Computer Entertainer the newsletter

5916 Lemona Avenue, Van Nuys, CA 91411

© December, 1987 | Volume 6, Number 9 | $3.50

In This Issue...

The Year in Review
The First Sneak Look at the Upcoming C.E.S. including some of the games which will be announced (Read about here before anyone has even seen the games!)
Introducing a New Feature... New In The Arcades
REVIEWS Include...
Side Pocket
Top Gun
Winter Games
...for Nintendo
Indoor Sports
...for Amiga
Apollo 18
Coil Cop
...for Commodore 64
Soko-Ban
Police Quest
...for IBM
Great Golf
...for Sega
Falcon
...for Macintosh
The Action Max

THE TOP TWENTY

1. Test Drive (Aco/Co)
2. California Games (Epy/Co)
3. Street Sports Basketball (Epx/Co)
4. Maniac Mansion (Act/Co)
5. Echelon (Acc/Co)
6. 4th & Inches (Aco/Co)
7. Sierra 3D Helicopter Sim (Sie/I)
8. Gauntlet (Min/Co)
9. Bard's Tale II (EA/Ap)
10. Gunship (Mic/Co)
11. Sub Battle Simulator (Epx/I)
12. Superstar Soccer (Min/Co)
13. Silent Service (Mic/Co)
14. Defender of the Crown (MDS/Co)
15. Earl Weaver Baseball (EA/Am)
16. C. Yeager Flight Simulator (EA/I)
17. Lurking Horror (Inf/Ap)
18. Test Drive (Aco/Am)
19. Infiltrator II (EA/Ap)
20. Dark Castle (TS/I)

TOP TEN VIDEOGAMES

1. Punch-Out (Nin/NES)
2. Legend of Zelda (Nin/NES)
3. Top Gun (Kon/NES)
4. Outrun (Sega/Sega)
5. Ikari Warriors (SNK/NES)
6. Metroid (Nin/NES)
7. Breakthru (DE/NES)
8. Kid Icarus (Nin/NES)
9. Double Dribble (Kon/NES)
10. Zillion (Sega/Sega)

COMING...
Awards of Excellence
1987 Index
C.E.S. In Review
REVIEWS include...
Great Basketball for Sega

THE YEAR IN REVIEW - 1987

It's unbelievable but we're winding up yet another year. It's been an excellent year for the gaming business as games have come back to take their rightful place in the overall entertainment picture. This is the year that found newswriters discovering what you and Computer Entertainer/Video Game Update knew all along — people love playing games and are willing to purchase them IF the games are of high quality both in play and graphics. In the November 23rd issue of *USA Today* the bold prediction was made on the front page that the Nintendo system would be a top seller this Christmas (imagine our surprise!@#*).

Once again, and probably for the third year in a row, we're talking about the quality of games continuing to astound us as designers push the limits of the machines they're designing for...whether it's the venerable Intellivision or the state-of-the-art Amiga. It's a year that has shown steady growth, without the tremendous fall-out of years prior as the strong companies continue to get stronger. Electronic Arts and Activision keep adding "custom companies" and everyone seemingly wants to get on the Nintendo bandwagon. Meanwhile, companies which have never produced for the Atari 2600 have decided to enter that market (i.e. Epyx) as that system enjoys a surge as the perfect gaming machine for anyone who doesn't want to spend the $100 + for either Nintendo or Sega.

And so, once again, it's time to wish you and yours the happiest of holiday seasons. We want to thank you for your incredible support which has allowed us to reach five years of continuous publication (we now hold the honor of being the longest running newsletter or magazine in the U.S. to cover gaming!). We hope you get what you wish for...peace, health, and a game or two under the tree!

And now, month by month, the events as seen through the eyes of Computer Entertainer...

January — Once again, time for the CES Preview as '87 plans for Intv. Corp are announced, as well as new Sega and Nintendo titles revealed. We finished up our report from our Japan visit where we ran down some of the titles we had seen over there (including some titles which have, in the meanwhile, surfaced here!) As always, the issue also featured an index of all games reviewed the year prior (again topping 300 for the year). The 1986 Awards of Excellence were announced We began unveiling our Fifth Birthday Party Contest details, gearing up for a celebration which was more successful than we could ever imagine! Among the games reviewed this month were (Sega) *Action Fighter, The Ninja, Alex Kidd;* (Macintosh) *Dark Castle, The Pawn;* (Nintendo) Gradius, Karate Champ; (C64) Bard's Tale II, 221B Baker Street.

February - A complete re-cap of the Winter CES with the big news being the major resurgence of videogames. Among the items previewed at the show were the Sega 3D Imager, Nintendo's Legend of Zelda, as well as a bunch of new titles from the various third party Nintendo developers. Prototypes for new 3rd party joysticks were shown as well, for both systems. Meanwhile, on the other end of the spectrum, we featured a report from the MacWorld Show, new software from Electronic Arts, 3D on Atari ST, new Amiga models, translations from Activision, and more. Our Japanese Game Fanatics' Tip of the Month debuted and we announced the special publication of our first Special Edition in conjunction with our Fifth Birthday. Among the reviews in the issue were *Great Ice Hockey and Rambo* for Sega, *Star Trek: Promethean Prophecy* for C64.

March - An interview with "Hollywood Hijinx" author, Dave Anderson, a rundown on the Atari XE Game machine shown at the Toy Fair, as well as information on the new Macintosh line. More and more companies donating games for our Fifth Birthday with over $12,000 in prizes available!! Reviews include *Phantasie II* for Atari ST; *Sinbad and Throne of Falcon* for Amiga; *Marble Madness* for Apple; as well as Astro Warrior and Super Tennis for Sega.

April - It's our Fifth Birthday Party...and we're proud as peacocks that we've survived (thanks to you) this crazy world of computers and game systems! Meanwhile, Cinemaware is working on the "Three Stooges"; the West Coast Computer Faire is covered; and Solid Gold Software debuts. Loads of reviews including *Sub Battle Simulator* for Macintosh; *SDI and Uninvited* for Amiga, *Great Baseball, Space Harrior* for Sega, *Tower of Doom* for Intellivision; and *GBA Champion Basketball* for IBM.

...continued on Page 2

ISSN #0890-2143

Year in Review...contd. from Page 1

Spring, 1987 - Our ***Special Fifth Birthday Edition*** is published, free to all subscribers. It's packed with an eclectic look at where we've been and where we're going in entertainment software; a history of Apple II Gaming; a complete list of all Computer Entertainer Awards of Excellence; The Reader's Hall of Fame; favorite games of the Industry movers and shakers; and a compilation of games our reviewers recommend for your library.

May - Two dynamite simulations from Accolade are previewed, Test Drive and Apollo 18, as we ready for yet another CES. Activision shows a new martial arts program, The Last Ninja; while we divulge Nintendo plans for the Advantage joystick. New titles are announced for the Atari 2600; while more companies become Nintendo licensees. The Sega 3D Imager is sneaked. The Winners from our Fifth Birthday Celebration are revealed. Reviews include *Golden Path* for Atari ST, *Burgertime, Trojan, and Volleyball* for Nintendo; *World Tour Golf and Up Periscope* for C64.

June - In the complete re-cap of the CES in Chicago, entertainment is king as the booths are bigger than ever and there's more product than we've seen since the last boom in videogames. Activision sneaks Maniac Mansion while Infocom plans for fall releases including Plundered Hearts and Beyond Zork. Epyx goes California as they preview California Games and Firebird shows us the Universal Military Simulator. We take a close-up look at the Atari XE Game Machine which was shown as well as Sega's Outrun. Reviews include *Ghostbusters* for Sega; *Ikari Warriors and Castlevania* for Nintendo; *EOS: Earth Station* for Apple II; and *Track N Field* for C64.

July - An in-depth interview with designer, Gordon Walton, the gentleman responsible for Sub Battle Simulator; the Nintendo Fun Club debuts; new programs from Broderbund, and information on the Special Sega Outrun package. Reviews include *Family Fun Fitness and Epyx Joystick* for Nintendo; *Pirates, Street Sports Baseball, and Cauldron* for C64; and *Starglider* for Amiga.

August - Background on Lucasfilm Ltd., the developers of Maniac Mansion; Dark Castle sequel revealed; hot new secret title from Sega leaked; and second volume of Adventure Book in preparation. Tonka purchases U.S. interest in Sega, while we will find out in time delays shipments as the changeover is not as smooth as everyone would hope. Sneak Previews include *Maniac Mansion* for C64 and the *3D Imager and Missile Defense 3D* for Sega. Reviews include *Chuck Yeager Flight Simulator and Leisure Suit Larry* for IBM; *Barbarian* for Atari ST; *California Games and Alternate Reality: Dungeon* for C64; *Rygar, Legend of Zelda, and Solomon's Keys* for Nintendo; and *Rocky and Great Football* for Sega.

September - Pitfall Harry will return as Super Pitfall for Nintendo. The countdown to the holidays begin as the software starts pouring in! Super 3D is announced by Silicon Beach Software; and we have an update on CD-I. There's more delays in Sega software shipments and it's becoming apparent that there will be severe spot shortages in both Sega and Nintendo software (we are now finding that to DEFINITELY be the case as people call us in panic as they are seeking out those hot titles like Punch-Out, Outrun, Castlevania, and the like!). There's a special sneak preview of *Lunar Pool* for Nintendo and *Demon Stalker* for C64. Reviews include *Great Volleyball, Gangster Town, and Enduro Racer* for Sega; *Metroid, Kid Icarus, Elevator Action and Athena* for Nintendo; *Sub Battle Simulator* for C64; and Infocom's *Plundered Hearts and Nord and Bert Couldn't...*

October - We're recovering from our big earthquake, still putting our disks and videogames away. Microprose is enhancing Silent Service for the IIGS. Activision rereleases Paper Models: The Christmas Kit for the holidays while Capcom clears up the Section Z confusion for gamers. Our sneak preview for the month is *Zanac* for Nintendo. The reviews are coming hot and heavy as we cover *Kung Fu Master* for the 2600; *3D Battles of WorldRunner, Loderunner; Arkanoid, Raid on Bungeling Bay, and Stinger* for Nintendo; *Pinball Wizard, Terrorpods, and Jupiter Probe* for Atari ST; *Space M+A+X, Solitaire Royale* for IBM; *Paperboy, Geebee Rally, Last Ninja, NBA* for C64; and *Outrun* for Sega.

November - We divulge some of Sega's plans for 1988 while Sierra shows new titles at Comdex. Intv Corp. promises unique features for the upcoming Intellivision Basketball game while Data East indicates they will release Side Pocket for Nintendo and Acclaim will release Wizards & Warriors. The review crunch continues as we cover *Test Drive* for C64 and Amiga; *Double Dribble, Advantage joystick, Ring King and Mike Tyson's Punch-Out* for Nintendo; *Summer Games and Title Match Pro Wrestling* for Atari 2600; *Thexder and Sierra 3D Helicopter* for IBM; *Karateka* for Atari 7800; *4th & Inches and Echelon* for C64; and a hands-on look at the Atari XE Game machine and the software which is packaged with the system.

December - Last minute shopping is going on all over the country as everyone is scrambling to find that game title they just have to have for themselves or a favorite someone. The companies can't keep up with demand. It's an exciting holiday season we marvel at some of the software available. We're already staying up late trying to narrow the list down for our upcoming Awards of Excellence. Every year we think it's harder than ever to pick out just one title in a given category. We've already decided that this year's awards will be tougher than ever with many deserving titles not winning, just because of the excellence in the various categories!

So, as we burn the midnight oil arguing over who should be the winners in the various categories as well as talking with the various companies to find out what's up at the upcoming Winter CES in Las Vegas January 7th through January 10th (our next issue will be out AFTER that convention), we once again wish you all the very best for you and yours this holiday season. We'll talk to you again in 1988!

ATARI XE/XL Software

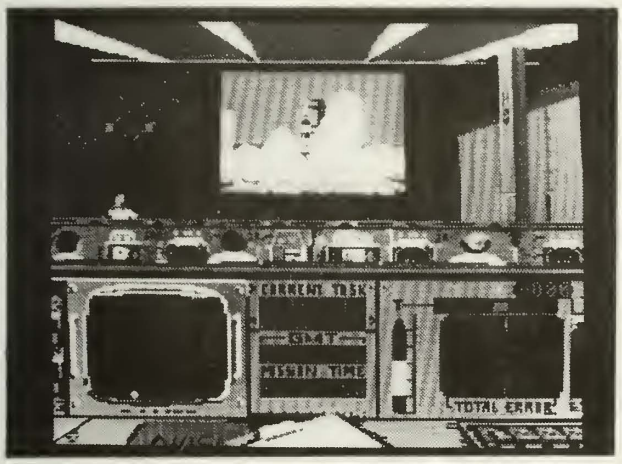
GAUNTLET (★★1/2/★★★), converted for Atari XE/XL owners by *Mindscape*, is an adaptation of the popular coin-op from Atari Games. The game is full of exploration, dungeons and treasures, nasty creatures, and loads of action. You can play one of four heroes, each with his own combination of strengths and qualities. In the two-player game, you each choose a different hero and then work together facing the dungeon dangers. If a friend comes over in the middle of the game, he can still take on a hero (although already chosen by the computer) and work with you. Your goal in the game is to explore all the dungeons, collect as much treasure as possible, and destroy all the evil creatures you possibly can. Meanwhile, these creatures will attack you relentlessly in the dungeons. Exciting This version is very similar to the recently released C64 version. It's a fast-moving game and the home version retains a good amount of the arcade feel. The graphics, however, are not totally up to snuff. The characters are not clearly defined and everything but our character was in shades of grey. Since gameplay is the most important aspect, however, it is a good game, especially in the two-player cooperative mode. If you somehow manage to master all the dungeons, Mindscape has an add-on disk with 500 new mazes entitled GAUNTLET: THE DEEPER DUNGEONS (msr $24.95). (one player; two-player cooperative; joystick; also available for C64/128; coming for Atari ST)
Recommended (MSR $34.95)

THE RATING SYSTEM:

4 STARS = EXCELLENT	2 STARS = FAIR
3 STARS = GOOD	1 STAR = POOR

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

APOLLO 18 (★★★★/★★★★) is a fascinating, but tough simulation designed by *Artech Digital Entertainments, Inc.* for *Accolade*. Billed as the first Apollo mission simulation, it allows you to recreate any one



of the original moon missions of the '60s. The screen footage is based on actual footage of the Apollo missions and depict the different stages of moon flight in detail. In the game, you'll assume two roles...one as a mission control specialist and the other as the astronaut. Before you can even attempt your launch, you must go through a detailed telemetry screen as you go through pre-blast-off checkpoints. Once you've gotten through that screen (probably the easiest portion of this tough "game"), it's back to mission control where the countdown begins (all with digitized voice!) and you see your Apollo ship in the mission control window, rockets beginning to fire. The tricky part is the red bar which will begin moving at the bottom of the screen. You must try and press the fire button of your joystick at EXACTLY the mid line. Your score is based on the number of 1000ths of seconds your timing is off (okay, gamers...you only THINK your reaction timing is lightening fast!).

You must keep your total error factor on all events to a minimum as the launch will be aborted if your timing is off too much! If you don't abort in the first portion of the launch (which you will probably do the first few times), the next portion finds you having to keep the bars balanced and keep the needle of the horizontal gauge centered. If the gyros become too unbalanced, an alarm will sound...the third time the alarm sounds, the launch is aborted. The play consists of eight stages: launch (including all pre-launch activities and blast-off; enroute, which includes the actual flight to the moon; lunar landing, including moon orbit and landing on the surface; moonwalk and lunar blastoff; docking maneuver in lunar orbit, redocking the lunar lander to the orbiter in order to transfer men and materials; return route and spacewalk; re-entry using the re-entry corridor; and splashdown and recovery. Throughout the mission, you will have to follow the trajectory screen carefully as you must position your craft precisely. For instance, during re-entry you must position your spacecraft at a precise angle between 5.5 and 7.3 degrees to enter through the re-entry corridor. A shallower anger would cause the capsule to skip-off into space and a steeper angle would cause the craft to burn up! As you move through your mission, points are scored for performing the tasks required. A minimum score is required in order to progress to the next phase in the mission. As you move through the various stages, the screen graphics change appropriately. Once you leave the initial blast-off screen with Mission Control in the foreground, you'll move on to shots of the craft; inside the command module; view of the moon walk; inside the lunar module, view of the space walk, etc. Throughout, the digitized voice is with you in the form of Mission Control.

Just Plain Awesome!

This was another program we got to see "in progress" in the June Electronics Show. It peaked our interest then and there is nothing here to disappoint you. Our first surprise was the digitized voice, speaking clearly as we began countdown, "T minus 15 seconds," 10-9-8, etc. down to "we have lift-off." The voice adds a tremendous amount of realism to the program as we really had the sense of someone from Mission Control in Houston being with us on our journey. The graphics are incredibly realistic as well right from the beginning when the big screen at Mission Control shows the rockets burning, ready for take-off, up through the various stages and scenes once you're in space. Let us warn you right here that this is one of the toughest "games" (we almost hate to call it a game!) you'll encounter as the precise handling, as well as running the programs required by the on-board computers on the telemetry screen will take every bit of patience and lightening-fast eye-to-hand coordination you'll be able to muster. Off course? You'll have to fire your rockets to correct your course as the on-board computer figures the length of time you must burn the engines to get back on course. You'll be scored on how accurate you are. We remember that one of the heads of Accolade Software was having a tough time in June (and we imagine he had quite a bit of practice time), and we found ourselves in the same situation. Time and time again, we'd abort as our reflexes were not quite as good as we thought. This is a highly challenging (as well as educational) game which will be hard to walk away from. There's a tremendous amount of satisfaction when you perform one of the tasks correctly, allowing you to move on to the next stage. Frankly, when we saw the suggested retail for the program we were amazed at the amount of depth and value packed into this program. Anyone owning a Commodore 64/128 should definitely put this on their shelf. While not planned for any other system at this point, we'd like to think that if this is a popular title (as well it should be), the conversion to such state-of-the-art computers as the Amiga, Atari ST, etc. would be considered. Those versions could be absolutely stunning! (one player; joystick)

Recommended (MSR $29.95)

OUTRAGIOUS PAGES, from *Batteries Included,* is the latest in page designing software allowing you to create all sorts of items such as newsletters, signs, letterhead, invitations, and the like. A simplified version of desktop publishing (the current hot buzz word in computers), this program combines the ability to set-up columns, bring in text from ascii files (or type right into the page), as well as manipulating graphics. The program has several items built-in such as 50 different fonts and a library of 80 various art pieces, patterns and borders (or you can "clip" them in from outside sources such as *"Printshop")*. Once the graphic is brought on to the page, you can flip, expand, reduce, rotate, or move it anywhere on the page. Text can be easily flowed around the graphc to give the page a professional look. Text can be manipulated in several ways including justification, ragged text, centering, and changing the margins anywhere on the page. If you don't want to design your own template, there are nine pre-designed templates included, from an invitation, calendar, 2- and 3-column newsletters, to certificates and letterhead. The program is easy to use with pull-down menus, tutorials, and an in-depth manual. Electronic Arts has an interesting offer through April 1, 1988 in which you can send a check for $25.00 (plus $3.00 shipping) along with the manual cover of your current graphics program (such as *Certificate Maker, Newsroom, Printshop,* etc.) to Electronic Arts, Outrageous Pages Upgrade Offer, PO Box 7530, San Mateo, CA 94403. They'll send you this program to add to your library.

Recommended (MSR $49.95)

Enhanced F-16 for Atari ST

Microprose is shipping an enhanced version of its best-selling combat jet simulator, F-16 Strike Eagle, for the Atari ST. Taking advantage of the machine's capabilities, the new version boasts higher resolution, and additional colors in the cockpit display. An additional mission has been added as well, allowing the player to recreate the United States' retaliatory strike against Libya.

IBM PC & COMPATIBLES

DEEP SPACE—OPERATION COPERNICUS (★★★★/★★★1/2) takes us into a space war game scenario in the year 2123. ***Sir-Tech*** has the program packaged in a "briefing kit" format which will give you the sense that you've gone to command headquarters to pick up your orders. The folder even includes "Background Intelligence," several newspaper and magazine articles from mid-year, 2123, which will give you background on the Andromedan Mining Raids, as well as other needed intelligence. Your mission is to pilot the Katana war vessel in one of four combat missions to test your flying skill as you fly through the Trojan Group Asteroid cluster seeking out the genetically-programmed warriors of the Andromedan Hegemony. Your spaceship is steered by joystick (although you can opt for the keyboard), with the weapons being launched by the button. Your main view is forward with the console in front of you. This view includes the radar screen which shows the Katana and the surrounding space. Other items such as a missile monitor, laser system monitor, etc., are also included in this console view. As you soar off into space you'll immediately get the true sense of maneuvering in space as you must learn to man your controls in a weightless environment. The maneuvers are based on true Newtonian Space Principles. During your mission you toggle to your onboard computer by hitting the space bar. There you will find a menu of commands which allow you to enable your missiles and/or lasers, raise and drop your energy shield, hyperdrive to a pre-determined sector on your quadrant map, magnify and demagnify, look at your quadrant map, and look left and right giving you other views to see what is surrounding you. There will be time when you will want to dock with an outpost or land on a planetoid containing a base where you can refuel, rearm, or get repairs.

The Four Missions

The different missions include Outpost where you fly to outposts to collect uranium and then safely return to base with your quota. Escort has you guiding the Orionese envoy ship out of enemy territory to a neutral base planetoid. In Plague, you must destroy canisters of the deadly Biotek-M microorganisms. In Invasion, the Andromedans are attacking Herculis Base. It's up to you to defend the base!

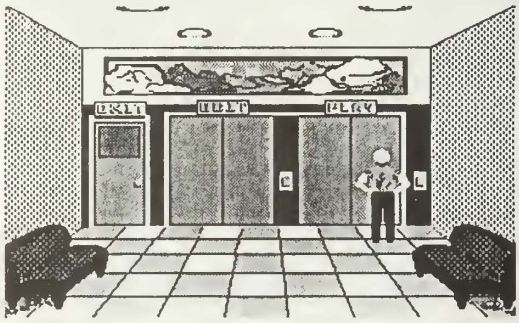
Beautiful 3D Effect

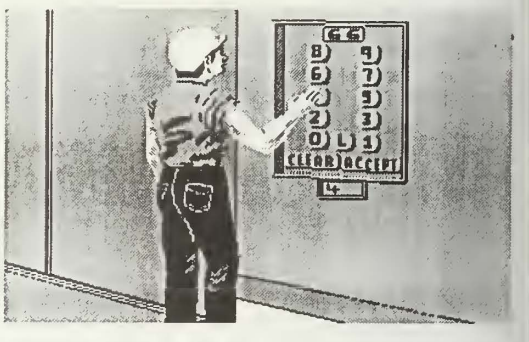
As we headed out to space the first time, the effect was startling! There is a definitive 3D effect to the graphics and also the feeling of realistic weightlessness as we floated, thrusted, and generally piloted our ship in a manner which seemed extremely realistic. The gameplay is extremely satisfying with the various missions available to you. While not easy to master, you won't need a Masters Degree to successfully fly in space and face the enemy. (one player; keyboard or joystick; reviewed on IBM; 256K; CGA or EGA card; Color, RGB, or composite monitor; compatible only with IBM PC 100% compatibles; coming for Apple II and C64)
Recommended (MSR $39.95)

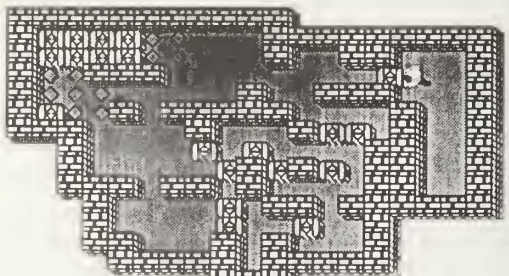
SOKO-BAN (★★★1/2/★★★1/2) is a fascinating little strategy maze game from ***Spectrum HoloByte*** which appears deceptively simple – until you try and solve it! As the game opens, your warehouse foreman is standing outside a building. Enter the building and you're inside the lobby where there are three elevators. To play the game, enter the right elevator, the far left elevator is for ending the game (we'll get to the middle elevator, EDIT, in a minute). Once inside the elevator, you will select the level you wish to play (there are 50 levels included in the game) by moving the warehouseman's arm to the number you wish. Then, once you've decided how many players are going to be competing (up to four), you move in to the first maze where there are heavy boxes blocking the passages. Your task is to move each and every box, one by one, to a predetermined area. What sounds easy isn't! Before you make a move, you should take a good look at the puzzle, getting a look at what your plan of attack should be. Then, with either joystick or keyboard, you'll direct your warehouseman to move the boxes. If you make a mistake, you can use the UNDO feature to move him back one move. If the mistake preceded that move, however, you'll have to hit RESET and everything will go back to its original position and you'll have to start the maze over. Success in the maze is based on getting all the boxes into the storage area, while the number of moves your man makes, the pushes, and the amount of time it takes will all be measured.

Design Your Own

If the fifty mazes aren't enough, you can design up to 49 more of your own making by entering the elevator marked EDIT. There you can design to your heart's content; however, you'll want to test your maze before saving it.





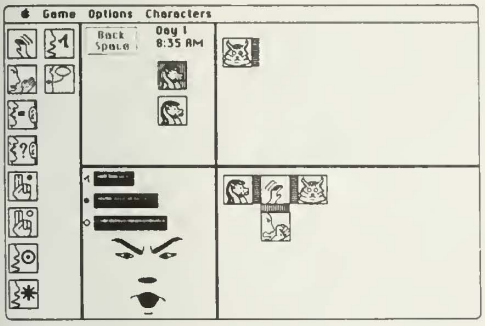


Addictive

This game falls into that genre of "just one more game (or maze, in this case)" before I go to bed. First thing you know it's hours later and you're still pushing boxes around. A definite plus is the ability to go into the mazes at any level you wish so you can enjoy favorite mazes, work at conquering a particularly hard one, etc. The tournament play is exciting as you pit yourself against one to three friends as you race against the clock and try to solve the mazes in the least moves. The opening screens where you make your choices are certainly unusual with particularly fine graphics. Anyone who enjoys strategy and figuring out puzzles will definitely want this program in their library. (one to four players; joystick or keyboard; reviewed on IBM, CGA required; coming for Apple II; C64)
Recommended (MSR $29.95)

MACINTOSH Software

TRUST & BETRAYAL: THE LEGACY OF SIBOOT (★★★1/2/★★★★) is the latest, and fascinating, program by *Balance of Power* author Chris Crawford, published by *Mindscape.* This is not like any game you've seen before as it focuses on language, personality and power as you "communicate" with the characters in a strange language

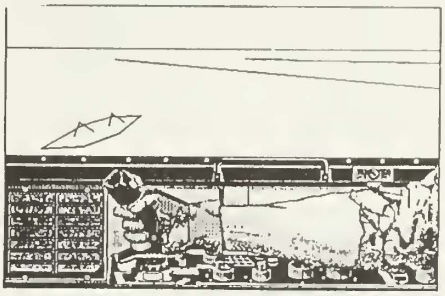


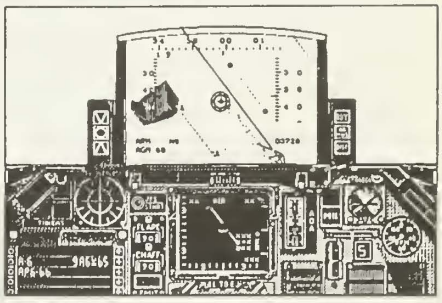
as you make deals, promises, gossip, etc. as you attempt to win the characters over, thus winning the game. The action takes place in a science fiction environment on Kira, a moon of the planet Lamina. The moon is inhabited by members from each of the Seven Species of Lamina. Since there's no common spoken language, the colony communicates in eeyal, an image-based telepathic language. The colony's leader is the Shepherd of Kira, also the spiritual leader and final arbiter of disputes. The Fourth Shepherd has just died, beginning the battle of who shall ascend to the leadership role. Each of the seven characters have their own distinct personalities, hatreds, emotions, strengths, etc. and you must learn to correctly interface with them in order to win. You've got to know when to cajole, argue, make friends, and more as you must use your intuition in all your moves. All the emotions are here — from hatred, betrayal, and distrust to love, loyalty, and honor. As you make your encounters which the various characters, you find yourself in a mini-vignette, using the "language" icons to "talk," show emotion, and generally interact with the character you're with. Obviously, just as in real life, situations and relationships change throughout the game, requiring you to adjust your approach and behavior. When you enter into a dialogue with a character, the screen will change giving you more information. There are bar graphs which show your relationship with that character, as well as how they feel about you. The bar graph measures fear, trust, and love. Below the bar graph you'll see a sketch of a face which gives you a general emotional tone of the last comment made. There's also a character menu which, at a glance (that is, once you feel comfortable with the icons), will tell you your knowledge of the other characters in the game. Throughout your adventure, there will be random events which will appear. There will be a short story which will give you a situation with four different solutions. The one you choose will also help determine the coloration of the game's outcome.

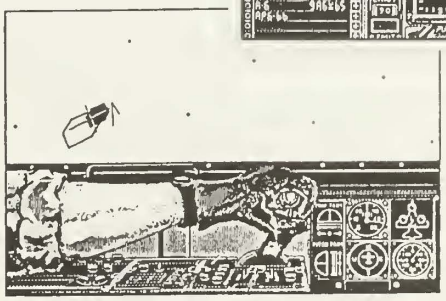
Fascinating Stuff

We can honestly say this is nothing like any other game we've seen. Chris Crawford has obviously got a fascinating mind to follow up his acclaimed program, *Balance of Power,* with something as different and revolutionary as this is. In some ways, we found this almost an extension of the earlier program as, once again, you must make decisions and judgements which affect the very outcome of the game. Of course, the Macintosh is uniquely suited to the icon-based premise with the easy "click of the mouse" approach. If you're concerned about remembering what the various icons mean, don't be. Crawford has thought of everything as you can click (and hold down the mouse button) once on any icon (or bar graph) and the meaning of the icon (or character it represents) is spelled out for you. This is one of those games which is especially hard to explain in the context of a review such as this; however, we would highly recommend it to anyone who enjoys cerebral games as you must outthink and use all the intuition you can muster to gain the winning hand. On the packaging there's a Mindscape slogan, "software that challenges the mind." This program fits that slogan to a "t!" (one player; requires 512K and 800K disk drive) **Recommended** (MSR $49.95)

FALCON (★★★★/★★★★) is a flight/fight simulator brought to extraordinary life by *Spectrum HoloByte*. Before we go further, it should be pointed out that, while the program will work on a Mac 512E, you MUST have at least 1 megabyte of RAM (which means you must have that upgrade). Obviously, it will work on the newer SE and Mac Plus. The program is a F-16 fighter simulation, putting you in the cockpit of that versatile jet fighter. As the program is booting, the digitized sound comes at you with startling realism. There's music, the revving of jet engines...enough to make you dive for cover. As you begin the game, you'll choose your rank (difficulty level - 5 included) and the mission you wish to undertake. Begin with the Milk Run as







that's a simple flying a bombing exercise so you can become familiar with your craft. You'll choose the number of enemy MIGs possible to be onscreen at any one time (limited by which Mac you own), as well as selecting the armament you wish to put on your jet. The Sarge will have something to say before take-off via a message window on the screen, and he will occasionally give you messages while you're airborne. Once you're ready for take-off, the cockpit screen will appear, loaded with controls, displays, and dials. The most important feature is the Head-Up Display (HUD) when dominates the middle of the screen. All your important data is displayed electronically here. There's everything from the flight path ladder, altitude scale, airspeed scale, to air-to-air missile specifics. The display gives you the effect of actually sitting in the pilot's seat facing the controls. There's also a left view (including your left arm on one of the controls) which gives access to several important controls such as yaw/pitch, landing gear lights, backup airspeed gauge, and fuel gauge. The right view shows a panel of caution lights. Both views are easily toggled into via the keyboard. You can choose a dogfight scenario where you'll go head-to-head in an air battle with enemy MIGs. Here is where you'll need to learn how to implement the many maneuvers that the F-16 is capable of. There are also several air-to-ground missions as you can choose to go after the enemy's bridges, communications center, runways, and even enemy headquarters. The Black Box The game includes a Black Box feature which records your F-16's flight path. With this flight recorder, you can show an "instant replay" of a MIG encounter, analyzing your performance. There's also an Air Combat Maneuvers (ACM) training mode which can be triggered at any time after entering the cockpit. This allows the player to view any of a select list of maneuvers performed

by a MIG. In order to follow the maneuvers, there are a series of diamond shapes trailing the MIG during the maneuver allowing you to follow the pattern.

Great Action and Sounds

The action is virtually relentless as you must maneuver your jet and successfully complete your mission of either shooting down MIGs or bombing an enemy area. Throughout, the sounds and graphics are very realistic as digitized airplane images and sounds have been utilized. There's explosions, machine gun firing, and everything else needed to give you the sense of actually being in an F-16 in enemy territory. The Black Box feature is one we especially like as it gives added dimension in your quest to improve your skills. This program ranks with the top simulators available for Macintosh today. (one player; Mac 512E, Plus, SE with at least 1 megabyte of RAM; keyboard, joystick, or mouse controlled; coming for IBM PC)

Recommended (MSR $49.95)

More Exciting Programs Due from Cinemaware

The Master Designers of Cinemaware are hard at work on new titles. And they're still pushing at the limits of what computers can do. We spent a few hours taking a look at what they have in store for you in 1988, and we think you're going to love their new games. THE THREE STOOGES (Amiga and C64/128) and ROCKET RANGER (Amiga) are scheduled for release in January, so we had a chance to see nearly finished products. We also got a peek at a few sequences from a game in development for release this spring or summer. Although we've been sworn to absolute secrecy regarding the theme and content of this one, we can say that it is a very special piece that is going to be noticed. Wish we could say more, but a promise is a promise!

Wacky, Slapstick Humor

Fans of the wacky, slapstick humor so characteristic of the Three Stooges will have a wonderful time with Cinemaware's own interactive version of a Three Stooges movie. As Bob Jacob, president and founder of Cinemaware, explained, there have have been many computer and video games licensed from movies. As any experienced gamer knows, the resemblance between a movie and its licensed game is not always a close one. The intention of the Master Designers at Cinemaware was to "max out" the Three Stooges license, making the game experience as close as possible to the movies. From what we saw, they certainly accomplished their goal. The storyline is reminiscent of an old-fashioned melodrama, as Larry, Moe, and Curly attempt to raise the money to save a woman and her children from being tossed into the streets by an evil landlord. The player's job is to direct the fund-raising efforts, guiding the three lovable buffoons through a group of arcade sequences taken directly from the Stooges' movies. No fan of the Three Stooges will fail to recognize the origin of the pie-throwing sequence, the madcap race through hospital corridors, the battle with oysters in the soup over who gets the oyster crackers, and the classic race for the violin to play special music so that Curly can win a boxing match. And scattered through the game are trivia quiz questions based on the Stooges' films. The program is a fun-filled comedic romp loaded with digitized pictures and sounds from the movies. We saw both the Amiga and C64/128 versions of THE THREE STOOGES, and they looked great.

First Cinemaware Serial

We also got a look at several portions of ROCKET RANGER, which was inspired by the adventure serials of the 1930s. The story is a perfect echo of the slightly preposterous tales that were often the thread tying those old serials together: an ordinary citizen of the 1930s is contacted by late 20th-century scientists living in a world where the Nazis won the war. They provide this fellow with some futuristic paraphernalia—a wrist computer and a rocket pack—so that he can help defeat the Nazis and restructure the future. Among other things, he must build a rocket and go to the Moon, where extra-terrestrials have been helping the Nazis. And he must save a group of women who have been enslaved by the Nazis in order to mine special crystals that rob men (but not women) of their intellectual powers. In keeping with the theme, the program comes with a secret decoder wheel that is integral to gameplay. (The program will not be copy-protected.) Like other Cinemaware programs, ROCKET RANGER includes a number of arcade-action sequences, including a first-person aerial dogfight and a fist-fight. The program also boasts a dramatic, original musical score by Bob Lindstrom with 19 different themes. (Watch out, John Williams.) And this is only the beginning of what Cinemaware has in store for gamers in 1988!

News from Three-Sixty Pacific

Three-Sixty Pacific, the new software company founded by former Accolade CEO, Tom Frisina, has more in store for gamers after their initial release of DARK CASTLE for Amiga and IBM. (DARK CASTLE was licensed from Silicon Beach Software's original design for Macintosh.) The Atari ST version of DARK CASTLE (MSR $44.95) will be available very soon and includes the same fully digitized soundtrack as the Amiga version. And the design team has managed the neat trick of NOT interrupting screen action while the soundtrack plays. The ST version of DARK CASTLE will be on three single-sided disks. (Note to Amiga owners: your version of DARK CASTLE, because it is on two double-sided disks, now carries a suggested retail of $44.95, rather than $39.95 as originally announced for this title.) And DARK CASTLE fans should note that Three-Sixty Pacific will also be doing conversions of the new Macintosh program by Silicon Beach Software, BEYOND DARK CASTLE, for the same systems as the conversions of DARK CASTLE. And what about owners of the Atari XE/XL 8-bit computers? Tom Frisina tells us that he has been thinking about doing an 8-bit Atari version of DARK CASTLE, but he's not too sure of the potential demand among those still using their Atari XEs and XLs. He has invited all 8-bit Atari owners to voice their opinions directly by calling him at 408-879-9144. So if you want your very own DARK CASTLE, get to that phone and let Tom Frisina know about it!

Modern Wargame: HARPOON

Tom Frisina also let us in on Three-Sixty Pacific's plans for a different kind of wargame based on Larry Bond's boardgame, HARPOON. The name may sound familiar, even to those who don't normally play wargames (especially the non-computerized kind), because it was a primary source for Tom Clancy's best-selling novel, *The Hunt for Red October*. Larry Bond was also the co-author of Tom Clancy's second best-seller, *Red Storm Rising*. In keeping with his philosophy of providing worthwhile entertainment for a broad spectrum of computer users, Frisina and the team working on HARPOON intend to produce a program that is not "just another wargame." First of all, HARPOON will deal with the reality of here-and-now rather than battles of the past or imagined future conflicts. The player will command a task force of U.S. and NATO countries against Soviet and Eastern bloc countries in the North Atlantic. Rather than tiny stick figures and icons, HARPOON will feature large, digitized pictures of actual NATO and Soviet strategic armaments.The pictures and descriptions will familiarize the player with the arsenals of each side, and there will be an opportunity to practice with a small task force. HARPOON will also include a "Staff Assistant," a sort of resident helper within the program who can offer advice or even take over delegated tasks. Frisina promises that HARPOON will be easy to learn for non-wargamers, yet deep enough to provide plenty of challenge to experienced gamers.

Accolade to Show Three New Programs at CES

Three new programs for C64/128 (MSR $29.95 each) will be showcased in Accolade's booth at CES in January. CARD SHARKS is a card playing simulation which includes Poker (Five Card Draw, Seven Card Stud, or Texas Hold 'Em), Blackjack, and Hearts. Card games can be played against "members of the local card club," the dealer only, or famous opponents (Gorbachev, Reagan, or Thatcher). The other new programs from Accolade are set during World War II. THE TRAIN: ESCAPE TO NORMANDY is a combat simulation in which the player takes the role of a French resistance leader charged with seizing an armored war train and guiding it through enemy lines to safety at Riviere, Normandy. POWER AT SEA is based on the Battle of Leyte Gulf and features strategy and arcade-style action in four game sequences involving battles against an enemy destroyer, strafing runs from Kamikazes, air attacks on the enemy fleet, and troop-launching to take enemy land positions.

AMIGA Software

SUPERSTAR INDOOR SPORTS is a collection of four different inside activities from *Mindscape.* The games included are Air Hockey, Darts, Bowling, and Ping-Pong. We'll take it game by game, also rating them in the same manner.

Ping Pong (★★1/2/★★1/2) is a game which is a favorite among gamers and this is a straight-ahead version of the tabletop sport. There are three levels of challenge, and you can assign power points in various areas such as smashing, forehand, reaction time, etc. You can also choose the non-traditional side view (only if you very accomplished!) for a tough approach. Your paddle can be hit in 15 different directions by mastering the timing; however, we found the paddle movement from one side of the table to the other on the slow side, seemingly making it more difficult to get into position for some of the smash shots (something the computer was very good at!). The sound of the ball was quite realistic, even as it bounced off on to the floor.

Air Hockey (★★1/2/★★★) is another familiar game to anyone who has frequented a pinball arcade. In this computer version, it's a pretty simple game as you move your "hitter" from side to side and up and down to block the puck and shoot it towards your opponent's goal. By it's very nature, it reminds us strongly of the original game of Pong.

Darts (★★★1/2/★★★1/2) takes us into the living room (complete with burning fireplace) where our dart thrower has his board up on the wall (Mom would love that, as the darts go off their mark). This is a very interesting game as you must gain more than a little bit of finesse in order to score high marks. There are two screens, with the first being a close-up of the dart board, with chalkboards for each player. You must use a combination of three meters below the board in order to accomplish your best shots. There's the angle meter, power meter, and the aiming dart meter. Once you have locked all three into place, the screen goes to a view from behind the player. He sends it flying, hopefully to land on the board with a resounding "thwock." If it ends up on the living room wall and the sound is different. Once your dart lands, assuming it's on the board, you'll return to the close-up screen where the chalkboard will be tallied and you'll see the dart on the board where you placed it. The graphics on this one are very crisp and realistic and the gameplay, while certainly not lightening fast (after all, it's darts), is realistic and enjoyable.

Bowling (★★★★/★★★★) is a perennial favorite with gamers and this version utilizes the Amiga to a "t." Prior to stepping up to the line, you can make an adjustment by changing the weight of the ball you wish to roll - anywhere from 8 to 16 pounds. The alley slickness is randomly chosen by the computer – anywhere from a value of 0 to 9, the higher the number the slicker the alley is. The first of the two screens allows you to see your bowler from the right side. You can move him across the boards (graphically very clearly defined) while aiming the ball with the "aiming arrow." You'll control the curve of the ball with the joystick while watching the swing of the ball to time the release. The whole procedure requires four different movements, all of which will require practice. If you let the ball go too late, your bowler will slide down the alley, fact down!. Once the ball is released, the screen will switch to that of the bowler's perspective down the alley at the pins. Watch your ball roll down and, hopefully, hit the pins. It's either that or into the alley! The graphics here are outstanding with all aspects clearly defined. The sounds are as if they were taken directly out of your neighborhood bowling alley. You even get cheers if you manage a strike. We've found that there are a lot of gamers who really enjoy bowling and this is a really terrific version which makes great use of the Amiga.

All in all, it's an interesting collection of games. We've rated them separately as you will need to make the decision which game(s) interest you the most and, therefore, if the program is worth buying. (one player; two player alternating or simultaneous depending on game; reviewed on Amiga; also available for IBM at $29.95)
(MSR $49.95)

Graphics Studio for GS and Amiga Ships

Accolade has just released The Graphics Studio for both the Apple IIGS and the Amiga. It's a do-it-yourself art studio designed for the creative artist. The program features a double screen size drawing area plus a full-screen clipboard, text capability compatible with font options and a color cycling tool allowing animated pictures. There's a palette of 4,096 blended colors and a complete pattern library. You can also take any portion of an image on the screen and resize it, flip or rotate it, change colors, etc. All the standard drawing tools are included, of course. The GS version retails for $59.95 while the Amiga program is $49.95.

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol1, #1,2,3, and 4 are available as xeroxed copies only at a cost of $2.50 each). Send $2.00 for each back issue you want. Buy six or more, and they're just $1.50 each. Make certain you have a complete set! You can also purchase the *SPECIAL EDITION*, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is $2.00.

MULTI-SYSTEM Software

TOMAHAWK (★★1/2/★★1/2) is yet another helicopter simulator, this time from *DataSoft.* This time you're at the controls of a U.S. Army AH-64A Apache helicopter as you engage in ground attack as well as air-to-air interception. As you begin one of the four missions, you can choose to fly in clear or cloudy conditions (and where the cloud base is), day or night, as well as whether you wish to encounter crosswinds and turbulence. In this 3D real-world display, you'll fly over buildings, trees, mountains, enemy tanks, guns, etc. The map, accessed at any time by pressing "M", is a grid divided into 16 rows of 8 sectors. Each sector contains 8 enemy targets, guns and/or tanks, giving a total of 1024 targets across the map. You're loaded with rockets, guns, and laser-guided anti-armour missiles which you'll use in your missions.

Nothing Special

While the gameplay is fine, we couldn't find anything that was unusual enough to make this stand out. We found, for instance, that *Thunderchopper* (reviewed last month for C64) has much more graphic detail and depth of play. For some reason, it seems that a particular theme will surface and several companies will have their own approach to the same thing (by accident, we assume, since these programs are in development for some time). In the Commodore arena, we would recommended Thunderchopper; since there's no other of the current helicopter simulator titles available for Atari XE/XL, then this one would be a good bet for that machine. It also would be good on Apple due to the fact that there isn't another better. Don't get us wrong...this is a pretty good helicopter program. It just happens that there are others just released which are better in the C64 (and IBM) machines. (one player; joystick required; reviewed on C64, Atari XE/XL, and Apple II)
(MSR $29.95)

PROJECT SPACE STATION (★★1/2/★★★) is the latest space shuttle/station simulator to be offered. The program, from the *Avantage* division of *Accolade,* puts you in charge of a Space Station. Before you can do that, however, you must do everything from setting budgets to buying equipment such as space suits, correctly loading the shuttle, selecting the correct combination in crew personnel, to the actual launch and piloting to the correct orbit.The planning and budgeting is no easy trick as you must use your resources wisely, getting the most for your available funds.You will allocate your funds into five different budget items before your plan can be approved. (The five areas are plan, equipment, modules, operations, and R&D (research and development.) You'll then move on to crew selection. You have a total of 32 different people to choose from, each having a main occupation or specialty. You can read personnel profiles to learn more about each individual before choosing a crew of at least six. You'll need to purchase the correct modules (building blocks of the space station) as well. Again, you can get additional information about the various modules available by highlighting the module you wish to learn about and pressing the joystick fire button. You're now ready to move on to station design where you can get at least an idea of the best way to put your space station together. Once you've made your way through all of this, it's time to launch into space. Once you're in space, you'll want to practice in the EVA (Extra Vehicular Activities) tutor as you must learn how to dock two modules as well as maneuvering the Orbital Construction POD in space. There are other tutors available such as Land Tutor where you can practice your return to earth. There's also the R&D tutor. Obviously, in order for the Space Station to generate income, there must be ways to earn money. R&D is how that happens. There are several projects included which you can learn about via the tutor. By the way, there are three sample missions in various stages of development included in case you don't want to start from scratch. One is Research in which you enter a completed Space Station ready to start experiments. The second is a partially-built station in which you must accomplish additional module docking. The third is a complete and approved plan which you must take from that point on and launch modules into space.

Interesting Program

While this doesn't have the depth of *SPACE M+A+X* from Final Frontier Software (only available for IBM, reviewed in October, 1987), there is quite a bit to this program for the space novice. It's probably going to take you awhile to get to the point where you come up with a plan that will be approved, as well as putting all the right elements together for a successful mission. It provides a very good tutorial on what goes on in the space program, including all the budget concerns. It's a program which requires a good deal of thinking as well as steady control as you attempt to put the station together on time and under budget! For those that feel Space M+A+X may be just a little too difficult, this one could fit the bill. (One player; joystick optional; reviewed on Apple II and IBM PC; coming for C64)
Recommended (MSR $39.95)

IBM PC & COMPATIBLES

SPACE QUEST II: VOHAUL'S REVENGE (★★★★/★★★★) is *Sierra's* irresistibly humorous sequel to the popular SPACE QUEST. And if you thought the first SPACE QUEST 3-D animated adventure was wacky, just wait 'til you get the sequel up on your monitor! The Two Guys from Andromeda (Scott Murphy and Mark Crowe) who designed this gem must have some tales to tell about obnoxious insurance salesmen, for they are the butt of the major joke in this game.

The Return of Roger Wilco

Roger Wilco, space janitor and hapless hero, returns after foiling the destructive plans of evil scientist Sludge Vohaul in the first game. Now Vohaul is mad. We're talking maximum anger here, folks. He has a new plan for taking over the world, and he's going to do it with hordes of genetically engineered, pushy insurance salesmen. And the first thing he does is to banish your character, poor Roger Wilco, to a sentence of manual labor. Klutzy though you are, you somehow manage to escape a life of toil in the mines of Labion and find yourself in a strange, jungle-like forest. Sooner or later you'll even stumble into Vohaul's asteroid fortress. Such adventure! Such danger! Such wonderfully silly fun! No one who has played the first SPACE QUEST game can afford to miss the fun of experiencing VOHAUL'S REVENGE. As much as we liked the first game, the second one is even wittier and more entertaining—unless you happen to be an insurance salesman! Graphics are up to Sierra's typically high standards for their 3-D animated adventures. Overall, this is one of the most genuinely entertaining games we've played on a PC this year. (Solo play; Keyboard; Blank disks required; 3 5.25", 2 3.5" disks, or hard disk; Supports Hercules monochrome, CGA, EGA, VGA, MCGA; RGB or composite monitor.) IBM version reviewed. Coming soon for Amiga, Apple IIGS, Atari ST, Macintosh.
Recommended. (MSR $49.95)

POLICE QUEST: IN PURSUIT OF THE DEATH ANGEL (★★★★/★★★★) is another in *Sierra's* line of 3-D animated adventures, but one that is quite different from the others, and indeed from most adventure games in general. Rather than fantasy role-playing, the core of this game might be called "reality role-playing" because it deals with the day-to-day professional life of a small-town police officer. The author of the game is Jim Walls, a 15-year veteran of the California Highway Patrol, and he has filled the story with the reality of his own experiences and those of fellow officers. POLICE QUEST is definitely not "Miami Vice" or "Dirty Harry," but rather an inside look at what police work is really like—from the mundane to the dramatic events.

Based on Reality

Though based on reality, the story of POLICE QUEST takes place in a mythical American town. The player takes the role of Officer Sonny Bonds, who becomes involved in stopping the flow of drugs into this previously low-crime town. While carefully observing standard police procedures outlined in the manual included with the game, the player takes part in the daily routines of the typical police officer: attending briefings, handling routine traffic violations, dealing with bureaucratic red tape, and even bantering with fellow officers in the locker room or over a snack at the local coffee shop. The daily routines can be interrupted at any time with unexpected moments of danger requiring split-second decisions. And if the player's character proves to be a good cop, he may be asked to go undercover to infiltrate the gang of the "Death Angel" who has brought drugs into this once-peaceful town.

Entertaining and Educational

With its adult themes and thoughtful presentation, POLICE QUEST is both entertaining and educational at the same time. It is a perfect example of one of the computer's most exciting possibilities: the ability to let us experience something we might otherwise never know in a way that TV or the movies can't match because we have no control over the events. We found POLICE QUEST absolutely fascinating. We were especially happy to see an adventure based on an idea that hasn't been used before. The theme of drug-related crime is highly topical, and the insights into the realities of police life are both interesting and valuable. Not only is playing the game enjoyable, but it should spark some lively discussions of important issues when played in either a family or classroom setting. (Solo play; Keyboard or joystick; Blank disks required; 3 5.25" & 2 3.5" disks without copy protection; Supports Hercules Monochrome, CGA, EGA, VGA, MCGA, Tandy 1000 and PCjr color cards; RGB or composite monitor.) IBM version reviewed. Coming soon for Amiga, Apple IIGS, Atari ST, Macintosh.
Recommended. (MSR $49.95)

COMMODORE 64/128 Software

COIL COP (★★★/★★★) is a new entry in *Epyx's* moderately priced Maxx Out series of action-oriented games. This one is an imported British game by Gremlin Graphics Software and features lots of screens, a blend of action and strategy, and some very lively music. The premise of the game is that the Coil Cop is the only toy remaining in a toy factory taken over by a runaway master computer. While controlling the Coil Cop, the player's aim is to shut down the computer and stop it from producing the terrible mutant toys spewing forth from the master computer's berserk assembly line. To accomplish the this task, the player directs the Coil Cop to bounce around the many tunnels and rooms of the factory, collecting pieces of the computer's buggy program until the computer is finally shut down. The evil toys of all descriptions must be avoided, of course, and the Coil Cop's oil level must be monitored lest he run out and die. In The Toy Factory The toy factory is a many-screen maze filled with all kinds of obstacles, surprises, and Rube Goldberg-style contraptions—some of them helpful, some quite dangerous. The Coil Cop is a strange little creature that run and hops his way around the fantasy world of the toy factory. The game is basically a fast-paced action adventure requiring quick reflexes and lots of practice to master. Those who enjoy the challenge of mastering the use of contraptions and finding their way through obstacle-filled mazes will probably find COIL COP to their liking. (Solo play; Joystick; Pause.) C64/128 version reviewed; also planned for Apple II and IBM during the first half of 1988.
MSR $24.95

SKYFOX II: THE CYGNUS CONFLICT (★★★/★★★) from *Electronic Arts* takes the flight-and-battle scenario of the original SKYFOX and moves it to outer space. Rather than taking on conventional enemies in planes and tanks, the player piloting the Skyfox II takes on the enemies of the Federation at warp speeds. It gave us a sort of "Skyfox meets Star Trek" feeling when we played it. Take-off from the Starbase Docking Bay is almost identical to taking off in the original game, except that the opening window of the Docking Bay reveals stars against black space instead of the blue sky of the original game. Regardless of the mission you choose (there are ten of varying levels of difficulty), you'll soon encounter enemy Xenomorph ships, asteroid belts—or worse. In the easier missions, straight-ahead flying and shooting suffice, but the more complex missions require plenty of strategy along with a good eye and quick reflexes. Like its predecessor, SKYFOX II has crisp graphics that put you right in the pilot's seat. Because of the many different missions and multiple levels of difficulty, SKYFOX II offers the gamer lots of variety and enough depth to keep the game from becoming stale with repeated plays. SKYFOX II is not especially original in its combination of first-person space flight and strategy, but it's an enjoyable game of the type. (Solo play; Joystick & keyboard.) Coming soon for C64/128.
MSR approx. $30-$35

COMMODORE 64/128 Software

DRAGON'S LAIR (★★★1/2/★★★1/2) brings one of the landmark arcade classics to the home screen. Designed by *Software Projects* and distributed by *Electronic Arts* on their moderately priced Amazing Software label, this adaptation of the first videodisc coin-op is quite true to the original. Dirk the Daring is the player's alter ego in an adventurous quest to rescue the Princess Daphne from the clutches of Singe the Dragon. Nine familiar tests from the arcade game comprise the computer version of DRAGON'S LAIR, including the falling platform, the hall of skulls, burning ropes, and six more. Although Dirk appears a bit blank-faced in this adaptation, the rest of the graphics are quite close to the videodisc original. Play action is as challenging as we remember it in the arcade, but control seems a bit more precise than we recall in the original. (Best of all, it doesn't eat quarters!) This computer version also contains a bonus: the second side of the disk contains ESCAPE FROM SINGE'S CASTLE—eight more action sequences after the rescue of the Princess, including the slaying of Singe and winning a great fortune in gold. Altogether, DRAGON'S LAIR is an excellent gaming value for those who enjoy the action of arcade-style games. (Solo play; Joystick and keyboard; Continue feature.) Available for C64/128 only.
Recommended. (MSR $24.95)

URIDIUM (★★1/2/★★) is an adaptation of an arcade-style space game from Mindscape which was designed originally for Commodore 64/128. It's a pretty straightforward shooting game that has you fly an acrobatic little Manta fighter across the surface of gigantic alien ships, the Super-Dreadnoughts. As you pilot your Manta in repeated strafing runs above the surface of the alien giants, the enemy sends out squadrons of agile fighter ships to defend itself. The Super-Dreadnought is also capable of launching homing mines which can be avoided with some fancy flying on your part. Destruction of one big ship lets you move onto the next one, and so forth. While we were not bowled over by the original C64/128 version of this game, at least we enjoyed its high speed and crisp graphics. Unfortunately, something seems to have been lost in the translation to Atari ST format. Graphically, the backgrounds in the ST version are nearly identical to those on the C64/128 original. However, the fighter ships actually look a little better to us in the C64/128 game, especially the Manta fighter. Play action is the big disappointment, however, because the ST version is noticeably slower than the C64/128. Combine that with the fact that the ST version costs more than the C64/128 one, and we have to recommend that you pass on this one. (Solo or 2-player alternating; Joystick; Pause.) Atari ST version reviewed. Also available for C64/128 and planned for Apple II and IBM at $29.95.
Not recommended. (MSR $39.95)

Going Digital

From time to time, we've offered updates on CD-I (Compact Disc-Interactive), an exciting new technology that permits the marriage of high-quality graphics and sound with full user interaction on the compact disc. Recently we got a look at another use of the compact disc that has been under development for three years: Digital Video Interactive. This technology permits 72 minutes of full-motion video on a CD along with high-quality audio and the ability to allow user interaction with the programming for entertainment and educational applications. You'll be hearing more about both CD-I and DVI during the next year, since many of your favorite software companies are working with one or both of these new technologies.

Solve a Mystery with Sherlock Holmes

One of the most durable pairs of sleuths in literature will come alive in a new work of interactive fiction by author Bob Bates for Infocom. In SHERLOCK: THE RIDDLE OF THE CROWN JEWELS, the player takes the role of Dr. Watson and is responsible for solving the mystery of the disappearance of the Crown Jewels. Although Watson works alongside Holmes and can ask his advice, it is up to Watson to find the jewels within 48 hours. To be released initially for IBM PC/compatibles, C64/128, and Apple II in standard Infocom interactive fiction format, special versions with sound will follow for Apple IIGS, Macintosh, Atari ST, and Amiga. (MSR $39.95 for all versions, except C64/128 at $34.95.)

IBM PC & COMPATIBLES

TEST DRIVE (★★★★/★★★★) has rapidly found its way to IBM, as *Accolade* feels it has a hit program on its hands (we agree!). The gameplay is virtually identical to that on the C64 and Amiga reviewed last month where you have your choice of five exotic dream cars in a test drive up a mountainside. While you can steer and shift with the keyboard, we would suggest using a joystick as it gives a more realistic feel as you whizz up the treacherous cliffside road, avoiding cars and trucks coming down the road, and keeping the police off your back. This version includes the inset of the gearshift, the rearview mirror, the radar detector, and all the car stats and the graphics are excellent for the system. While you don't get the richness of sound effects found in the Amiga version, this is not a shortcoming of the program, just the superior abilities of the Amiga hardware. Accolade has done a terrific job in the translation. (one player; 256K; CGA/EGA or Hercules MGA required; free upgrade available for 16 color EGA and 3.5" disks; also available for Amiga and C64)
Recommended (MSR $39.95)

Firebird Working on 21st Century Simulation

Firebird Software is hard at work on Carrier Command, a 21st Century simulation in which you command an aircraft carrier, and up to three advanced warplanes in defense of an invaded atol. You'll have command of your aircraft, including take-off and landing from the deck of the carrier, air maneuvers, air to ground and air to air combat.

New In The Arcades

Pac Mania has just been released in the arcades by Atari. This time there's Bounce Power, in which you maneuver the new Pac Man through a maze of 3D mazes. He enters news challenges as he enters the worlds of Block Town, Pac Man's Park, Sandbox Land, and Jungly Steps.

DesignWare Program for Dinosaur Fans

DESIGNASAURUS, a three-part educational and creativity program from DesignWare, is new for IBM and Apple (MSR $39.95). Suitable for all ages, the program lets the user learn all about dinosaurs, build fantastic beasts from component parts of "real" dinosaurs, and print a variety of dinosaur pictures. The package even includes a sample sheet of special printer paper for making an iron-on dinosaur T-shirt transfer.

THE VIDEO GAME UPDATE

Nintendo Announces New Titles For First Half of '88

Six new Game Paks plus one accessory are planned by Nintendo for the NES during the first half of 1988. The accessory is the NES MAX (MSR $24.95), described as a compact joypad with 360-degree rotating thumb control and two turbo buttons. The Game Paks include THE ADVENTURE OF LINK ($49.95), sequel to "The Legend of Zelda," in which our hero must return six gems to their statues in six villages throughout the land of Hyrule in order to break Ganon's spell and waken the sleeping Princess Zelda. There's more adventure with DRAGON WARRIOR ($42.95), a role-playing game which lets you set out to conquer a dragon, gradually gaining strength and the use of more powerful swords and a shining suit of armor. Another adventure awaits with the release of SUPER MARIO BROS. 2—more mazes, more magic, more surprises. Nintendo isn't about to neglect the action gamers, who can look forward to ICE HOCKEY ($42.95), RETURN OF DONKEY KONG, and PRO AM RACING ($42.95). ICE HOCKEY will feature professional playing action and plenty of speed. RETURN OF DONKEY KONG lets you control the great ape himself, tossing barrels and getting into plenty of mischief. PRO AM RACING includes 32 tracks of Hot Dog, RC (Radio Control) style racing with the ability to pick a variety of performance boosters as you race.

Konami Plans New Arcade Titles for NES

During the first half of 1988, Konami will introduce two new titles for the Nintendo system, both based on arcade hits. The games are CONTRA, a very popular man-to-man combat adventure, and JACKAL.

New Nintendo Licensee: GameTek

GameTek expects to ship its first five titles for the Nintendo Entertainment System between February and June. All are versions of popular TV game shows licensed from Merv Griffin Enterprises: JEOPARDY!, WHEEL OF FORTUNE, HOLLYWOOD SQUARES, THE PRICE IS RIGHT, and PASSWORD (MSR $44.95 each). Each game is packed with enough variety to keep the fun alive for many repeat plays. JEOPARDY! features thousands of questions in a wide range of categories and even includes Double Jeopardy. WHEEL OF FORTUNE has over five hundred puzzles and its own version of Vanna White to turn the letters. (Junior versions of these first two games, designed especially for youngsters age 6 and up, are also in the planning stages.)

RAMPAGE Really Is Coming to Nintendo System

One of the most persistent rumors of the past year has been that the arcade hit, RAMPAGE, was available (or about to be released) for the Nintendo Enertainment System. In fact, the rumor became so strong in the Los Angeles area three or four months ago that we had several reports of kids demanding to buy the game from local stores because they claimed to know someone who already had the game. (This sort of thing drives store owners nuts!) Now it turns out that RAMPAGE for the NES should become a reality late next summer or early fall, and the game will be coming from Data East. We also hear that Data East is working on a game based on last summer's mega-hit movie, ROBOCOP. It's tentatively planned for the second half of 1988.

MOVED??

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

Data East Showing New Titles at CES

A variety of new computer games from Data East are expected to be shown for the first time at the January Consumer Electronics Show (CES) in Las Vegas. LOCK ON, an arcade-style combat simulation, is described as a non-technical, fast-paced flight simulator. LOCK ON will be available for C64/128 (MSR $29.95), IBM PC/compatibles ($39.95), and Atari ST ($44.95). SPEED BUGGY, in which players jump their buggy over a variety of obstacles in a wild race, will be available for C64/128 ($29.95) and Atari ST ($44.95). VICTORY ROAD, a combat simulation sequel to "Ikari Warriors," is set for C64/128 ($29.95) and IBM PC/compatibles ($39.95). In the sequel, heroes from the original game battle fearsome enemies in order to conquer a temple of demons. Data East will also be showing their current and future titles for the Nintendo Entertainment System. In conjunction with RING KING, endorsed by Ray Leonard, Jr., Data East will be giving away autographed photos of the popular young boxer.

SEGA Software

GREAT GOLF (★★★1/2/★★★★) was long delayed as ***Sega*** decided to "spiff" it up a bit...and the wait was worth it! This game is an 18-hole tournament in which you can play stroke play, with one to four players, or head-to-head match play. Once you've chosen which play you want, as well as the number of players and enter the names, you must select the clubs for your bag. You can choose fourteen clubs which will then stay with you on the course. Before stepping up to the first tee, you'll get an overhead view of the entire course. Once you're ready to step up to the first tee, you'll see an overhead shot of the hole on the left side of your screen, showing hazards, water, directions, etc. On the right side, and dominating the screen, is the player's view from the position of the shot. Take a look at the hole, and check the wind (by pressing button 1, your player will toss a few blades of grass in the air. Watch the way the grass flies to determine which way the wind is blowing!). Then, based on how far you are from the hole (all that sort of information including par, etc., is in the upper left corner at all times), choose the correct club in a sub-screen which you call up by pressing button 2. Once your club is selected, the next sub-screen will allow you to choose your stance by moving the footprints (the directions give you some background on what type of shot you're likely to hit based on the stance you choose). Then, set the angle of your shot, based on wind, hole, etc. Finally, the power meter scale will allow you to hit Button 2 at the correct power (you'll get better as you practice). Once you're on the green, the putter is selected for you automatically. There are different sub-screens on the green as you can take a close-up look, with your golfer leaning down behind the ball, at the slant to the hole, as well as a horizontal slope screen. Again, you can choose your stance, as well as direction of the putt, taking into consideration the slopes you've just checked out.

Great Fun with Great Graphics

We've certainly seen our fill of golf games for the various systems, but it is a very popular sport for home game and computer systems. Based on the calls we've received, there's been a good number of people waiting for this title and the wait is worth it! The feel of the golfing game is very good, with all the elements needed to control your game - from a fine selection of clubs to the ability to adjust for wind, as well as various foot stances. Frankly, while somewhat of a "gimmick," we loved the way you check for wind direction. After all, if you were really out on the course, you might grab a few blades of grass and toss them in the air! Right? Also, the way you check for slope on the putting green is, by far, the most impressive and realistic way we've seen in the various golfing games we've seen. While you're not loaded with several courses in which to whack your ball around, the eighteen holes should keep you busy for some time as it has all the tricky elements needed for a Sunday afternoon game. While there aren't a great number of games being shipped for Sega, they are certainly providing some terrific ones! (mega-cartridge; one to four players) **Recommended** (MSR $35.00)

NINTENDO Software

WINTER GAMES (★★★1/2/★★★) seems destined to appear on nearly every computer and game system there is! In this incarnation, the multi-event game of winter sports designed originally by *Epyx* has been licensed to Acclaim Entertainment for play on the Nintendo system. While the game looks great and has very good music and sound effects in this latest version, we would have been happier to see another event or two. The original computer game has eight Olympics-style events, and even the Atari 2600 version (reviewed last month) has seven events. The version for NES has but four, which is something of a disappointment. The four events are Speed Skating, Figure Skating, Hot Dog Aerials (acrobatic ski jumping), and Bobsled racing. (You also get the full fanfare of the opening ceremonies with torch-lighting and doves, but that's not an event to be played.) Varied Set of Skills Required As in previous versions of WINTER GAMES, the events require a varied set of skills with the control pad or joystick. Speed Skating uses a rhythmic alternation of left and right moves of the controller, mimicking the smooth stroking of the speed skater's legs, in order to build speed. Figure Skating demands a series of controller moves and action button presses to accomplish a set number of skating moves within a limited time period. Hot Dog Aerials also requires a whole series of controller moves in order to earn the maximum score. And the thrilling bobsled run uses a combination of steering and braking moves from the controller to keep the bobsled on the course. The simulations of these winter sporting events are very well done, and the cartridge is even capable of remembering high scores. It's just difficult to be satisfied with only four events when there are more in every other version. (Solo or 2-player alternating.) NES version reviewed.
MSR #34.95

TIGER-HELI (★★★1/2/★★★) is a fast-action shooting game from *Acclaim Entertainment* which is based on the arcade game by Taito. According to the story behind the game, a terrorist nation is planning to take over the world, and it's up to you to stop them in the Tiger-Heli, the ultimate stealth jetcopter. Flying the Tiger-Heli up the screen and over enemy land and sea installations, your goal is basically to wipe out everything in sight while avoiding the fire of enemy tanks and other weapons. What makes it interesting is the marvelous maneuverability of your super chopper and the ferocity of the enemy attack. (The enemy likes nothing better that to catch you in a hard-to-escape cross-fire.) As you make your way to the enemy mega-fortress, there are bonuses to be earned by shooting special targets. Some of them even add to your already awesome firepower. TIGER-HELI offers straight-ahead action gaming with nicely detailed graphics and good sound. We liked it! (Solo or 2-player alternating.) Available for Nintendo system only.
Recommended.
(MSR $34.95)

STAR FORCE (★★★1/2/★★★1/2) is the newest game from *Tecmo*, and it is absolutely loaded with fast action. Its theme is one of the standards: you get to save the world from a powerful and evil planet known as Gordess. Piloting the Final Star, you fly up the screen to attack different areas on the planet. Of course, Gordess has plenty of defenses, including some very fast-moving forces that may attack in a variety of ways. While there is nothing especially original about the story of this game or its execution, fans of action games will have a ball with it because of the wild abandon of its sheer speed. (This is one time when the rapid-fire turbo button of the NES Advantage joystick really comes in handy.) STAR FORCE may not require a lot of thinking, but it sure is a lot of fun to play! And we commend Tecmo for doing a much better job with their instruction booket this time than they did in their first three games. All the enemies are pictured and described, including the best methods for dealing with them. (Solo play.) Available for Nintendo system only.
Recommended. (MSR $34.95)

KID NIKI (★★★/★★★) from *Data East* is based on an arcade game by Irem. It's an action-adventure starring a pint-sized "radical ninja" armed with a whirling sword. His goal is to save the Princess Margo from the Stone Wizard, which he can accomplish by making his way through seven different rounds of escalating challenges. In each round he faces new enemies, all of whom must be defeated in order to reach and rescue Margo. As is typical in this type of game, Kid Niki must do the usual amount of running, climbing, avoiding and slashing to reach his goal. KID NIKI is fairly standard action-adventure fare—good but not great as far as gameplay and originality are concerned. (Solo play" Continue feature.) Available for Nintendo System only.
MSR $39.95

THE GOONIES II (★★★1/2/★★★★) is an action-adventure from *Konami* which portrays the further adventures of the characters from "The Goonies," the movie. At this point you may be asking yourself, "Whatever happened to GOONIES I?" Well, there was a game one of GOONIES, but it has been available only on the Japanese version of the Nintendo System. (It was licensed by Konami from Warner Bros. and from Datasoft, which designed the original computer game of "The Goonies.") The premise of this story is that six of the Goonies have been kidnapped by Ma Fratelli and her no-good sons. The Goonies and their friend, Annie the mermaid, are at the mercy of this slimy gang unless you, the last free Goonie, can manage to find and free all of them from their hiding places in the Fratelli hideout. And all you have for protection is your Goonies yo-yo!

Blend of Action and Adventure

The Konami designers have blended action and adventure in a very interesting way in THE GOONIES II. In the action screens, your Goonie runs and jumps and zaps enemies. In the adventure screens, accessible through doorways in the action screens, he can find magical objects, receive clues, or even enter other action screens. A status screen keeps it all together, and you can even let your Goonie keep his accumulated loot for another day if you make note of the password provided at the end of your session. The action scenes are widely varied, from creepy attic to underwater scenes—all linked with adventure screens. It's a very interesting way to structure this type of game, and we think you'll enjoy it. Once again, Konami is proving itself a company that can be depended upon for really good games for the Nintendo system. (Solo play.) Available for NES only.
Recommended. (MSR $34.95)

ATARI XE Game Software

LODE RUNNER (★★★/★★★) is an old, very familiar title which has been repackaged in cartridge form (in fact, it was available some time ago in cartridge form for the Atari computer before disk-based games became the standard) by *Atari* for its XE Game System. Most gamers know the premise of this classic. The player is a highly trained Glactic commando deep in enemy territory. The enemy has stolen gold which you must recover. There are 75 different subterranean levels which you must get through, with the relentless Bungeling guards in pursuit. You'll have to run, jump, as well as climb ropes as you try to avoid the enemy while picking up the gold. Your only defense is a laser drill pistol which you can use to trap the enemy in newly-drilled pits.

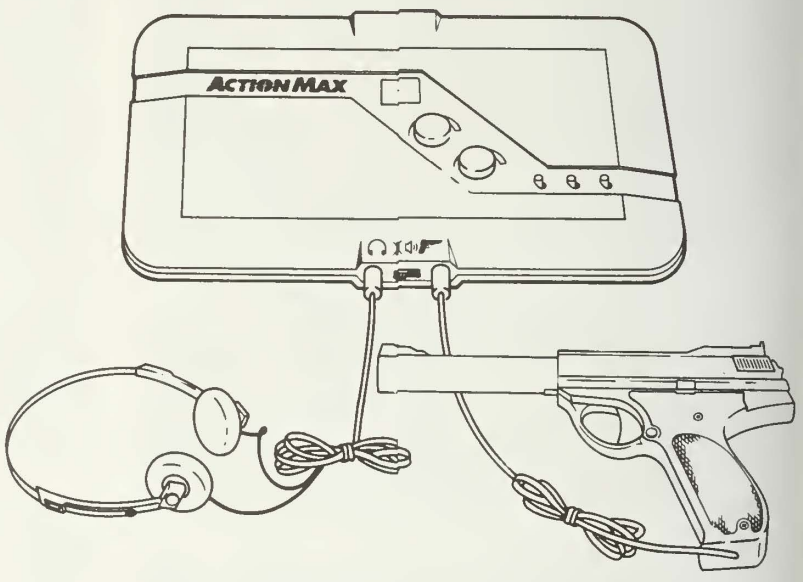
Also included is the ability to create your own game boards. Obviously, you cannot save your creation to the the ROM cartridge; however, if you have a disk drive hooked up to your XE game machine, you can save the boards to the disk for use later.

Still A Good Game

This is a title which has been around for quite some time and available for virtually every machine out there. (In fact, there has been the sequel, *Championship Lode Runner*, available for computers.) It's a classic which has held up as a good game for years which is tough to play but affords hours of entertainment. While this is a nice addition to the XE library, we are still waiting to see what's coming in the way of new (at least newer) titles which will make this system one to consider. (one player; joystick or keyboard)
Recommended (MSR $19.95)

ACTION MAX

ACTION MAX is the new system from ***Worlds of Wonder*** which we hinted about last winter when it was under secret development. It is now available; however, under severe financial difficulties of WOW. Before getting to all of that, let's talk about the system. Included in the package is a base unit which everything connects to. Here you'll adjust volume and distance to your TV, track your score, and adjust for one or two-player. This base unit works off of batteries, or you can purchase an optional power adaptor to plug it into the wall. In addition, there's the game pistol which you'll use to hit designated targets. The score signal, a big red light, is attached to the TV and will light up when you hit a target. Also included are the stereo headphones which puts you in the middle of the action. You'll hear the soundtrack and characters talking, as well as a stereo sound of you firing your gun, including the ricochets. The headphones can be used to keep any sound from disturbing anyone else in the room, or as a supplement if the others in the room want to also hear the action. The game included with the package is ***Sonic Fury***, live action footage putting you inside the cockpit of a F-14 fighter jet. (of course, there's also cords included to hook your Action Max to your VCR).



Live Action

Once you go through a tutorial on the videotape (VHS is the only format available) in aligning your gun for accurate shooting, it's time to take-off in your F-14. You begin by flying low, and very fast, over desert and canyon terrain. There's some dialogue between the two F-14's flying together and, before you know it, there are enemy fighters on the screen in front of you. The dogfighting begins with a crosshair target appearing on the tail of the enemy jet(s) whenever they're on the screen. Shoot away and try to hit them. Because this is actual flying footage, obviously any hit you make will not send the jet plummeting to the ground. Instead, the red light will light up and the score will be recorded on your base unit. As the tape continues, there's more and more enemy fighters, and the flying gets more and more hairy as you streak between canyon walls, along the cliffs bordering the sea, etc. As the game reaches the last few minutes, you even end up with the enemy behind you in your mirror. Fast action and reflexes are key to a successful score.

Fascinating Approach to Gaming

This seems a natural extension to sophisticated gaming, putting the player into a live action situation. Sonic Fury certainly fits the action bill, although some of the "back-screen process" seemed obvious to us (this is the Hollywood trick whereby you film the person in the cockpit in front of a blue screen and then fill in the background later using action footage) - the fact that it seems obvious to us may be more the result of our being right in Hollywood and seeing some of the magic that takes place. Luckily, there is very little of the two "actors" sitting in their jet cockpits talking to one another. The vast majority of the game is that of the jets (also shot using this process) streaking through the landscape.

The key to the system's appeal is the availability of more tapes as we feel that repeated usage of the same tape over and over would result in some boredom. After all, you'd be able to eventually memorize the lines! With no random access available, you'll be able to completely predict the action after several times in front of your television. Herein lies the problem. Any new system is dependent on its ability to, as quickly as possible, get additional software on the market as the hardware is only as good as what you can put in it to play. We feel the software is particularly important when the game cannot be played through random access, meaning the game is the same every time you play it. Worlds of Wonder who, last year, were on top with Lazer Tag and Teddy Ruxpin, have hit hard times as the sales of these two items have softened a great deal. Also, they put a great deal of money into the development of Action Max. You may be aware, if you read the business section of your newspaper, that WOW is in extremely rough financial shape, trying to renegotiate loans, laying off a large number of staffers, etc. As a result, the future of Action Max is tentative, at best. While the base package has been reduced at some stores below the approximate list price of $80.00, a price tag of $60 - $70 is still alot of money just to fly in an F-14 jet, regardless of how much fun that is! At the end of the Sonic Fury tape, there are previews of some of the other tapes which are supposed to also be available and, frankly, they look appealing. However, if you can't get them at the same time as you purchase the base package and WOW doesn't make it through their current hardships, we would have to recommend against the purchase. If, however, you can purchase some of the other titles which are supposedly available, then it may be worth the dollars spent to have three or four games (do not anticipate, however, any additional titles. If WOW recovers financially and gets rolling with titles, consider that a bonus.). By the way, the additional titles previewed on the videotape are ***38 Ambush Alley***, a target practice game; ***The Rescue of Pops Ghostly***, a game which looks fascinating as ghostly apparitions float through the air; and ***Hydrosub: 2021***, an underwater adventure. We understand these tapes have suggested retails of $19.95 each.

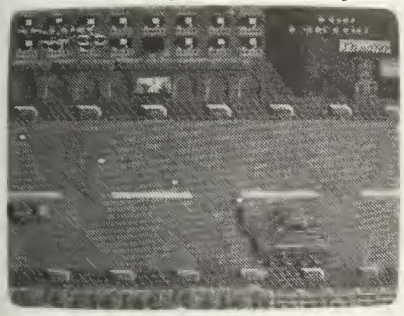
All in all, it's a very interesting approach to gaming that, if it does not succeed due to the problems at WOW, will hopefully be the prelude to something else which will be introduced by another company in the not too distant future. It's a natural marriage between gaming and the VCR! (one player; two player alternating; VHS videotape recorder required)

A Note About Your Mailing Label...

We get a lot of questions about Subscriber numbers, when a subscription is coming due, etc. Here's a quick read on how to decipher your mailing label, telling you everything you need to know! The label will look something like this – P059010026R947. The four digits following the P tell you when your subscription expires (in this case, May of 1990. The next five digits are your zip code. The last four digits (always including a letter, in this case R947) is your subscriber number. That number will always remain the same, unless your subscription has expired for more than one month (then, upon your renewal, a new number is assigned automatically by the computer).

NINTENDO Software

BREAKTHRU (★★1/2/★★★1/2) is *Data East's* latest arcade adaptation with the mission one in which the player must retrieve the PK430 secret fighter plane stolen by hostile renegades and fly it back to safety. You'll be travelling in a sophisticated assault vehicle which, in addition to being able to shoot at your enemy, can jump. This feature will prove to be necessary to jump rock slides, roads that have been washed away, and more. You begin your mission in the mountains as you traverse a mountain road, avoiding land mines and rocks, as well as infantrymen, jeeps, and the like. There are five enemy strongholds in total, which you can get an overview of in the map which appears each time you are setting out with a new vehicle. That map also pinpoints where you are at that particular point. Once leaving the mountain area (it'll take you some practice to be able to leap over the large rock slide), you'll move on to bridges, prairies, and cities before reaching the airfield where the fighter plane is being held. Of course, you'll be up against several enemy vehicles as you move through the levels...everything from tanks, trucks, radar cars, fire mobiles, as well as a helicopter which will pursue you with homing missiles.



Good Arcade Action\

We were pleased with the action in the game as we controlled our vehicle through and around hazards, as well as shooting at the enemy. The graphics are colorful and well-defined with the only "complaint" being that when there are a few vehicles on the screen you will run into some blinking problems. While we do not feel that this hampers the action in any way, we've found that our readers like to be aware of the blinking...something that is seemingly unavoidable when there are several objects moving at once on the screen. All in all, this is a fine action game which can be enjoyed by anyone who likes the genre. (one player; two-player alternating; continuous feature)
Recommended (MSR $34.95)

SIDE POCKET (★★★★/★★★1/2) is another new title from *Data East* featuring the game of Pool for one or two players. Before you rack them up, you can take some lessons in the training mode. Choose the type of shots you want to have a lesson in, and the computer will first show you a good example of how to execute the shot. Then you're given the opportunity to try your luck. If you miss, the computer will then show you the correct way to make the shot. Once you've tried some of the shots, you might want to engage in some practice play. Here you can practice how to best move the cue ball, the cushions on the table, power, etc. You can choose which target balls you wish to hit and move them about the table to practice particular shots. Once you're through dropping all the target balls (or you drop in the cue ball by mistake), the computer replays your first shot. Once you feel you have a sense of how to handle the table, it's on to the game. You can play a Pocket game (along or against a friend) whereby you want to sink all the balls in the pockets (extra points for doing it in order). In this game, you can raise your score or receive an extra ball as a bonus if you drop the target ball in the pocket where a flashing star appears during the game. There are also bonus screens for a really tough shot. In 9 Ball, (two-player only), you compete to see which player can drop n the 9 ball first, after dropping balls 1 through 8 in sequence.

The Nuances

At the top of the screen you'll note several items which affect your play. First, here's (of course) the score. Also, you'll find the number of the ball you should hit next, if possible. In he middle, there's the "English" screen where you can choose where to hit the cue ball (one of 5 places!) to get spin. There's also a power indicator which you use to hit the cue ball at the exact instant you wish o accomplish the strength of hit wanted. On the table, there's a "line of sight" which you can move about with your control pad, allowing exacting adjustments of the direction of your shot. Once you're actually ready to take your shot, a hand holding the end of the pool cue appears behind the cue ball, ready o execute the shot.

A Fine Game of Pool

The comparison between this and *Lunar Pool* (reviewed in September, '87) s inevitable as they both address the same basic game; however, the two are quite dissimilar. While *Side Pocket* does not offer all the "exotic" table layouts, friction, etc., it does offer a superior version of the basic game of pool. The training segment of the program is very helpful (you might even be able o apply some of what you learn to the actual game), and allows you to try some really tricky shots. The game itself is for the pool purist as it provides the ability o use English (not available in *Lunar Pool),* as well as good shot-making. Don't get us wrong...we loved *Lunar Pool* and still do as it offers so many different (and sometimes strange) table configurations, as well as the almost endless friction adjustments possible. The graphics are really excellent with even the tip of the pool cue going into action against the ball as you press the button. We must compliment Data East on what appears to be a new generation of superior games which they are now releasing. (one player; two-player alternating) **Recommended** (MSR $34.95)

TOP GUN (★★1/2/★★★1/2) is an eagerly awaited title from *Konami,* licensed from the mega-hit movie of the same name. The game puts you in control of a Navy F-14 fighter jet, considered one of the best dogfighting planes ever flown. Top opening screen (a real beauty) has you viewing your F-14 from behind, as the fire spews out of the jet engines. Then, once you're given your mission (showing a map of the Gulf region), it's time to take-off from the deck of the USS Enterprise. The take-off is automatic, with you leveling off around 20,000 feet. You can then control the jet by banking right or left, or climbing to higher altitude. Your view is through the cockpit window with a radar screen below you, and an artificial horizon to the left. The radar shows blips of enemy aircraft which will buzz around you. You can fire unlimited cannons and there are 40 missiles available. If you run low on fuel, there's a warning message which will tell you to call in the refueling tanker. Once the tanker arrives, you must use your radar screen to guide your jet into docking position. Once the combat level is completed, you return to your carrier and you must successfully land. The radar screen will tell you if you need to speed up, bank right or left, etc., as you zero in on the carrier's deck. If you fail, the side shot of the carrier shows you plummetting into the ocean. Once the first combat level is completed in which you engage in air-to-air dogfighting, the next three levels consist of fighting the enemy's naval power, the enemy's ground defenses, and a secret fourth level taking you to their satellite space base.

Good Action and Sound

The opening title screen takes you right into the realm of the *Top Gun* movie as a realistic version of the theme plays. The action is quite good, with the deeper you reach into the game, the better it gets. Our first attempts at landing our jet on the carrier's deck was, not surprisingly, not successful, but it gave us additional skills to learn. You've got to do more than just fly and shoot! The opening graphic of the F-14 jet with its fire spewing out of the back and the Navy flagman waving us off the deck made us look forward to awesome graphics throughout. While the graphics are good, they're not great through the rest of the game with the view from the cockpit window pretty simple in detail. However, there's good detail in the enemy craft as they swoop past you, and the graphics of the carrier are pretty realistic. All in all, this is a fine flying game with lots of good fighting action for anyone who wants this type of entertainment. (one player; no continue feature)
Recommended (MSR $34.95)

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

Name: _____

Address: _____

City: _____

State: _____ Zip: _____

___ One Year FIRST CLASS - $25.00 ___ Check/M.O. Enclosed
___ One Year THIRD CLASS-$21.00 ___ Visa/MC/Amex
___ One Year FOREIGN AIR - $38.00

Bankcard # (all digits): _____

Expriation Date: _____

Phone #: (___) _____

Cardholder Name (Print): _____

Cardholder Signature (required): _____

Send to: *COMPUTER ENTERTAINER*
5916 Lemona Avenue
Van Nuys, CA 91411
(818) 761-1516
(Order your subscription by phone with bankcard - Outside California call 1-800-228-4336)

AVAILABILITY UPDATE

ATARI XE/XL

OCTOBER
x-Boulder Dash Constr Kit (EPY)
x-Guild of Thieves (FIR)
x-Silicon Dreams (FIR)
x-Tomahawk (DS)
NOVEMBER
Mavis Beacon Typing (ST)
x-Shiloh (SSI)
DECEMBER
x-Gauntlet (MIN)
x-Phantasie II (SSI)
Title Shop Graphics Comp (DS)
Title Shop Graphics Comp 2 (DS)
Video Title Shop (DS)
FOURTH QUARTER
Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima 1 (ORI)
JANUARY '88
Bismarck: N Sea Chase (DS)
Sons of Liberty (SSI)

ATARI ST

OCTOBER
x-Beyond Zork (INF)
x-Boulder Dash Constr Kit (EPY)
x-Gauntlet (MIN)
x-Into Eagle's Nest (MIN)
x-Roadwar Europa (SSI)
x-Terrorpods (PSY)
x-Video Vegas (BAU)
NOVEMBER
B-24 (SSI)
Fright Night (MD)
Int'l Soccer (MD)
x-Jewels of Darkness (FIR)
Leatherneck (MD)
Mavis Beacon Typing (ST)
x-President Elect 88 (SSI)
x-Silicon Dreams (FIR)
Sinbad/Throne Falcon (MDS)
Tanglewood (MD)
x-Uridium (MIN)
DECEMBER
x-Star Trek: Rebel Universe (SS)
FOURTH QUARTER
Award Maker Plus (BAU)
Bard's Tale (EA)
Championship Baseball (OAM)
Dark Castle (TS)
Frank'n'Ernest Adv (POL)
Gridiron (BS)
Gunship (MIC)
Karnaka (BRO)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Music Construction Set (EA)
Plutos (MIN)
Police Quest (SIE)
Portal (ACT)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Speed Buggy (DE)
Spy vs Spy 3: Arctic (EPY)
ST Art/Film Director (BRO)
Test Drive (ACO)
Thexder (SIE)
Univ Military Sim (FIR)
10th Frame Bowling (ACC)
3D Helicopter Simulator (SIE)
MARCH '88
Sherlock: Riddle/Crown Jewels (INF)
JUNE '88
Alt Reality 2: Dungeon (DS)
FIRST QUARTER '88
Black Lamp (FIR)
Lock On (DE)
Three Stooges (MDS)

COMMODORE 64/128

OCTOBER
x-Boulder Dash Constr Kit (EPY)
x-Chuck Yeager Flight Sim (EA)
x-Dark Lord (DS)
x-Earl Weaver Baseball)EA)
x-Force 7 (DS)
x-GeoBee Air Rally (ACT)
x-Guild of Thieves (FIR)
x-Gunsmoke (CAP)
x-Halls of Montezumx (SSO)
x-Instant Music (EA)
x-Last Ninja, The (ACT)
x-Rad Warrior (EPY)
x-Roadwar Europa (SSI)
x-Shiloh (SSI)
x-Side Arms (CAP)
x-Silicon Dreams (FIR)
x-Speed Rumbler (CAP)
x-Street Sports Basketball (EPY)
x-Superstar Soccer (MIN)
x-Test Drive (ACO)
x-Tomahawk (DS)
NOVEMBER
x-Breakthru (DE)
x-Coil Cop (EPY)
x-Deep Space (SIR)
x-Infiltrator II (MIN)
x-Jewels of Darkness (FIR)
Mavis Beacon Typing (ST)
x-Skate Or Die (EA)
x-Spiderbot (EPY)
Title Shop Graphics Comp 2 (DS)
Tobruk: Clash of Armour (DS)
x-4th & Inches (ACO)
DECEMBER
x-Apollo 18 (ACO)
x-Border Zone (INF)
x-Demon Stalkers (EA)
x-Dragon's Lair I & II (EA)
x-Might & Magic (NWC)
x-Outrageous Pages (EA)
x-PaperClip III (EA)
Rockford (ARC)
Sinbad & Throne/Falcon (MDS)
Sons of Liberty (SSI)
FOURTH QUARTER
Airborne Ranger (MIC)
Bard's Tale III (EA)
Battle of Chickamaugx (GDW)
Chernobyl (COS)
Cholo (FIR)
Circus Charlie (KON)
Dark Castle (TS)
Darkhorn (AH)
Destroyer Escon (MIC)
Druid I (FIR)
Faery Tale Adventure (MI)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Grand Slam Baseball (COS)
Heartland (FIR)
Inside Trader (COS)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (MDS)
Macbeth (AH)
Old Scores (DS)
Project Stealth Fighter (MIC)
Reva Plus (FIR)
Rommel/Tobruk (EA)
S.D.I. (MDS)
Shirley Muldowney/Top Fuel Chall (COS)
Speed Buggy (DE)
Star Lg Baseball/On-Fld Football (OAM)
Star Rank Boxing II (OAM)
Strike Fleet (EA)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
War in S Pacific (SSI)
Wooden Ships/Iron Men (AH)
JANUARY '88
Card Sharks (ACO)
Panzer Strike! (SSI)
Power at Sea (ACO)
Sherlock: Riddle/Crown Jewels (INF)
Three Stooges (MDS)
Train: Escape to Normandy (ACO)
FIRST QUARTER '88
Hyperball (FIR)
Kinetic (FIR)
Lock On (DE)
Pandora (FIR)
Skyfox II (EA)
Victory Road (DE)

COMMODORE 128

NOVEMBER
x-Beyond Zork (INF)
FOURTH QUARTER
Guild of Thieves (FIR)

AMIGA

OCTOBER
x-Dark Castle (TS)
x-Geebee Air Rally (ACT)
x-Jewels of Darkness (FIR)
x-Phantasie III (SSI)
x-Plutos (MIN)
x-Roadwar Europa (SSI)
x-Test Drive (ACO)
NOVEMBER
x-Autoduel (ORI)
Mavis Beacon Typing (ST)
x-Silicon Dreams (FIR)
DECEMBER
Alt Reality: City (DS)
x-Beyond Zork (INF)
x-Graphics Studio (ACO)
Rockford (ARC)
x-Superstar Indoor Sports (MIN)
FOURTH QUARTER
Award Maker Plus (BAU)
Black Cauldron (SIE)
Championship Baseball (OAM)
onald Duck's Playgrd (SIE)
Ferrari Formula One (EA)
Frank'n Ernest Adv (POL)
OATO (SPE)
GFL Champshp Football (GAM)
Gunship (MIC)
IntelliType (EA)
Into Eagle's Nest (MIN)
Kampfgruppe (SSI)
King of Chicago (MDS)
Leisure Suit Larry (SIE)
Orbiter (SPE)
Police Quest (SIE)
Silent Service (MIC)
Street Sports Basketball (EPY)
Thexder (SIE)
Univ Military Sim (FIR)
10th Frame (ACC)
JANUARY '88
DeluxePrint II (EA)
DeluxeProductions (EA)
DeluxeWrite (EA)
Rocket Ranger (MDS)
Three Stooges (MDS)
FEBRUARY '88
Aargh (ARC)
Metropolis (ARC)
Road Warriors (ARC)
MARCH '88
Sherlock: Riddle/Crown Jewels (INF)
JUNE '88
Alt Reality 2: Dungeon (DS)
FIRST QUARTER '88
Return to Atlantis (EA)
Superstar Soccer (MIN)

APPLE IIe/IIc

OCTOBER
x-Alt Reality: Dungeon (DS)
x-Beyond Zork (INF)
x-Boulder Dash Constr Kit (EPY)
x-California Games (EPY)
x-Dark Lord (DS)
x-Halls of Montezumx (SSG)
x-Legacy of Ancients (EA)
x-Rad Warrior (EPY)
x-Shiloh (SSI)
x-Ski-Crazed (BAU)
x-Xevious (MIN)
NOVEMBER
B-24 (SSI)
Bismarck: N Sea Chase (DS)
x-Deep Space (SIR)
x-Infiltrator II (MIN)
x-Jewels of Darkness (FIR)
Mavis Beacon Typing (ST)
x-Silicon Dreams (FIR)
x-Space Quest-128K (SIE)
Star Rank Boxing II (OAM)
Title Shop Graphics Comp 2 (DS)
x-Tomahawk (DS)
Video Title Shop (DS)
DECEMBER
x-Border Zone (INF)
x-Chuck Yeager Flt Sim (EA)
Panzer Strike! (SSI)
Sons of Liberty (SSI)
FOURTH QUARTER
Ancient Art of War (BRO)
Bard's Tale III (EA)
Championship Golf V.I (OAM)
Commando (DE)
Computer Scrabble (LG)
Darkhorn (AH)
Frank'n Ernest Adv (POL)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Into Eagle's Nest (MIN)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Leisure Suit Larry-128K (SIE)
Old Scores (DS)
Pharaoh's Revenge (EA)
Pirates (MIC)
Quizam! (INS)
Spy vs Spy 3: Arctic (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Sub Battle Simulator (EPY)
Superstar Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Title Shop Graphics Comp (DS)
Ultima I (ORI)
Variable Feasts (BRO)
War in S Pacific (SSI)
Wasteland (EA)
Wings of Fury (BRO)
World Games (EPY)
Yie Ar Kung Fu (KON)
JANUARY '88
Forces 7 (DS)
Sherlock: Riddle/Crown Jewels (INF)
Tobruk: Clash of Armour (DS)
FIRST QUARTER '88
Gunship (MIC)
Superstar Soccer (MIN)
SECOND QUARTER '88
Dream Zone (BAU)
Last Ninja, The (ACT)

APPLE IIGS

NOVEMBER
Mavis Beacon Typing (ST)
x-Space Quest (SIE)
x-World Games (EPY)
DECEMBER
x-Beyond Zork (INF)
Defender of Crown (MDS)
x-Graphics Studio (ACO)
x-Roadwar 2000 (SSI)
FOURTH QUARTER
Computer Mad Libs (FB)
DeluxePrint II (EA)
DeluxeWrite (EA)
Destroyer (EPY)
Donald Duck's Playgrd (SIE)
Drawing Table (BRO)
Faery Tale Adventure (MI)
Fantasvision (BRO)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (MDS)
King's Quest (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Leisure Suit Larry (SIE)
Managing Yr Money (MEC)
Mean 18 (ACO)
Newsmaker (BRO)
Police Quest (SIE)
Print Shop (BRO)
S.D.I. (MDS)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (MDS)
Sub Battle Simulator (EPY)
World Tour Golf (EA)
3D Helicopter Simulator (SIE)
JANUARY '88
Tomahawk (DS)
MARCH '88
Sherlock: Riddle/Crown Jewels (INF)
SECOND QUARTER '88
Dark Castle (TS)
Dream Zone (BAU)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)

MACINTOSH

OCTOBER
x-Beyond Zork (INF)
x-Disk Tools Plus (EA)
x-Type! (BRO)
NOVEMBER
x-Alt Reality: City (DS)
x-Computer Ambush (SSI)
x-Computer Scrabble (LG)
Mavis Beacon Typing (ST)
DECEMBER
x-Border Zone (INF)
x-Defender of Crown (MDS)
x-Falcon (SPE)
Jewels of Darkness (FIR)
Silicon Dreams (FIR)
x-Trust & Betrayal (MIN)
FOURTH QUARTER
Android Arena (SIL)
Apache Strike (SIL)
AutoDuel (ORI)
Award Maker Plus (BAU)
Black Cauldron (SIE)
Donald Duck's Playgrd (SIE)
Frank'n Ernest Adv (POL)
King's Quest III (SIE)
Knight Orc (FIR)
Leisure Suit Larry (SIE)
North Atlantic '86 (SSI)
Oo-Topos (POL)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (MDS)
Sinbad & Throne/Falcon (MDS)
Star Fleet (INS)
Star Fleet II (INS)
Ultima IV (ORI)
What They Don't Teach/Harvard..
MARCH '88
Sherlock: Riddle/Crown Jewels

IBM PC/Tandy 1000

OCTOBER
x-Ace of Aces (ACO)
x-Beyond Zork (INF)
x-Boulder Dash Constr Kk (EPY)
x-Dark Castle (TS)
x-Deep Space (SIR)
x-Infiltrator II (MIN)
x-Instant Fage (EA)
x-Jewels of Darkness (FIR)
x-Mavis Beacon Typing (ST)
x-Rings of Zilfin (SSI)
x-Seven Spirits of Ra (SIR)
x-Shiloh (SSI)
x-Thexder (SIE)
x-Ultima I (ORI)
x-Ultima IV (ORI)
NOVEMBER
B-24 (SSI)
Border Zone (INF)
x-File Reacue Plus (TS)
x-Mech Brigade (SSI)
Metropolis (ARC)
x-Roadwar Europx (SSI)
x-Silicon Dreams (FIR)
Star Rank Boxing II (GAM)
x-Street Sports Basketball (EPY)
Tomahawk (DS)
DECEMBER
Alt Reality: City (DS)
x-Might & Magic (NWC)
x-Police Quest (SIE)
Rockford (ARC)
x-Shard of Spring (SSI)
x-S.D.I. (MDS)
x-Superstar Indoor Sports (MIN)
x-Test Drive (ACO)
FOURTH QUARTER
Award Maker Plus (BAU)
Bop'N Wrestle (MIN)
Championship Baseball (OAM)
Commando (DE)
Elite (FIR)
Faery Tale Adventure (MI)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Guild of Thieves (FIR)
HardBall (ACO)
Into Eagle's Nest (MIN)
King of Chicago (MDS)
Lords of Conquest (EA)
Macbeth (AH)
Mercenary (DS)
Mercenary 2nd City (DS)
Mind Pursuit (DS)
Movie Monster Game (EPY)
Operation Market Gdn (SSI)
Phantasie (SSI)
Pirates (MIC)
Rad Warrior (EPY)
Sinbad & Throne/Falcon (MDS)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
Univ Military Sim (FIR)
Variable Feasts (BRO)
JANUARY '88
Sherlock: Riddle/Crown Jewels (INF)
Sons of Liberty (SSI)
MARCH '88
Bismarck: N Sea Chase (DS)
JUNE '88
Alt Reality 2: Dungeon (DS)
FIRST QUARTER '88
Earl Weaver Baseball (EA)
Lock on (DE)
Victory Road (DE)
SECOND QUARTER '88
Last Ninja, The (ACT)

INTELLIVISION

OCTOBER
x-Super Pro Hockey (INT)
DECEMBER
Commando (INT)
Learning Fun Album 2 (INT)
Pole Position (INT)
Slam Dunk Super Pro Basketball (INT)

ATARI 2600

SEPTEMBER
x-Kung Fu Master (ACT)
OCTOBER
x-Summer Games (EPY)
x-Title Match Pro Wrestling (ABS)
x-Winter Games (EPY)
FOURTH QUARTER
[Boxing] (AT)
Cracked (AT)
Crossbow (AT)
Desert Falcon (AT)
Skateboardin' (ABS)
Super Stunt Cycle (AT)
[] = working title only
FIRST QUARTER '88
Commando (ACT)

ATARI 7800

FOURTH QUARTER
Atari Team Wrestling (AT)
Ballblazer (AT)
Desert Falcon (AT)
OATO (AT)
Hat Trick (AT)
Impossible Mission (AT)
Midnight Magic (AT)
Summer Games (AT)
Super Huey (AT)
Winter Games (AT)
JANUARY '88
Skyfox (AT)
Touchdown Football (AT)

NINTENDO

OCTOBER
x-Alpha Mission (SNK)
x-Double Dribble (KON)
x-Lunar Pool (FCI)
x-NES Advantage Joystick (NIN)
x-Punch-Out! (NIN)
x-Rad Racer (NIN)
x-Ring King (DE)
x-Skykid (SUN)
x-Spy Hunter (SUN)
x-Sqoon (IRM)
x-Tiger Heli (ACM)
x-Winter Games (ACM)
x-Zenec (FCI)
NOVEMBER
Aerobics (BAN)
x-Breakthru (DE)
x-Ooonies II (KON)
Ootcha (LJN)
Jaws—The Revenge (LJN)
x-Kid Niki (DE)
x-Side Pocket (DE)
x-Stadium Events (BAN)
x-Star Force (TEC)
x-Super Pitfall (ACT)
x-Top Gun (KON)
DECEMBER
Karate Kid (LJN)
Kung Fu II (IRM)
Mega Man (CAP)
Victory Road (SNK)
Wizards & Warriors (ACM)
JANUARY '88
Contra (KON)
Karnov (DE)
Maj League Baseball (LJN)
Surfing/Skateboarding (LJN)
FEBRUARY '88
Dragon Warrior (NIN)
Ice Hockey (NIN)
NES Max Joypad (NIN)
Pro Am Racing (NIN)
Renegade (TAI)
MARCH '88
Adventure of Link (NIN)
Bionic Commando (CAP)
Jeopardy (GT)
Speed Rumbler (CAP)
Wheel of Fortune (GT)
APRIL '88
Jackal (KON)
MAY '88
Return of Donkey Kong (NIN)
Super Mario Bros 2 (NIN)
JUNE '88
Hollywood Squares (GT)
Password (GT)
Price Is Right (GT)

SEGA

OCTOBER
x-Great Soccer (SEG)
x-Kung Fu Kid (SEG)
x-Out Run (SEO)
NOVEMBER
x-Great Golf (SEG)
x-Zillion (SEG)
DECEMBER
Fantasy Zone II
x-Great Basketball (SEG)
Zaxxon 3D (SEG)
FIRST QUARTER '88
Afterburner (SEG)
Alien Syndrome (SEG)
Monopoly (SEG)

© 1987 Computer Entertainer and Video Game Update. $35 annually in U.S. funds for 12 issues, published monthly, via first class mail. Foreign $42 airmail. Send payment to: Computer Entertainer, 5916 Lemona Avenue, Van Nuys, CA 91411. (818) 761-1516. Computer Entertainer accepts no advertising from any software manufacturer. The philosophy of this newsletter is to provide the reader with honest evaluations of products on the market. It is our intention to act as an independent watchdog, providing critical commentary and analysis. The opinions are solely those of Computer Entertainer and are not influenced by the manufacturers. To describe a program, we may use existing literature from the manufacturer, but that will have no bearing on the rating system. Any reproduction, duplication, or re-publication of this copyrighted work without written consent of Computer Entertainer is strictly prohibited. Any violation of applicable copyright laws will be vigorously prosecuted and subject to civil and criminal penalties. This work may not be changed or altered in any way.

SUBSCRIBER BUYING SERVICE

Program	Cost	Sys/Format	Quantity	Total
Apollo 18 (Co)	22.30			
Breakthru (NES)	30.90			
Coil Cop (Co)	18.70			
Deep Space: Copernicus (Ap;Co;I)	28.80			
Falcon (Mac;I)	36.40			
Gauntlet (At;Co)	26.10			
Gauntlet (ST;Am*)	36.40			
Goonies II (NES)	28.25			
Graphics Studio (Am)	36.40			
Graphics Studio (GS)	43.60			
Great Golf (Sega)	29.00			
Kid Niki (NES)	28.80			
Outrageous Pages (Co)	36.40			
PaperClip III (Co)	36.40			
Police Quest (I;Am*;GS*;ST*;Mac*)	36.40			
Project Space Station (Ap;I)	26.10			
Side Pocket (NES)	34.40			
Skyfox II (Co)	28.80			
Soko-Ban (I;Ap*;Co*)	22.30			
Space Quest II (I;Am*;GS*;ST*;Mac*)	36.40			
Star Force (NES)	28.90			
Superstar Indoor Sports (Am)	36.40			
Superstar Indoor Sports (I)	22.30			
Test Drive (I)	28.80			
Test Drive (Am)	32.90			
Test Drive (Co)	22.30			
Tiger-Heli (NES)	28.90			
Tomahawk (Co;Ap;At)	22.30			
Top Gun (NES)	30.25			
Trust & Betrayal (Mac)	36.40			
Uridium (ST)	28.80			
Winter Games (NES)	28.90			

Renew Your Subscription so you don't miss any issues!

One Year First Class Renewal	21.00			
One Year Third Class Renewal	18.00			

NAME:_____
ADDRESS:_____
CITY:_____
STATE:_____ZIP:_____
Phone:_____Subscriber #:_____
____Check/MO ____Bankcard..Expiration Date_____
Card #_____
Signature:_____

KEY: *=preorder;AM=Amiga;At=Atari XE/XL;
Ap=Apple II;Co=Commodore 64/128;I=IBM PC;
Mac=Macintosh;ST=Atari ST; Int=Intellivision;
NES=Nintendo;SEGA=Sega

Sub-Total:_____
Tax (Calif.)_____
Shipping:_____
Total Enclosed:_____

Shipping Chart: UPS - $2.00 for 1st item,50¢ for each additional item (48 states).
POSTAL: $3.75 1st item, 75¢ each additl item (US/APO/FPO)

CANADA: $4.75 1st item, 75¢ each additl item

Save time and PHONE your order in at 1-800-228-4336 (outside Calif.) Monday-Friday (closed Saturday,Sunday, holidays) from 9am-5pm (WEST COAST TIME)
IF YOU HAVE A MODEM, you can call THE HOTLINE (it runs at 300, 1200, and 2400 baud, 24 hours-a-day, 7 days-a-week) and place your order there (there's also lots of interesting things on the Bulletin Board). The phone number is 1-818-766-6442.

From: _____

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 715 NORTH HOLLYWOOD, CA 91607

POSTAGE WILL BE PAID BY ADDRESSEE

ComputerEntertainer
5916 Lemona Avenue
Van Nuys, CA 91411

Self Mailing folder. Fold Here

Christmas Stocking from Thunder Mountain

Thunder Mountain is re-releasing several arcade classics for the Commodore, Apple II, and IBM computers. Venerable titles such as Pac-Man, Ms Pac-Man, Galaxian, Dig Dug, and Pole Position are now available at $9.95 each. They are packaging some of the titles together in a Christmas "stocking" for gift-giving at a price of under $25.00. Each 3-product stocking includes one or two of the Atari/Namco arcade titles and a third best-selling program. For instance, the package we received included Ms. Pac-Man, Top Gun, and Cyrus Chess. This can make a very good gift for any Commodore 64 gamer at an affordable price.

New Games for the ADAM!!

We thank reader John Bonavita of Halesite, New York, who has passed along some great information for our Adam owners. Telegames USA (Box 901, Lancaster, TX 75146, 214-227-7694) has made an agreement with Activision and FirstStar Software in order to release programs on Adam disk and datapak which have not been available before in those formats! Software-starved Adam owners will be thrilled to learn they can purchase Activision's *Alcazar* or *Rock n' Bolt,* or FirstStar's all-time favorite, *Boulder Dash* at $27.95 each.

New PaperClip Program

Batteries Included, now a division of Electronic Arts, has just published PaperClip III which includes all the features of PaperClip I and II, with additional features. New features include editing tools such as the unique Instant Phrases which allows the user to assign commonly used phrases or words to a specific key. Column editing allows the user to move, delete, sort and add columns of text. There's an automatic generation of table of contents and a built-in outliner. There's a 40,000 word expandable dictionary and built-in telecommunications capabilities. For printing, there's proportional spacing for a better-looking document. It works with both the Commodore 64 and 128 at a retail price of $49.95.

A Note About Game Screens

We use them whenever possible; however, because we often get review copies before they are even available for sale, the companies don't always give us screen artwork. If we can find a good rendition within the documentation, we'll use that as we know how important the screens are to you. We also know, however, you don't want to wait an additional month or two for the review just so we can get a picture! So, if there's no screen shown, we were not able to get it for you.

Chocolate Goodies for Computer Users

The Chocolate Software Company, creators of the Original Chocolate Byte, have a special offer for readers of the Computer Entertainer Newsletter. Just in time for holiday gift-giving, you can receive a 10% discount on all purchases just by mentioning Computer Entertainer when you place your order for any of their delicious chocolate computer gifts. And you don't have to worry about hardware compatibility with these computer gifts!

THE ORIGINAL CHOCOLATE BYTE is nearly a quarter pound of milk chocolate molded into a replica of a 5.25-inch floppy disk and packaged in a reusable travelling case that will hold up to five diskettes (the magnetic, non-chocolate kind, that is!). The Original Chocolate Byte is $9.95. You can also order four at the regular price ($39.80) and get a fifth one free—or order ten at the regular price ($99.50) and get five free. Following the success of The Original Chocolate Byte, several new chocolate computer goodies have been added for the 1987 holiday season. THE CHOCOLATE CHIP is an oversized replica of a microchip, 54 grams of Belgian chocolate wrapped in gold foil ($7.95). THE CHOCOLATE COMPUTER KEYBOARD ($8.95) is a replica of the DataDesk Turbo-101 Enhanced keyboard. This is a substantial chunk of chocolate, weighing in at just under one-half pound. It even includes a coupon for $20 off the real IBM or Macintosh keyboards from DataDesk! THE CHOCOLATE COMPUTER TERMINAL, an ounce-and-a-half of dark chocolate, comes in 3-paks ($9.95) and 6-paks ($17.95) and makes a great stocking-stuffer. And the ultimate gift for the chocoholic computer owner is THE CHOCOLATE WORKSTATION: one of each of the above products for $24.95.

To order products from the Chocolate Software Company, call toll-free with Visa or MasterCard at 800-332-BYTE (213-655-1727 in Calif.) between 8 a.m. and 8 p.m. Pacific Time, Monday through Saturday. Don't forget to mention Computer Entertainer to get your 10% discount! (Shipping charges are not included in above prices.)

New Star Trek Graphic Adventure

Simon & Schuster is readying its third Star Trek adventure, this one entitled STAR TREK: THE REBEL UNIVERSE. This time it's a mind control scheme by Klingon forces which is turning loyal Federation members into violent rebels. There are three levels of star map magnification, a weapons supply that includes photon torpedoes, and a transporter that beams you down to planets and beams up objects you encounter. The program will be available for IBM, C64, and Atari ST in time for Christmas.