (AT)  
Pete Rose Baseball (ABS)  
Sprintmaster (AT)  
Super Baseball (AT)  
Super Football (AT)  
Tomcat F-14 Simulator (ABS)

# ATARI 7800

OCTOBER  
F-18 Hornet (ABS)  
NOVEMBER  
Super Skateboardin' (ABS)  
DECEMBER  
Crosbow (AT)  
Donkey Kong (AT)  
Donkey Kong Jr (AT)  
Jinks (AT)  
Mano Bro (AT)  
Nebulus (AT)  
ACE of Aces  
Fight Night  
Skyfox (AT)  
Touchdown Football (AT)

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**LAST CHANCE FOR VIDEOGAMES!!**

There Just Isn't Room for them anymore, so this is it! Once this sale is over, we will no longer carry games for the systems listed below. If you see something you want, make your move now!! Great inexpensive Christmas Stocking Stuffers! All games are brand new, in very short supply, and subject to prior sale.

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Thin Ice  
Tower of Doom  
Triple Challenge  
World Champ Baseball

**Accolade Releases New Versions  
of 4TH & INCHES**

Joining the initial Commodore 64/128 version (MSR \$29.95) of Accolade's football simulation, 4TH & INCHES, are new and enhanced versions for IBM PC/Tandy (\$39.95), Apple IIGS and Amiga (\$44.95 each).

**MicroProse Wins Software Awards**

At the recent 1988 Origins Convention, a gathering of adult fantasy, science fiction, and wargaming enthusiasts, MicroProse swept all three computer gaming awards. The awards are chosen by the Academy of Adventure Gaming Arts and Design, an association of professional game designers, artists, and developers. The categories were Best Fantasy or Science Fiction Game, awarded to PIRATES!, Best Screen Graphics (also given to PIRATES!), and Best Military or Strategy Game, which went to PROJECT: STEALTH FIGHTER. Congratulations to the MicroProse teams responsible for these games, which allowed MicroProse to become the first software publisher ever to earn all three of the Origins computer game awards in one year.

**Data Base Program for Youngsters from Mindplay**

Mindplay has announced the release of COTTON'S FIRST FILES (MSR \$49.99 for Apple II), a program designed to introduce data base concepts to children ages four to nine. Cotton, the animated bunny, helps youngsters learn how to file, sort, search, and build their own data bases. The program has three levels of difficulty, 200 animal picture printouts, plus a Build Your Own Files feature.

**Latest Version of WARLOCK for Amiga**

Developed initially on Atari ST, Three-Sixty's WARLOCK is now available for Amiga (MSR \$34.95). Additional versions of this charming, 20-level arcade-style action-adventure are coming soon for Commodore 64/128 (\$29.95), Apple IIGS (\$39.95), and Macintosh (\$39.95).

**More from Three-Sixty**

Three-Sixty also informed us that their long-awaited simulation of modern naval warfare, HARPOON, will be released in December (initial version for IBM PC/compatibles). And Three-Sixty has slipped a previously unannounced new program into their pre-Christmas lineup. THUD RIDGE, an air combat simulator which recreates historical F-105 bombing missions over Vietnam, is slated to be available during this month.