Computer Entertainer

GAMING'S HEARTBEAT

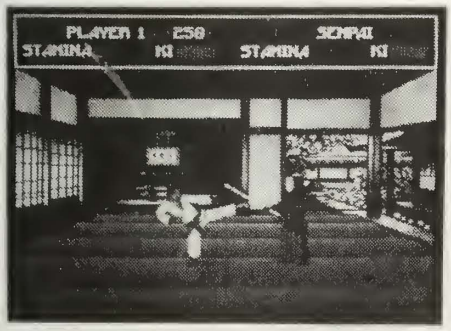
The Video Game Update

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This Month's GAMING'S HEARTBEAT

Incredible variety of martial arts moves

BUDOKAN: THE MARTIAL SPIRIT (★★★★/★★★★) is an extraordinary martial arts program from *Electronic Arts*. Created by Michael Kosaka (co-designer of "Skate Or Die") and Ray Tobey (creator of "Skyfox"), BUDOKAN makes all other martial arts games look pale and simplistic in comparison. In any game, graphics and sound create the first impression. BUDOKAN immediately dazzles the eye and pleases the ear with a combination of exquisitely animated figures and excellent music and digitized sound effects. As surely as graphics and sound capture the gamer's attention, it is the playability over repeated sessions that separates the really good games from those that are played a few times and then shelved. BUDOKAN earns very high marks in playability, since it reveals its depth and complexity gradually.



Solitary practice, sparring, and the tournament

The game begins at the front gates of the Tobiko-Ryu Dojo, the training hall that prospers under the teachings of Tobiko-Sensei. Enter the courtyard, and you may choose any of four training areas, the free spar mat, or a visit to the Sensei. The four training areas cover the martial arts of Karate (no weapons), Kendo (sword), Bo (staff) and Nunchaku (two sticks joined by a chain or cord). The free spar mat allows you to spar against the computer or a human opponent with a choice of martial arts for each participant. You may visit Tobiko-Sensei to seek his wisdom and advice, or to choose to travel to the Budokan and enter the tournament. To get the most from the program, it's best to start with Jiyu-renshu (practice and self-study, fighting an imaginary enemy) in each of the four martial arts taught at Tobiko-Ryu Dojo. This gives you the chance to learn the more than 30 moves per art form that are possible in this game. Only when you can perform them all easily and quickly will you be ready for Kumite (sparring with instructors of various degrees of difficulty) and eventually for the ultimate test of the Budokan. The incredible variety of moves is the key to the strength of this program. The designers have gone beyond the usual maximum of 16 moves by allowing for "set-up" or preliminary body positioning followed by combinations of joystick moves or key presses to yield realistic movements on the screen that simply must be seen to be believed. You can win a few bouts with the most basic moves, but you will be chided by your instructors to increase your repertory of moves. This is crucial at the Budokan tournament, where you will encounter opponents who practice martial arts not taught in your Dojo, such as Kusari-gama and Naginata.

Extraordinary grace and elegance

In the course of nearly eight years of publication, we have played more martial arts games than we care to remember. We've never played a better one than BUDOKAN. This game captures the extraordinary grace and elegance of the martial arts more completely than any program we've seen. The realism of the fighters, complete with moving shadows, is complemented with authentic, animated scenery such as a crane walking by in the background. (We loved the humor of seeing Godzilla in the distance behind the Budokan.) There is much to learn in mastering the moves in this program, and spending time with BUDOKAN gives pleasure and a sense of accomplishment. On the movie screen, no martial artist has ever come close to the beauty and power of Bruce Lee's moves. On the computer screen, no martial arts program can match the superb artistry and challenge of BUDOKAN. (Solo or 2-player competitive; Keyboard or joystick; CGA/EGA/VGA/MCGA/Tandy/Hercules; Supports Ad Lib, CMS, Roland MT-32 soun d; Not copy protected.) Available for MS-DOS only. **Recommended.** (MSR $49.95)

Editor's Note: with this issue, we initiate a new feature. "Gaming's Heartbeat" of the month is intended to call attention to one outstanding program reviewed in the issue which the reviewers feel is worthy of special praise. A program singled out for this honor must be extraordinary in both graphics and gameplay—a "four star" program so good that our reviewers would love to give it the fifth star that doesn't exist in our rating system. We are not promising "Gaming's Heartbeat" as a monthly feature, because there may not be a computer or video game deserving of this honor every month. But you can be sure that each "Gaming's Heartbeat" is indeed special.

Late-breaking news

Jaleco to show five new games for NES, one for Game Boy

The 1990 lineup of NES games from Jaleco, set to be previewed at Winter CES next month, looks like a promising one. Baseball fans can look forward to BASES LOADED II: THE SECOND SEASON (MSR $49.95), which is described as more realistic than "Bases Loaded" with a dozen ball clubs, players who go through streaks and slumps, and other enhanced features. ASTYANAX ($44.95) is an action-adventure with a rescue theme and a "movie" sequence that advances the story as your character travels through levels that scroll horizontally and vertically. PINBALL QUEST ($42.95) combines pinball action with role-playing adventure in five levels of gruesome graveyards, creepy castles and the depths of Hades. (This we have to see!) The cartridge will also include three bonus pinball games. TARO'S QUEST ($49.95) is a fantasy role-playing game starring a young ninja warrior and his friend, Princess Hanna, which includes several separate adventures. Jaleco's final new title is MANIAC MANSION, based on the wonderful comedy-mystery adventure by Lucasfilm Games which is currently available for Amiga, Atari ST and MS-DOS systems. This one can be played over and over because of multiple player characters and five different endings. Jaleco will also debut their first Game Boy title, BASES LOADED GB ($27.95). The company promises all the action of the original NES title plus two game perspectives (from behind the pitcher's mound or from the batter's box).

The year in review

16-bit machines, loads of Nintendo licensees, hand-helds, and MS-DOS software dominatesreleases during year

It's been a year full of new product with the 16-bit machines knocking the socks off many a tried and true gamer. In looking back to our re-cap this time last year, we find that many comments we made then still hold true a year later.MS-DOS is still the format of choice for initial release of games...not because it is so much better as a showcase for gaming, but for the pure and simple fact that there are so many MS-DOS machines out there! Meanwhile, there are some extraordinary games being released for Amiga, with a much smaller number for the Atari ST. As we mentioned last year, and reiterated this year, the ST market in the U.S. has simply not made it practical for software manufacturers to put a lot of development dollars into that machine. Price is still a major problem on gaming software, with most of you becoming more and more careful in your gaming purchases.

You definitely wanted the new generation

Expensive or not, many of you found the dollars to invest in either the Sega Genesis or, to a lesser degree, the TurboGrafx-16. The remarks you've come back with indicate that the 16-bit machines are definitely here to stay.

Once again (where does the time go?), it's time to thank you for your support and kind words through the year. We have done our best to respond to your needs, and the format changes which have been taking place over the past three issues are a result of what you've been asking for. We hope you all have a safe and joyous holiday season and, as we move into the '90's, may health and happiness be yours!

Month by month in 1989, through the eyes of Computer Entertainer...

January - It's time for our winter trek to C.E.S. in Las Vegas as the big news is the showing of Broderbund's *U-Force* (where is that thing, anyway?). The world of CD-ROM is being explored by such companies as Cinemaware, showing *Defender of the Crown*. Nintendo licensees are multiplying like rabbits, with some games of doubtful quality (gulp!). Of course, we announce our Awards of Excellence, as well as featuring our 1988 index. Reviews in CE include *Anticipation, Shinobi, Jordan vs. Bird.*

February - We bring back the advanced 16-bit systems from Japan for early sneaks over the next few months. We also go to press on our first-ever Master Index and Awards Guide with everything we've covered since our inception in 1982 (over 2500 titles and, of course, we're still counting). Tengen files a lawsuit against Nintendo. We sneak preview both *Hoops* and *Goal* for Nintendo and our reviews cover some pretty good games including *Deja Vu II, Test Drive II.*

March - We do an in-depth preview story in Mattel's *Power Glove*. We learn that Sunsoft will release Batman for Nintendo (too bad this has been so late in coming!). Reviews include *SimCity, 4th & Inches, Balance of Power: 1990, Robo Warrior.*

April - We've now been playing with our Japanese version of the TurboGrafx-16 (the NEC PC Engine in the Japanese market) for a few weeks and do a major feature on the hardware and several software titles. We announce Sunsoft's NES titles for the second half of '89 and there's a late flash announcing Acclaim's upcoming release, *Double Dragon II.* We do a head-to-head review of John Elway's Quarterback and Tecmo Bowl. Other reviews include *Hidden Agenda, Bad Dudes, Reggie Jackson Baseball.*

May - We feature a story on the upcoming Nintendo Game Boy, to be introduced at the June C.E.S. We also cover the Sega MegaDrive from Japan (to be released in the fall in the U.S. under the name of Genesis). Reviews include *Baal, Operation Wolf, Pebble Beach Golf, Blood Money.*

June - We're off to Chicago for the summer C.E.S. where we have our first-ever subscriber reception, giving our readers a chance to play with the systems we brought back from Japan, as well as talking to the CE editors and software manufacturers. (Everyone has such a good time that we're going to do it again in Las Vegas - see back page for details.) Of course, the issue is packed with CES news on both the computer and dedicated gaming fronts. One of the items we're more excited about is the Atari Lynx portable gaming system (just hitting the New York market now). And, of course, even more Nintendo licensees – everything from 22 ways (or it seems) to wrestle to Super Mario Bros. bedding, watches, wallpaper, etc. (and they say there's too much Batman paraphernalia!). Reviews include *Alf, Devon Aire, Vigilante.*

July - A major piece on developing games at Epyx (it's a shame that their fate is unknown now that Epyx has shut its doors). CE heads to the Bay area for a visit inside the doors at Accolade. Reviews include *Airwolf, Arthur: Quest for Excalibur, Fast Break, Grand Prix Circuit,* and a very funny *Cosmic Osmo.*

August - CE spends time at Sega of America as we introduce our readers to some of the people there. We offer a sneak preview of several games scheduled for release at the time

...contd. next page

In This Issue...

Sneak Previews for
Genesis and Nintendo games
REVIEWS Include...
Ancient Art of Y's
...for Apple GS
Sands of Fire
...for Macintosh
Joan of Arc
...for Amiga
To the Earth
...for Nintendo
Blue Angels, Hardball II
...for MS-DOS
Rambo III, Super Hang-On
....for Sega Genesis
Power Golf
...for TurboGrafx-16

TOP 15 COMPUTER GAMES

1. Duel/Test Drive 2 (Aco/I)
2. Falcon (Spec/I)
3. Shadow of the Beast (Psy/Am)
4. Blood Money (Psy/Am)
5. Dungeonmaster (FTL/I)
6. Battlehawks 1942 (LF/I)
7. Batman (DE/I)
8. Indiana Jones/Adv (LF/I)
9. Battletech (Inf/I)
10. Renegade (Tai/I)
11. Red Storm Rising (Mic/I)
12. SimCity (Max/Mac)
13. Vette! (Spe/I)
14. TV Sports Football (Cin/MS)
15. Omega (Ori/I)

TOP 15 VIDEOGAMES

1. Super Mario Bros II (Nin/NES)
2. Teenage...Turtles (Ult/NES)
3. MegaMan 2 (Cap/NES)
4. Blaster Master (Sun/NES)
5. Ninja Gaiden (Tec/NES)
6. Double Dragon (TW/NES)
7. Zelda II: Adv of Link (Nin/NES)
8. Strider (Cap/NES)
9. Blades of Steel (Kon/NES)
10. Baseball Stars (SNK/NES)
11. Duck Tales (Cap/NES)
12. Back to the Future (LJN/NES)
13. Marble Madness (MB/NES)
14. Bugs Bunny Crazy Castle (LJN/NES)
15. Who Framed Roger Rabbit (LJN/NES)

Coming...
Complete CES Wrap-Up
Awards of Excellence
The Computer Entertainer
Top Games of the Decade!
Reviews include...
Indy 500 & ABC Monday Night Football
for MS-DOS
Jam Session for Apple GS
Forgotten Worlds & Revenge of Shinobi
for Genesis
Silent Service for NES
...and much more!

THE RATING SYSTEM:

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

1st Set of Stars = quality of graphics
2nd Set = quality of game play and entertainment value
NA = Not Applicable (i.e. all-text programs not rated for graphics)

Genesis ships including *Arnold Palmer Golf, Super Thunder Blade, Tommy Lasorda Baseball, Altered Beast.* Other reviews include *Hostage, Wanted, Adventures of Tom Sawyer, Gauntlet II.*

September - A sneak of what Mediagenic is up to as well as an in-depth look at the NEC TurboGrafx-16, including answers to several reader questions which we posed directly to NEC. Meanwhile, on the Nintendo front, their 16-bit machine has been delayed due to design problems. We have a comparison chart among the various dedicated videogame systems. We feature a sneak preview of *Pipe Dream* while other reviews include *Adventures of Bayou Billy, Kings of the Beach, Rambo III, Bugs Bunny Crazy Castle.*

October - A visit to Cinemaware allows us to bring you some up-close looks at what they're working on. We get to try out the Atari Lynx as Atari visits CE. Epyx closes its doors. Reviews include *Adventures of Dino Riki, Back to the Future, Fiendish Freddy, Third Courier, Who Framed Roger Rabbit, Licence to Kill.*

November - We announce the upcoming Super Mario Bros 3 and feature sneak previews on *Phantom Fighter* and *World Championship Wrestling.* Other reviews include *Castlequest, Fester's Quest, Ghostbusters II, Wayne Gretzky Hockey, Space Quest III.*

December - As sugar plums and how to reach that next level dance in your head, we're burning the midnight oil arguing over not only the 1989 Awards of Excellence (that's tough enough), but some crazy editor remarked "we should be awarding Games of the Decade!#?" And, so, after we figure out the '89 awards, we will argue further into the night(s) choosing the best of the best. We're already hard at work on the January issue, as we get all the good sneak stuff from the various manufacturers. We would like to take a minute out and thank the software companies as, without their cooperation (even in light of our sometimes brutal reviews), bringing you the information as quickly as we do would be virtually impossible. And, last, but most importantly, thank you for your support. Without you, there's no us!

Peace.

Amiga Software

Shoot enemy waves in space

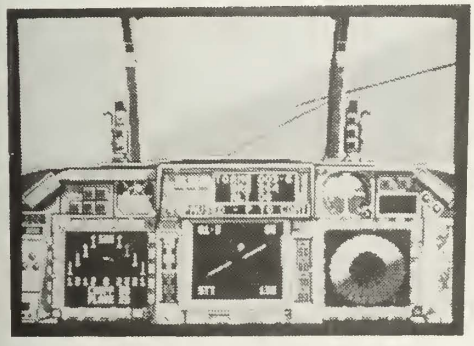
FORGOTTEN WORLDS (★★★/★★1/2) finds you fighting against alien forces, wearing an anti-gravity device in order to fly through their defenses, reaching their bases and, hopefully, destroying them. From ***Capcom***, there are wave after wave of villains who come from all angles with weaponry which will challenge your ability to stay alive. They'll even attack you with guided missiles. You can pick up additional weaponry in the course of the game by purchasing items from regional supply outlets. You'll receive the coins for the purchases by destroying enemy opponents. At the end of each wave, there's some sort of horrible creature which must be destroyed to continue.

Pretty typical action

While the graphics are nice and colorful, the action is reminiscent of many other games out there. Having your hero "float" about in his anti-gravity belt does give it a slightly different feel, however, as you hover and point in virtually any direction as you attempt to kill off the enemy waves as they come at you. There's certainly nothing new or unusual about this game, however. You would be best served if you are able to check it out first before purchase. (one or two-player simultaneous; reviewed on Amiga; also available for Atari ST and C64/128)

Interesting flight simulation

F/16 COMBAT PILOT (★★★1/2/★★★1/2) is a combat fighter simulation from ***Electronic Arts*** which allows you to use air squadron strategy in several missions against a real-time enemy. Begin in the squadron crewroom where you can checkout the weapon data, aircraft data, as well as a pilot's log which includes a record of your experience as an F-16 pilot.



Leave the crewroom and move on to the missions area where you will choose which of five missions (represented in a mock-up of the five-sided Pentagon building) you wish to embark on. There's air-to-air interception, reconnaissance, offensive counterair operations, interdictor strike, and battlefield close air support. You can also choose to join a training squadron (not a bad idea to get started) where you can learn to land, take-off, perform rolls, tight turns, and more...all needed in battle! Once you're ready for a mission, you'll have a pre-flight briefing on targets, mission, weapons, weather, and more. Then it's on to the actual mission. In order to become a Squadron Commander, you must master all five missions. Then, as Squadron Commander, you can undertake Operation Conquest, the final scenario in which you must blow away the enemy. If you succeed, you'll be promoted to a more elite squadron. With 10 squadrons in all, you'll take some time to get through them.

Challenging

In addition to being a flight simulator requiring adeptness at landing, taking-off, as well as in-the-air maneuvers, the program finds you in many tough situations as you must fight head-to-head in the air as well as air-to-ground. The graphics are quite good and there are several different screens to depict the various elements of the game including squadron command, your cockpit, as well as weapons and mission selection. You should probably be a fan of flight simulators to truly enjoy the nuances of the game as the action fighting is only a part of the program. (one player; reviewed on Amiga; joystick recommended; also available for MS-DOS and Atari ST)

Recommended (MSR $49.95)

Free-flowing universe

VORTEX (★★★★/★★★1/2) dazzles with its graphics in a "shoot—em-up" at the edge of the universe from ***Visionary Limited*** (a division of ***Media Technology Ltd***), by the same design group who created *Datastorm.* Simple in theory, you'll have to work hard to keep from annihilating yourself on the sides of the force wall as you go against up to 32 intelligent enemies at once. You have a feeling of "free-flow" as you attempt to move about this elliptical area of the Vortex, a spinning mass of stars and dust particles in the center of the field. You must bump into the enemies spinning out of this mass as they try to race around the force wall finding an exit. Break them into smaller and smaller pieces, forcing them into the force wall as they try to push you to do the same.

Beautiful graphics

The colors, movements, as well as stereo sound track are especially dazzling with bright twinkling objects spinning about the screen. A feature we especially liked was the fact that there are several ways to play including one player, two play alternating, two player cooperative, or head to head. That will give you some nice variation in the way you approach the gaming. It's something just a bit different for those "shoot—em-up" lovers out there. (one player; two player; reviewed on Amiga; joystick or mouse; if you can't locate in your local software outlet, write to Visionary Ltd, 15235 Shady Grove Rd., #100, Rockville, MD 20850)

Recommended (MSR $39.95)

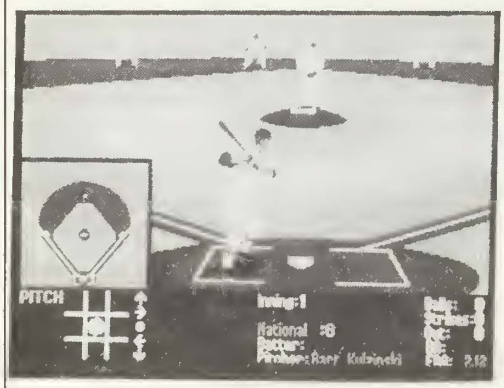
"Keef the Thief" now on MS-DOS systems

A new version of *Keef the Thief* is now available for MS-DOS (MSR $39.95) from Electronic Arts. This humorous adventure by Naughty Dog Inc. puts the player in the role of a young juvenile delinquent on his own and up to no good as he goes up against an evil magician intent on ruling the world. The initial versions for Amiga and Apple IIGS ($49.95 each) were reviewed in last month's issue.

MS-DOS

Original hit in updated version

HARDBALL II (★★★★/★★★★) is an updated version on the very popular baseball game, *Hardball!*, released in 1985, also by *Accolade*. They've made a good game even better as they've retained the features of the original while adding more features and options. As you begin, you'll note there are several areas of choice, from selecting your team and stadium to whether you wish to have a designated hitter. Once you're ready to play, you'll move to the Manager's Screen in which you can set line-ups, substitutions, as well as keeping track of the stats of the players. You can choose your teams from the preprogrammed library or use Team Editor in which you can create new players and stats. If you wish, recreate real baseball hero's stats. It's on to the Game Menu where you'll find more options. There are five different viewpoints to watch the game (mirroring the five network TV field positions!), as well as an instant replay feature allowing you to replay at normal, slo-mo, or even frame by frame. You can also pause an instant replay at that critical moment when the runner hit the base. Within the level of play menu, you can toggle "effects on gameplay" on sixteen different items including whether or not you want to allow stealing, pick-offs, run downs, as well as varying pitching speeds, running speeds, etc.



Tremendous options

With the ability to mix and match any team or combination of players, as well as setting complexity on 16 different options, there is tremendous flexibility here. With a game of this caliber, it goes without saying that you can do such things as shift your infield, as well as play team against team or within a league situation. The instant replay is a nice feature as well, and you'll have some fun shifting among the five views available. You'll find certain views just right for various situations that come up...it gives you a chance to "direct" your first baseball game. The graphics are extremely good with great animation giving you a true sense of that ball coming at you at 90 mph plus. As strong as its predecessor was as a baseball game, this has taken the computer baseball game even further! (one player; two-player simultaneous; reviewed on MS-DOS; joystick optional)

Recommended (MSR $39.95)

New twist on flight simulations

BLUE ANGLES (★★★1/2/★★★★) is a formation flight simulator from *Accolade* in which you can learn over 25 of the same maneuvers performed by the real Blue Angels. You can watch the stunts from a variety of camera angles including grandstand, observation balloon, chase plane, or in the cockpit of your F/A-18. You'll train in a wire-frame flight simulator as the screen shows your position in relation to the other jets in the formation and then plots your path you've flown in 3D against the ideal path of the particular maneuver. You can perform in a complete air show and they check your performance on instant replay. You can practice in stop time or real time and then link several learned maneuvers into a combination with the rest of the Blue Angels.

Difference approach to flight simulation

This is a nice change of pace to the crowded skies of flight simulators as your skills are truly tested beyond just landing and taking off. There's quite a kick seeing the other Angels in formation as you attempt to keep up with them. The training simulator, with its wire-frame approach is extremely helpful and really makes a difference in mastering the maneuvers. You'll be doing the Diamond Roll, Loop, and much more after some practice. The graphics are quite good, especially with the other planes being viewable from so many different angles. If you enjoy simulators, this is a natural for your library. It's a fin e one. (one player; keyboard; 364k; reviewed on MS-DOS)

Recommended (MSR $49.95)

Amiga Software

New title from designers of Test Drive II

THE CYCLES: INTERNATIONAL GRAND PRIX RACING (★★★/★★★★), featuring first person perspective, allows you to race on 15 Grand Prix courses. Designed by the same team who brought us



Grand Prix Circuit and *Test Drive II*, also from *Accolade*, it begins with a practice session, moving on to the actual race once you've qualified. There are three different performance classes, 125cc, 250cc, or 500cc with five different skill levels available to you. In the lower skill levels, you'll find you have automatic shifting as all you have to concentrate on is staying on the track. In the higher levels, you'll have to shift, avoiding blown engines as well as avoiding spinouts, etc. As you sit on your cycle, you'll see your hands on the handlebars with a view of the tachometer, speed gauge, as well as a rear-view mirror to watch for oncoming competitors. There's also an onscreen map of the course you're on so you can keep track of where you are.

Nice feeling of speed

The view as you look over the gauges of your cycle give you a low, true—to-life perspective which gives you a nice feeling of speed. It's pretty much a straight-ahead racing game, with steering taking a moment to master as you work on getting the right "leans". The colors are nice, but nothing other than what you'd expect from this type of game; however, the sound effects are quite good with multiple sounds of cycles' engines revving as you and your competitors race to the finish line. (one player; reviewed on Amiga ; also available for MS-DOS.

Recommended (MSR $44.95)

Mindscape announces new software collections

Great gift packages for sports and adventure gamers

New software collections have been added to the Mindscape lineup of products just in time for holiday gift-giving. Sports-loving MS-DOS system owners will appreciate the four-game collection (MSR $39.95) which includes *Superstar Ice Hockey*, *Indoor Sports* (bowling, darts, air hockey, ping-pong), *Superstar Soccer* and *Winter Challenge: World Class Competition*. Mindscape's other package is guaranteed to delight those who enjoy graphic adventures. Available for Macintosh, Amiga, Apple IIGS and Atari ST, the package ($49.95) includes three award-winning programs designed by ICOM Simulations: *Deja Vu*, *Uninvited* and *Shadowgate*. (All versions of these three programs that we have reviewed in past issues have earned a full four stars for game play and no less than three and a half stars for graphics.)

Macintosh Software

Simulation with fascinating graphics

SANDS OF FIRE (★★★★/★★★1/2) is a very interesting World War II tank simulation from *Three-Sixty and Electronic Arts*. While definitely a strategic simulation, it offers excellent arcade-type movement to hold the interest of those who hate playing with little symbols. You can fight battles in any of six different theaters, commandeering either a British or American unit. There are up to 48 actual battle scenarios included from Tobruck to Tunis, Bizerte, and more. Upon start-up, you can choose to enter the training course to practice, enter a single battle area, or go into an entire campaign. The training course should be your first stop as you can work with the various types of tanks, as well as identify and react to different types of enemy forces. Once you choose to enter a battle or campaign, an overview of the area is given. You'll be given orders (offensive strike or defensive action) as well as a default load configuration for ammunition for your trucks and tanks. Upon your issued orders for battle, it's time to head out on the route, using a formation appropriate to the situation and your objectives. You'll enter the cockpit of your tank whereby the click of your mouse will do things such as change gears. Within that cockpit, there are icons to be clicked on which will take you to the map, or up top to the commander view. There you will find your ammunition, fire buttons, etc. You must attempt to fulfill your mission as commander, as your men will react to your orders. You alone will determine whether you and the crew will return alive.

Great animation

While this has many of the strategic aspects of a simulation, a great dimension of fine animation has been added to really put you in the middle of the action. You'll be astounded the first time you eject the spent shell and load a new one! The hands of the gunner will appear and actual do the work! The sounds are also very good, giving you a real sense of being right there. Don't get us wrong...you'll have to also deal with strategic decisions and maps as you make your way through one of the North African campaigns of WWII. However, because of the "point and click" aspect of the orders, movement, etc., it's perfect for anyone who has a problem with the all-strategic games which come out under some labels. While heavy on strategy, you'll find yourself dealing with a fair share of action as well, with fine graphics to support the game. (one player; requires 800k drive and 1MB) Recommended (MSR $49.95)

"Wizardry" Trilogy Unveiled

Three classic fantasy role-playing games: one package, low price

Sir-Tech Software recently announced that *Wizardry I, II and III* will be combined in a single package at special pricing. (MSR $49.95 for Apple II and MS-DOS; $39.95 for Commodore 64/128.) The much-loved series of fantasy role-playing games began in 1981 on Apple II, which was the premier gaming computer at that time. According to Sir-Tech, there are more than 1.5 million *Wizardry* players worldwide, and the programs have been translated into French, German and Japanese. The trilogy begins with the "Proving Grounds of the Mad Overlord," in which the player creates a band of six characters to explore a ten-level dungeon maze in search of Werdna and the stolen amulet. The second game is subtitled "Knight of Diamonds," a quest for the five fabled pieces of the Knight of Diamonds armor and the legendary Staff of Gnilda. The trilogy is completed with "Legacy of Llylgamyn," in which the gods turn to the characters' legacies to restore the balance between good and evil in the mountain fortress of Llylgamyn. If you have an adventure-loving computer owner on your Christmas gift list, this trilogy would make a wonderful gift. Then next Christmas you can give *Wizardry IV: Return of Werdna* and *Wizardry V: Heart of the Maelstrom.*

Electronic Arts to distribute Sega computer games

Four major coin-op hits headed for your screen in 1990

Sega of America will be taking advantage of Electronic Arts' strong distribution system and sales force for its new coin-op computer conversions to be released in 1990. The hit arcade titles headed for your screen include *Altered Beast*, an action-adventure featuring the transformation of warrior into beast; *Turbo Out Run*, the sequel to "Out Run;" *Golden Axe*, a fight-for-your-life adventure; and *Crackdown*, a futuristic two-player maze.

Add-ons for players of Mindscape's "The Colony"

Players stuck in *The Colony* can now find help, thanks to a new hint book available for $5.00 directly from Mindscape. The book was written by David smith, the designer of the game, and it includes detailed maps, background information and solutions to all the obstacles in the game. And Macintosh II players of the game can now enjoy color with the use of a supplementary disk that works with the original Macintosh version. The disk is available for $8.50 directly from Mindscape.

"Tetris" copyright, trademark defended

Lawsuit between Sphere and Accolade settled out of court.

Sphere, Inc. and Accolade, Inc. have reached a mutual out-of-court agreement concerning the copyright infringement lawsuit filed by Sphere, Inc. in connection with its game *Tetris*, which is published by Spectrum HoloByte, a division of Sphere. Legal action was taken by Sphere to stop Accolade's sale of "Fits and Pieces (2D)," which was part of Accolade's *Mental Blocks* game package. As of the end of October, "Fits and Pieces (2D)" has not been included in *Mental Blocks*, and Accolade has agreed not to sell or distribute the game.

Back Issues Available

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available. Send $2.50 for each back issue you want. (Some rare issues are available only in photocopy form.) Buy six or more, and they're just $1.75 each. Make certain you have a complete set!

1990 CE schedule set

Diehard fans take note...we've set our schedule for 1990. Mark your calendars now for when to expect each month's issue! The dates below note the day the newsletter is mailed from our printer.

January CES re-cap issue (don't miss this one that's packed with news, as well as our 1989 index and the Awards of Excellence) -

January 20
February 17
March 17
April 14
May 12
June 16 (CES recap of the June show)
July 14
August 18
September 22
October 20
November 17
December 15

New versions of "Dungeon Masters Assistant"

Strategic Simulations has now released Amiga and MS-DOS versions of *Dungeon Masters Assistant, Volume II; Characters and Treasures.* The program was released earlier for Commodore 64/128 and Apple II. (All versions MSR $29.95). This is another of the Advanced Dungeons & Dragons utility programs which helps players of the paper-based AD&D role-playing games spend more time playing and less time doing paperwork. (Note for those not familiar with the classic TSR AD&D game: this computer program from SSI is NOT a game but a utility program for use with AD&D.)

Multi-System Software

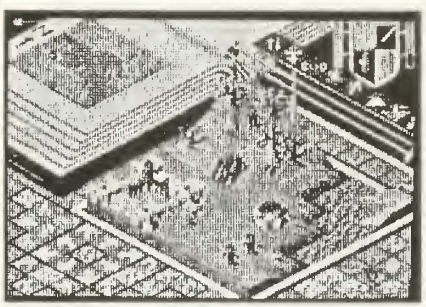
Philip Marlowe in the 21st century

MEAN STREETS (★★★1/2/★★★1/2) is a realistic detective adventure by ***Access Software***. If you can imagine Philip Marlowe transported to the 21st century and driving a flying "Lotus Speeder," then you have a good idea of the feel of the game and its story. As Tex Murphy, San Francisco private investigator, you're hired by the daughter of a university professor who fell to his death from the Golden Gate Bridge. The police have it pegged as a suicide, but the daughter is convinced it was homicide. And she's backing up her beliefs with a $10,000 retainer, making the case a difficult one to refuse. Your investigation takes you all over California, questioning characters and searching for clues. Your mode of travel is the latest in 21st century speed and convenience, a Lotus Speeder which is equally at home on the ground or in the air. The Lotus is not overly difficult to fly, but if flight simulators are not to your liking, you can enter navigation codes and set the controls to autopilot. The realism of the story is enhanced with digitized, animated characters. The MS-DOS version is also enhanced with RealSound, a special process developed by Access that reproduces very good digitized sound (even voice) through the standard PC speaker without the need for a special sound board. MEAN STREETS has a good story that will appeal to those who enjoy solving mysteries, and the story is well supported with true-to-life graphics. An absolute minimum of typing is required, making the story more immediate and the game more playable. (Solo play; Keyboard MS-DOS, keyboard & joystick C64; MS-DOS supports VGA/MCGA/EGA/CGA/Hercules.) MS-DOS, Commodore 64/128 versions reviewed.

Recommended. (MSR $59.95 MS-DOS, $39.95 C64)

Play god and conquer the world

POPULOUS (★★★★/★★★★) is a megalomaniac's dream come true. Omnipotence is within your grasp as you literally play god in this game from Electronic Arts which was designed by ***Bullfrog Productions.*** Play begins in the world called Genesis where you take the role of either the good or evil deity. The computer controls the other deity, unless you play with a friend via null-modem hookup or modem over phone lines. Each deity has followers who occupy a portion of the world. The more followers a deity has, and the greater their achievements, the greater power that deity wields. Using your powers, you encourage your followers to settle land, build, grow crops—and wipe out the opponent deity's population. You have the power to raise and lower land at will. Lift a finger and disaster strikes a population center of your opponent's followers. A flood, perhaps? Or maybe your mood dictates crop-destroying swamps or a devastating earthquake. Of course, the other deity is not sitting idly while you make your godly moves. Conquer a world and move on to the next. The game has every imaginable kind of world from desert to frozen tundra. You can even create your own worlds for almost unlimited variety of gameplay.



Thoroughly entertaining

POPULOUS has been a big hit in Europe, and it's very easy to understand why. No two games are the same, whether you take a careful, strategic approach or choose to play a capricious and unpredictable sort of deity. Thanks to a helpful tutorial, getting into the game is very easy considering the complexity of the program. The animated 3-D sections of the world, selected from an overall map, are beautifully done. Sound is especially good on Amiga, but less satisfying in the Atari ST version. Gameplay in both versions is deep, challenging without being overly complicated, and thoroughly entertaining. POPULOUS is an original—something that can't be said about very many computer games. (Solo play; 2 players with null-modem cable or Hayes-compatible modem; Mouse; Pause; Blank disk required for game-saving.) Atari ST, Amiga versions reviewed; coming soon for MS-DOS.

Recommended. (MSR $49.95)

Special E X P A N D E D edition coming in January!

Loads of CES coverage, reviews, index, and more

In a continuing effort to bring you all the news as soon as it's news, we will be bring your a special, expanded edition in January which will be packed full of news from CES as well as reviews, our 1989 index, Awards of Excellence, Games of the Decade, and more. So, get ready to set aside lots of extra time to read news you won't find anywhere else, as well as news you won't read elsewhere until months later!

Apple IIGS Software

Japanese style adventuring with action & music

ANCIENT LAND OF YS (★★★/★★★1/2) is an adventure that combines action with fantasy role-playing. Published in the U.S. by ***Kyodai Software Marketing***, the game was a best-seller in Japan, where it was developed by Nihon Falcom. As the young hero of the game, your task is to find and recover the six books of Ys which were stolen by the fiendish wizard, Maleficus. Five of the books are held by huge monsters scattered throughout the Land of Ys; the sixth is in the possession of Maleficus himself. Your quest begins in the town, where you can talk to people and gather valuable clues to aid in your quest for the books of Ys. Although you start the quest with no experience and very little gold, you do have enough to purchase a basic weapon and simple armor from shops in the town. As you venture into the countryside, you gain experience by fighting enemy creatures. Unlike many role-playing games, the hero's hit points are automatically replenished to the current maximum when your character stays away from enemies for a few moments. When we noticed this, we took advantage by repeatedly fighting the easier enemies just outside the town until we gained a good bit of experience and enough gold to run back into town and acquire a small shield. A visit to the fortune teller increased our maximum experience and hit points and sent us better prepared into the countryside farther from the town.

Musical, action-filled adventure

The blend of action and fantasy role-playing in ANCIENT LAND OF YS seems to be a characteristic Japanese approach and will be familiar to anyone who has played video games such as "Legend of Zelda" on the Nintendo system or "Y's: The Vanished Omens" on the Sega system. (The latter video game is essentially the same as this computer game.) Role-playing purists may object to the emphasis on action, especially in combat sequences, but we like the way the action makes the story more involving and keeps it moving without waiting for computer-controlled combat resolution. The other obvious difference between this and most other computer role-playing games is the sound. ANCIENT LAND OF YS is very musical, with a wide variety of themes specific to different parts of the game. The game is an enjoyable departure from the more familiar styles of computer adventuring with its action in combat and delightful music. (Solo play; Joystick or keyboard; Pause; 512K; Blank disks required.) Apple IIGS version reviewed; also available for MS-DOS. Videogame version by Sega for Master System titled "Y's: The Vanished Omens."

Recommended. (MSR $44.95)

MS-DOS

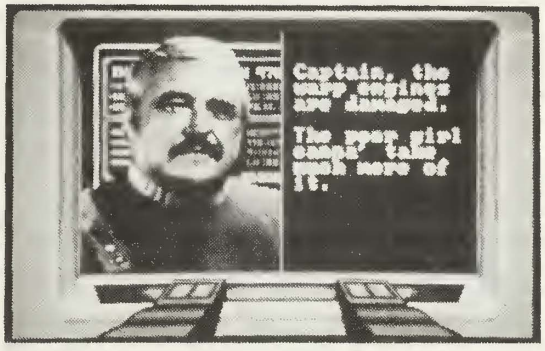
Captain Kirk & crew take on Klingons again

STAR TREK V: THE FINAL FRONTIER (★★★★/★★★1/2) is an elaborate and challenging adventure designed for ***Mindscape*** by ***Level Systems*** which stars the perennially popular crew of the Starship *Enterprise*. As Captain Kirk, the player commands ship and crew on a last-minute mission to Nimbus II where Sybok and his Galactic Army of Light have captured three Consuls to hold as bait for a Starship. The plan works, Kirk is captured, and the *Enterprise* is commandeered for a trip to Sha Ka Ree, the "planet of Eden." Kirk's perennial nemeses and those bad boys of the universe, the Klingons, get wind of the trip and do their best to beat the *Enterprise* to her destination. There ensues a series of dangerous encounters for the *Enterprise* and crew, from the deadly Wormhole Effect to a Klingon minefield and then on to Sha Ka Ree for more trouble with the Klingon Commander Klaa.



Finally a Star Trek game that feels right

Star Trek fans have much to rejoice over in this computer game. They can take the control of the mighty *Enterprise* and interact with her crew. The graphics are loaded with digitized photos of the characters they know and love. They can test their mettle in tricky maneuvers in space and fight it out with the Klingons. There have been other *Star Trek* games, but this is the first time that a *Star Trek* game feels right. Kudos to the design team for a fine piece of programming that does justice to the TV series and movies. (Solo play; Keyboard; EGA/MCGA/VGA/Tandy; Not copy protected.) MS-DOS version reviewed; coming soon for Amiga, Macintosh. **Recommended.** (MSR $49.95)



Anti-terrorist shoot-'em-up

CABAL (★★★1/2/★★★) is a home version of ***Capcom's*** own very successful coin-op game. Anti-terrorist action is the theme. As the world's most highly regarded anti-revolutionary, you're called upon to rid a Central American country of a powerful terrorist army. Alone or with a buddy, you face a barrage of enemy armament with your machine gun and grenades. (Additional weapons can be captured from fallen enemies.) In a series of ever more challenging sites from beaches to jungles, CABAL offers plenty of arcade-style shooting action as you fight to rid the country of terrorists and maintain your fighting reputation. There's nothing complicated or unusual about this game, but it's an enjoyable one for action gamers. (Solo or cooperative 2-player; Joystick or keyboard; EGA/Tandy/Hercules; Pause.) MS-DOS version reviewed; also available for C64/128 at $29.95.
MSR $34.95

JOAN OF ARC: SIEGE & THE SWORD (★★★★/★★★★) is a ***Broderbund*** adventure with action taking you to France in the year A.D. 1429 as you relive history in the time of Joan of Arc. There are five action sequences including large battles in the open countryside, assaults on fortress walls, hand-to-hand battles with soldiers, etc. You'll tale on the role of Charles Vll putting together an army, and, most importantly, rest all your hopes on Joan of Arc. Only she can help you conquer and become King. Only as King can you collect taxes, engage in diplomacy with your enemies, and more. In addition to Joan, you have other war generals and courtiers to help you end the war. You must use these people to help you win. In all, there are 31 historically based characters as well as 73 authentic provinces and towns. The characters have various strengths and weaknesses adding to the depth of gameplay. As you decide on actions to take, you can either mirror history or rewrite it, remembering that as you initiate action in the various provinces, it will affect the outcome elsewhere.

Strong adventure

Steeped in heavy adventure playing in a historical setting, this will appeal to those who enjoy the genre. Adding to the depth of play, is the acting out of the various actions such as hand-to-hand combat, marching armies, etc. The graphics are richly detailed, giving you a true sense of what the scenes could have really looked like. Because there are so many options available to you as you play (up to 20 game options for each turn), you'll find that are virtually limitless outcomes available as you change locales, characters, etc.In addition to being fine entertainment, there's quite a bit of educational value here also as you learn about the struggle for France in the 1400's. (one player; reviewed on Amiga; also available for MS-DOS and Atari ST)
Recommended (MSR $49.95)



Miles Computing to present three new games at CES

Intertwined puzzles, animated jigsaws & undersea action.

The epic story of a fool in search of wisdom lies at the heart of Miles Computing's THE FOOL'S ERRAND, but it's a story intertwined with over 80 puzzles. The graphic, word, logic and other puzzles are part of the story. Solutions give you pieces of the sun's map, a puzzle itself which contains even more hidden puzzles. There are more puzzles in LIVING JIGSAWS for MS-DOS, which enhances the traditional pastime of assembling jigsaw puzzles. Pieces of puzzles contain animated images, including characters and objects that move from once piece to another as you position them. The third introduction is AQUANAUT, a strategy-arcade game for Amiga and Atari ST. The aim is to stop an underwater alien force with a team of Aquanauts, battling blood-sucking creatures and deadly mermen.

CES introductions from New World Computing

More Might and Magic joined by kingly adventure & combative cards.

At CES next month New World Computing will show new versions of MIGHT AND MAGIC II: GATES TO ANOTHER WORLD for Macintosh and Amiga. The company will also show two new programs, KING'S BOUNTY for Apple II and NUCLEAR WAR for Amiga. (Additional versions of both programs are in development for other computers.) KING'S BOUNTY sets the adventurer on a course of exploring four continents, raising armies, laying siege to castles, and hunting a band of master villains who have stolen the king's Sceptre of Order. Randomly generated events will insure that no two games will have the same outcome. NUCLEAR WAR is based on the card game of the same name and is promised to be an entertaining and comical strategy/action game which is easy to learn. The player is up against four computer opponents in a battle to establish global supremacy for one country while fending off nuclear strikes, propaganda attacks, and such oddities as Space aliens, Cattletech, and 16-Ton Weights.

Imported games from UBI Soft on display at CES

British titles highlight sports, adventure and action.

UBI Soft is a new affiliate of Electronic Arts with four games to show at CES next month. PRO TENNIS TOUR features the four major world tournaments: Australian, French and U.S. Opens plus Wimbledon. The game is available for MS-DOS, Amiga, Atari ST (MSR $39.95 each) and Commodore 64/128 ($29.95) with three levels of difficulty on grass, clay or cement courts. Futuristic adventure is the theme of B.A.T. (Bureau of Astral Trouble-Shooters), set for release next spring for Atari ST, Amiga, MS-DOS and C64/128. B.A.T. charges the player with maintaining galactic peace and foiling the plans of an evil genius. IRON LORD ($39.95 C64/128, Atari ST, MS-DOS) is set in a medieval world where the player can partake of feats of archery, arm wrestling, swordplay and dice-throwing to prove his or her birthright as the Iron Lord, Crusader of Justice. Digitized sound enhances the arcade-style strategy and action in PUFFY'S SAGA ($39.95 Atari ST, Amiga). Puffy and his girl-friend Puffyn are trapped in an alien world where they must travel through mazes while attempting to discover clues to find weapons and escape hidden traps.

CES introductions by Lucasfilm Games

Enchanting, innovative fantasy adventure to be highlighted.

We've seen portions of LOOM already, but the completed fantasy adventure game for MS-DOS, Amiga and Atari ST (MSR $59.95) is expected to be ready for a CES debut. Set in the mythical time of the Age of Great Guilds, LOOM makes an unlikely hero of Bobbin, a young member of the mysterious Guild of Weavers who finds himself playing a pivotal role in a mighty conflict between good and evil. Lucasfilm will also show new versions of THEIR FINEST HOUR: THE BATTLE OF BRITAIN ($59.95) for Amiga and Atari ST. This re-creation of World War II air combat is already available for MS-DOS.

Activision announces Game Boy title

MALIBU BEACH VOLLEYBALL was just announced as Activision's first game for the Nintendo Game Boy. It will be shown at next month's CES and released during 1990.

New fantasy role-playing, wargame from SSI

More AD&D adventuring plus WWII strategic wargaming debut at CES.

Next month at CES, Strategic Simulations will introduce CHAMPIONS OF KRYNN, the first Advanced Dungeons & Dragons fantasy role-playing computer game set in the "Dragonlance" game world. Available early in the new year for MS-DOS and Commodore 64/128 and later on for Apple II and Amiga, the program utilizes the same game system as "Pool of Radiance" and "Curse of the Azure Bonds." New features include moon phases that affect a mage's power and gods that grant special abilities to their clerics. SECOND FRONT: GERMANY TURNS EAST (MS-DOS) includes over 150 German and 200 Soviet divisions and extends from Berlin in the West to Stalingrad in the East. Aimed at the advanced wargamer, SECOND FRONT covers the six-month span of Hitler's Operation Barbarossa.

Data East to launch new series of games

Fantasy role-playing slated for Amiga and MS-DOS.

Early in 1990 Data East plans to launch DRACONIAN, a new series of fantasy role-playing games for Amiga and MS-DOS systems. No details about the series were available at presstime, but Data East promises that games in the series will have features that are different from other fantasy games.

Late-breaking news from Mediagenic

Arcade hit coming from Activision, role-playing from Infocom.

Just at presstime, we learned that Activision plans a home computer version of a current arcade favorite, POWERDRIFT. Infocom, another division of Mediagenic, is working on CIRCUIT'S EDGE, a role-playing game based on a book by the award-winning science fiction writer, George Effinger.

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

SNEAK PREVIEW
TurboGrafx-16 Software

Pac-Man has legs!

PAC-LAND (★★★/★★★) marks yet another return to the playing screen by Pac-Man, one of video gaming's most enduring heroes. In this game from NEC, based on the Namco arcade game, we learn that Pac-Man has legs! It turns out that he needs legs to get out of the mazes where he usually hangs out and make his way around Pac-Land. In this new game, our hero has to travel through streets, forests, deserts, mountains and bridges to rescue a fairy princess from the Monster Mansion and return her to Fairy Land. This is a cartoon-styled action-adventure with fairly simple but effective graphics. The player controls the ever-cheerful yellow character as he makes his way through Pac-Land, avoiding the inevitable ghosts. (In Pac-Land, the ghosts are as likely to be riding a bus as just floating around.) Of course, there are fruits to be grabbed for extra points and power pills that allow Pac-Man to gobble ghosts for a short time. In addition, there are special hidden features to discover within the game. Altogether, there are eight different levels (labeled "trips" through Pac-Land), and the player can start in any of them. If the player chooses to start on the first trip and successfully completes all eight, there is a second round of "Pro" trips. We believe that the cuteness and cartoon-like style of *Pac-Land* will appeal more to younger players, and that older players may find it too juvenile. (Solo play; Pause; Continue feature.)

Recommended for younger players only.

Fast action, 3-D visual effects in classic arcade hit

SPACE HARRIER (★★★1/2/★★★1/2) is the NEC Avenue version of Sega's classic arcade hit. It is a fast-action, three-dimensional scrolling shoot-out in which the player controls the Space Harrier, a character who can run, fly and shoot his way through Dragon Land. The Space Harrier faces flying creatures and stationary obstacles, all of them potentially deadly, and some of them quite unusual. There are 18 levels of non-stop action, with a boss monster to be defeated at the end of each level. In every version we've seen for computers and game systems, *Space Harrier* combines interesting 3-D visual effects with fast and challenging play action. The same is true for this NEC version, which looks very good and plays well. For those who also own the Sega Genesis System and are interested in direct comparisons, both the Genesis *Space Harrier II* and the NEC *Space Harrier* have about equally challenging play action. However, the Genesis version has the definite edge in graphics and sound. NEC's *Space Harrier* graphics are less detailed and clear than those of the Genesis version, and the music and sound effects are noticeably better in the Genesis version. (Solo play; Pause.)

Recommended.

All too similar to others

ORDYNE (★★1/2/★★) from *NEC*, features seven stages in a "shoot-'em-up" in which you blast off in search of Miss Kana who has been kidnapped by an outer space gang of bad guys. In a game in which the objects are very reminiscent of the figures in *Fantasy Zone*, you shoot from a little spaceship-type vehicle, picking up "power-up" items which can be turned in at the Space Inn for various things such as rapid-fire, etc.

Nothing special

As we looked at this right after looking at *Fantasy Zone*, we found this too similar in concept, without the added graphic backgrounds. There just isn't enough here to make it stand out from so many others in the genre. (one player; continue feature)

Not Recommended

We'd like your comments!

What do you think of the changes we've made? Let us know as we attempt to give you more of what you've been asking for!

Good racing game coming

FINAL LAP TWIN (★★★★/★★★1/2) is a split-screen game of hair-raising car racing from *NEC*. You'll begin by choosing your car and then take on one of twenty tracks. You may want to try out a one-lap trial after selecting your car and track just to get the feel of it, as well as larning how to shift, brake, steer) Before the race begins, you can choose to go with an automatic or manual transmission as well as a V8 or V10 engine. One the split screen, player one is on the top, player two below (unless you're in a one-player mode). In addition, your current rank is shown, number of laps remaining, tachometer, etc.

The Quest adventure

There's an interesting, and odd, feature in which you can race against a gang of baby four-wheel-drive warriors and champions from all over the land. It gives you the feel of a whole different game as you begin as a young man in a strange town. Then, you can move through the town, discovering items which may even help in upgrading your car. You'll be challenged to races which will then take on a similarity to the "normal" final lap races.

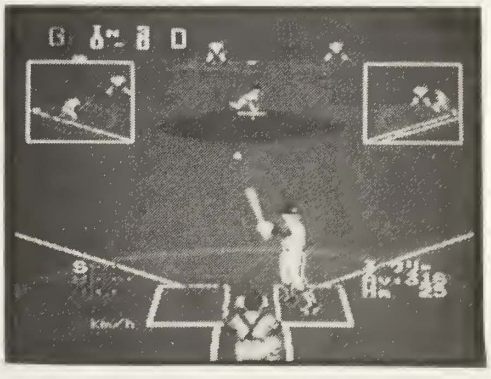
Mainly a good racing game

Regardless of the "Quest" feature which takes you on an odd little adventure, interspersed with racing, this is a very good racecar game, as the split screen gives a nice dimension to racing, especially with a friend. We really liked the fact that we could move within an automatic or manual transmission, as well as the V8 or V10 engine on each track. We would suggest you race with the automatic until you get a feel for your car, track, and the game. Regardless, it's a very good racing game which any racecar fan should enjoy (one player; two-player simultaneous)

Recommended

Play ball on NEC

WORLD CLASS BASEBALL (★★★1/2/★★★) takes us to the baseball stadium, *NEC*-style, allowing the choice among 12 teams. The main screen is a familiar one as you look out from above home plate to the action. Within that screen there's a runner window, an inset which crops up when you have a runner on base. There's also a small overview of the entire diamond. As the hitter, once you hit the ball, you'll automatically run to first. Additional bases run or taken by a steal are up to you. As the pitcher, you can alter the speed and course of the ball by manupulating the turbopad. You can adjust the position of your outfielders and even dive for a catch. Within the edit mode, you can change the starting order of your team. That will stay in memory until you turn the machine off.



Similar to Genesis

In many ways, this is similar to *Tommy Lasorda Baseball* for Genesis with similar screens, even the flyball that comes up at you in a way you can see the stitching. While this has some voice, the Genesis baseball game announces all balls, strikes, and outs. This one has much less voice through the game. You do have nice control of the fielders, enabling an action-packed game as you attempt to throw that runner out. Overall, it's a solid game of baseball (One player; two player simultaneous requiring TurboTap) **Recommended**

TurboGrafx-CD System

First-ever game system CD-ROM unit also plays standard audio CDs and new CD+Gs.

We've had quite a lot of fun playing with our new TurboGrafx-CD System ever since it arrived from NEC. The package was larger than we had expected. Although we knew that the TurboGrafx-CD System includes the TurboGrafx-CD player and a game interface unit, we were not aware that the package also includes a molded, hard plastic system carrying case designed to hold the CD player, game interface, TurboGrafx-16 game console, one TurboPad and assorted cables. The carrying case, which accounted for the large size of the package, turned out to be a welcome bonus that we think most TurboGrafx-16 owners will appreciate as much as we did. Mating the CD player and game interface to the TurboGrafx console is a very simple operation. Once the three units are connected, the whole assembly fits neatly into the carrying case and needn't be separated again (unless you wish to use the CD player separately as a standard portable CD player). Also provided with the CD system are a power supply, software system card and audio/video cable set (MSR $399). Note that with the CD system attached to your TurboGrafx-16, stereo audio and direct video outputs provide the same enhanced sound and picture quality as afforded by the TurboBooster accessory. In other words, if you have or are considering the purchase of the TurboGrafx-CD System, you will not need the TurboBooster.



Digital audio with video control panel

We've been avid consumers of digital audio compact discs (CDs) for a number of years now, so we were as eager to play music CDs on the TurboGrafx-CD as we were to play the first video game on CD-ROM. You can use the NEC CD player separately as a standard portable or connect it to an amplifier to play CDs on a home stereo system. But it's much more fun to leave the CD player attached to the game interface and TurboGrafx console, allowing you take advantage of this unit's video control panel on your TV screen. The TurboPad can be used to command a full variety of control functions from simple "play" or "pause" to programming a custom sequence of tracks from a CD. All you have to do is move a hand among icons on the screen. The video control panel also displays moving sound level indicators, track number playing, elapsed time and more.

Enjoying the new CD + Graphics (CD+G) Technology

The most exciting part of the video control panel is the single word "graphics," because it is a gateway to new technology. The TurboGrafx-CD System is one of only two CD players currently marketed in the U.S. that is capable of displaying the graphics coded onto music CDs marked "CD+G." We happen to have a pair of demonstration CD+Gs acquired at a private CES showing by Warner New Media about two years ago. These CD+Gs showcase what were then considered potential uses of graphics on a music CD: lyrics in several languages, artist interviews, digitized photos, guitar chordings and general pictorial accompaniments. Although we've been able to listen to these CDs many times (CD+Gs can be played on any CD player), we hadn't seen the graphic accompaniment since the Warner New Media demonstration. It was exciting to hear AND see these CD+Gs on our own TV. Now CD+Gs are commercially available at the same price as standard music CDs, and we watched and listened to "A Tribute to Woody Guthrie," which features performances by Joan Baez, Pete Seeger, Arlo Guthrie, Bob Dylan and several others. This was a borrowed CD+G, and it turned out to be an excellent test of the enhancement which graphics can add to the listening experience. To be honest, this is not a CD which we would purchase because we're not fans of Woody Guthrie's musical style. Nonetheless, we found ourselves mesmerized by the combination of Guthrie's songs with images from the Dust Bowl years when thousands made their way west to California from Oklahoma, Texas and other states in that region. The ability to play CD+Gs is a wonderful bonus for those who buy the TurboGrafx-CD System.

First-ever video game on CD-ROM

FIGHTING STREET (★★1/2/★★) is the first NEC game on CD. The game is based on "Street Fighter," the arcade game by Capcom. It was designed by Hudson Soft, a company that has done many games for the NEC PC Engine in Japan and several for the NEC TurboGrafx-16 in the U.S. so far. The object of the game is to defeat two of the best street fighters in each of five countries: Japan, China, U.S., England and Thailand. The player can choose to start in any of the first four countries. Fighters must be defeated in two of three matches to move on, and all eight fighters in the first four countries must be defeated before the player can face the final challenge in Thailand. Fighting moves include the usual kicks, punches, jumps, and a few special moves. Unfortunately, this game does nothing to showcase the potential of the TurboGrafx-CD System. There is no more depth of play in *Fighting Street* than we would expect in the average TurboChip game. Graphics in this CD game look just about the same as in a TurboChip game instead of looking significantly better. Music is good and does not have that "computer generated" sound which is characteristic of most video games. However, voice synthesis is poor considering the sound quality that a CD is capable of reproducing. The voices don't sound real, and much of what they say is difficult to understand. If you want a kicking and punching game on your TurboGrafx, you already have a choice of *China Warrior* or Vigilante on TurboChip, the latter a much better game than *Fighting Street*. If you're looking for a good reason to purchase the TurboGrafx-CD System, *Fighting Street* certainly doesn't provide it. The TurboGrafx-CD has enormous potential for graphic and sound quality with great depth of play. *Fighting Street* gives no more than the faintest hint of that potential. (1 or 2 players; Pause; Continue feature; CD system required.)
Not recommended. (MSR $50-$60)

Special CES reception

Editors, subscribers, software designers to get together in Las Vegas for awards

We're repeating our special C.E.S. reception by popular demand! Those of you who joined us in Chicago in June all had a good time. Now it's time for those of you who will be in Las Vegas for C.E.S. in January to join us for some gaming, great conversation, *and* the presentation of our Awards of Excellence!

You'll have a chance to meet the CE editors, as well as software manufacturers and designers in a suite only for subscribers.

To get your invitation...

The date is Sunday, January 7th but you MUST show an invitation at the door to gain entry. Please write, send us a fax, or call Computer Entertainer NO LATER than December 28, 1989 to receive your printed invitation.

If you call...

For quickest response, PLEASE use our Voice Mail system to order your invitation. Call 1-800-228-4336. You will punch in #10. Leave your name and address and we'll get your invitation right out to you.

Come join us at this very special event as we acknowledge the best in the industry and have a lively conversation or two! See you there!

NEC announces agreement

Cinemaware to produce Turbo-Chip and CD-ROM games for TurboGrafx-16.

Although regular CE readers have known of Cinemaware's agreement with NEC to produce TurboChip and CD-ROM games for the TurboGrafx-16 since October, NEC recently made the official announcement of the agreement. The announcement included six game titles, two on CD-ROM and four *TV Sports* titles on TurboChip game cards. Development of the CD titles, *It Came from the Desert* and *Lords of the Rising Sun*, is already underway. The first is a role-playing game done in the style of an interactive movie. *It Came from the Desert* pays homage to the "B" horror movies of the 1950s, casting the player as the hero who must convince the residents of Lizard's Breath, California that giant radioactive bugs are threatening to obliterate the population. The game, currently available for Amiga, features two interwoven scripts with multiple storylines. The new CD-ROM version is being produced by video taping live actors, digitizing the images, and dropping them into appropriate backgrounds. The CD game will also use real sound, with lines of dialogue spoken by human voices. Cinemaware is designing the CD-ROM version of *Lords of the Rising Sun* in a co-production with JVC. This will be a role-playing game based on 12th-century Japanese military history. The player chooses the role of one of two brothers of the Minamoto clan and then undertakes a quest to become Shogun.

Four sports games from Cinemaware

Cinemaware also plans four *TV Sports* TurboChip games for the TurboGrafx-16. The games are designed to emulate TV sports broadcasts, complete with an announcer and TV-like perspective. *TV Sports Football* will be the first of the series, and it will put the player on the bench as a coach or on the field in offensive or defensive positions. This game and *TV Sports Basketball* will support up to five players at a time. *TV Sports Boxing* and *TV Sports Baseball* will be designed for one or two players.

Additional development agreements

NEC also announced that two other American computer software developers have signed agreements with NEC to produce games for the TurboGrafx-16. The companies are ICOM Simulations (developers of *Deja Vu* and *Shadowgate* and Incredible Technologies. No game titles for the TurboGrafx-16 were announced by either company at this time.

TurboGrafx-16 Software

Galactic dancing comes to TurboGrafx

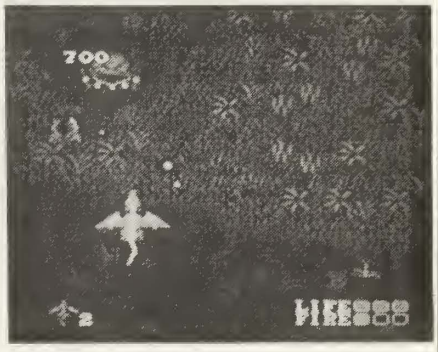
GALAGA 90 (★★★★/★★★1/2) from *NEC* is a very satisfying home version of the Namco coin-op classic that's still a favorite with many gamers. The game is an update of the "Space Invaders" game type in which the player attempts to eliminate hordes of descending aliens by shooting at them from a ship that can be moved within the lower third of the screen. The main difference between *Galaga* and "Space Invaders" is that the aliens in the former have more interesting moves (swooping, circling and diagonal attacks) than the straightforward marching phalanxes of the latter. In the NEC version, the screen is alive with graceful but deadly aliens moving against an outer-space background made more attractive with planets, asteroids, space stations and such. Play moves through 29 rounds grouped in seven levels, with bonus rounds of "Galactic Dancing" between levels. There are "extras" in the form of capsules which the player's ship can collect to achieve warp speed and pass through to a higher dimension. It is also possible to combine ships into Dual or Triple Fighters which have more firepower. At the end of the game, a summary screen gives the score, numbers of shots and hits, and the percentage of hits. Graphics in *Galaga 90* are beautifully detailed, musical background is delightful, and the game is great fun to play. No fan of the arcade game should miss this new version of the classic. (Solo play; Pause.)



Recommended. (MSR $42)

Heroic Blue Dragon finds two heads better than one

DRAGON SPIRIT (★★★1/2/★★1/2) is another *NEC* conversion of a Namco coin-op. This game features one of the two most frequently used themes in video games: rescuing a princess. (The other theme, of course, is saving the Earth.) The princess in question is the fair Alicia, being held against her will by Zowel, Demon of Darkness. Fortunately for Alicia, the spirit of the dragon dwells within one young man in her kingdom. Taking on the persona of the Blue Dragon, the young man takes on the forces of evil with weapons of scorching breath and fireball bombs. The player controls the Blue Dragon as he flies up the screen, making his way through eight different lands to reach the Stronghold of Zowel. He flies over plains, erupting volcanoes, jungles, deserts and glaciers and through caves with moving walls. There are power-up items to be found which can give the dragon a better chance against Zowel's evil hordes. For example, the heroic Blue Dragon finds that two heads—or even three—are better than one when he smashes a blue egg, earning an extra head and increased firepower. Graphics in *Dragon Spirit* are very crisp, clear and colorful. Sound and music are mediocre. Despite the unique idea of turning a blue reptile into a flying hero, gameplay turns out to be too similar to many other vertically scrolling games full of shooting and bombing. The game seems interesting at first, but its lack of originality soon becomes obvious. Most gamers are likely to find this one boring after repeated playing sessions. (Solo play; Pause.)



Not recommended. (MSR $45)

Popular title in mediocre translation

FANTASY ZONE (★★/★★1/2) is a game which is familiar to Sega owners but is a disappointment in its TurboGrafx-16 due to the fact that we frankly expected a greatly enhanced and dazzling version because of this "state-of-the-art" machine. It isn't. *NEC* takes us to a land 4,000 years from now where Opa-Opa must stop all sorts of intergalactic thieves from conquering Fantasy Zone. As you attempt to wipe out the enemies, recover the stolen coins in order to buy expanded powers.

No better than original for Sega 8-bit

Frankly, we found the graphics no better (if not a bit worse) than the original Fantasy Zone released for the Sega 8-bit machine back in October, 1986! And, Sega's Fantasy Zone II (also for the 8-bit) has more dazzling graphics than this one. The gameplay is similar, but the sound effects are also sub-par. Overall, we were very surprised that this machine, being touted as being "so powerful" does not give us a great new version of this popular title. (one player; two-player alternating; continue feature)

TurboGrafx-16 Software

Golfers can now play a few rounds

POWER GOLF (★★★1/2/★★★) is the *NEC* game of golf, which we found ourselves comparing to Sega Genesis' *Arnold Palmer Golf* as we just looked at that one last month. This game has some very nice graphic features, but the Genesis game offers a bit more in depth of play and adjustments you can make. This game has just one course to play on (APG has 3)but you can choose among three players. There's also a nice feature which allows you to pan overhead above the entire hole (this in addition to a small inset which shows the same thing). You can also inspect the green up close. There is an arrow which you can adjust to change the direction of your swing (a series of three taps on the button, like its Genesis cousin – this one is a bit easier to master). In addition, you can choose your club for any shot. The graphics are nice with the golfer's view changing based on where you are on the course – very realistic as we found ourselves up against a tree once or twice and the view showed that. There was a nice "thwack" of the ball when we hit it. It's a good golf game, although the diehard golfer would probably like to see more courses offered. (one to three players) **Recommended**



Sega Genesis Software

Familiar title comes to Genesis

SUPER HANG-ON (★★★/★★★) brings motorcycle racing to *Sega's* Genesis in which you can race in two different manners. The first, the arcade mode, is a race against time in one of four continents (level of difficulty is different for each continent). There are a number of stages on each course and you must finish each stage within a certain time limit in order to advance. That is accomplished through checkpoints. The second, and potentially more challenging, way to play is in the "original mode" in which you race against opponents who appear at each level and are awarded prize money according to your score. With the money you can buy better parts for your cycle as well as hire a mechanic. With these options, you can take your cycle to a high-tech level of performance. Once you've created your special souped-up model, you can save it and access it later via the password system. There are four different choices in background music before you take off on the race course in either racing option. The controller, in addition to guiding your cycle into and out of turns, acts as your brakes, accelerator, as well as a turbo option which can accelerate your machine to over 300 km/h!

A familiar yet appealing title

This game, in one form or another, has been around for awhile but still is popular for racing fans. Certainly the gameplay is reminiscent of any other motorcycle racing game, but the graphics capabilities of the Genesis gives this a colorful approach. The feeling of speed is here, and the lean of the cycle is the deepest we've seen...even with the cycler's leg balancing against the pavement. The added feature of the "original" mode adds more challenge and planning so you are not "just racing" against the clock and other drivers. Overall, a nice job has been done on the game. (one player; password)

Recommended

Relentless action in enhanced version

RAMBO III (★★★1/2/★★★1/2) gives Rambo fans owning a *Sega* Genesis a chance to infiltrate Soviet-occupied Afghanistan to rescue Colonel Trautman. You'll encounter hand-to-hand combat, machine guns, enemy tanks, helicopters and more. In addition to the machine gun you're carrying, you'll have to rely on your knife, bow and arrow explosives, and time bombs. There are six missions as you attempt to get through jeeps full of enemy soldiers, watch towers, snipers, etc. The action is non-stop as the enemy is coming at you from every direction. After completing certain missions, you must fight a bonus battle pitting you and your bow and arrow against the enemy. Good luck as you try and shoot down one of their massive helicopters with your super-charged arrow!

Great effects

The sound and graphic effects are quite good with explosives going off all over the place. The helicopters are huge with an great opening scene at night as Col. Trautman is caught trying to cross the border by a low-flying Russian helicopter. This is a straight-ahead "shoot-'em-up which will be enjoyed by all who like the challenge of trying to gun down the enemy before they gun you down. This version has been very nicely enhanced in not only graphics but gameplay as well from the original version available for the Sega 8-bit machine. (one player) **Recommended**

Results of 4th annual "North Pole Poll" revealed

Retailers & parents agree: another Nintendo Christmas

Two hundred retailers and 400 consumers throughout the U.S. took part in the fourth annual "North Pole Poll" conducted by the Wirthlin Group, an independent public opinion and market research firm. Retailers and parents were asked to predict the five most popular toys for this Christmas. For the fourth year in a row, retailers predicted that the Nintendo Entertainment System (NES) and Nintendo Game Paks would earn first and second place, respectively, in holiday season sales. Parents agreed, but gave Nintendo Game Paks the nod in first place over the NES, although by an extremely small margin. The retailers' Top Five was rounded out by Teenage Mutant Ninja Turtles action figures in third place, followed by Nintendo Game Boy and the Mattel Power Glove. Parents said that their children's third most-requested toy is the perennial Barbie, followed by Micro Machines and Nintendo Game Boy. Another interesting result of the survey found parents saying that 61% of the adults now participate in video game play in homes where the NES was originally purchased for the children.

New games for 1990 from Konami and Ultra

Seven new games planned, including cartridges for NES & Game Boy

Konami and its subsidiary, Ultra Software, recently announced several new game titles to be released in 1990 for the NES and Nintendo Game Boy plus a pair of new Konami hand-held games. Konami's NES lineup will expand by one with *Super C*, and Ultra will add *Snake's Revenge* and *Mission Impossible* (MSR $43.95 each). The Nintendo Game Boy will gain a pair of new games in 1990 with *NFL Football* ($24.95) from Konami and *Skate Or Die* ($29.95) from Ultra. Rounding out the list of new games for the first half of 1990 from Konami is a pair of hand-helds: *Bottom of the Ninth* and *Bayou Billy* ($19.95 each).

Two more titles added

Sega announces arcade hit and version of popular computer game for Genesis.

Two more games have been added to the rapidly expanding Sega Genesis lineup. This month the company plans to release a Genesis version of the popular coin-op game, *Truxton*. Next month, watch for a conversion of the computer game, *Zoom!*, a maze-style action game licensed from Discovery Software. We expect many more announcements from Sega at the Winter Consumer Electronics Show (CES) in Las Vegas next month. These will be covered in our January, 1990 issue, along with the vast quantities of other read-it-here-first items that long-time subscribers have come to expect in our big post-CES issue.

Nintendo Software

Zap speedy aliens in space

TO THE EARTH (★★★/★★) is *Nintendo's* latest addition to the Light Gun Series of games. It's another variation on the familiar save-the-Earth theme. This time the aliens are called Raggosians, and they've unleashed a deadly bacteriological assault on the Earth. The player's task is to formulate the anti-bacterial agent needed to neutralize the Raggosian attack by picking up the mineral components of the formula on Uranus, Saturn Jupiter and Earth. Between planets, the player guides a Tempest spacecraft through the dangers of onrushing enemy craft, UFOs, meteors and other hazards. The player zaps the speedy aliens in space, always watching energy levels to stay alive. Special bonus items can be earned with certain shots, including smart bombs and barrier shields. The end-of-game screen gives the player's score along with numbers of shots and hits and a percentage accuracy rating. *To the Earth* is a very straightforward shooting game with little to recommend it except for very fast action and good 3-D effects as objects hurtle toward the player's ship. There isn't nearly enough variety to keep the gamer interested for more than a few playing sessions (if that long). The game looks good but has no depth. (Solo play; Pause; Continue feature.)

Not recommended. (MSR $39.95)

Familiar Japanese monster comes to the videogame screen

GODZILLA (★★★/★★★) is the first game released in the U.S. by *Toho Co., Ltd.* and features the well-known Japanese monster, Godzilla, going against a legion of space monsters. Initially, you begin with a "ring field" in which you make chess-like moves across the board, trying to advance Godzilla, as well as your other defender, Mothra (a butterfly-like being) through the hexes to the next Ring Fields. Within each hex (field), you must use one of your defenders (they alternate) against the enemy fire within that field. There are eight battle stages with loads of different monsters who attack in each. Once Godzilla finishes a move (attack), the enemy monster moves, followed by your next move, this time by Mothra. All the while, you are attempting to reach the enemy base successfully. The battle stages include seven types: wilderness, volcano, jungle, ruins, sub-space, Mecha City, and base headquarters.

Nice graphics of good size

One thing that struck us was the good-sized and colorful graphics. Godzilla fills about 1/3 of the screen and Mothra is a quite beautiful butterfly-like object with gorgeous, almost transparent wings. Some of the enemy monsters are quite large and well-detailed as well. Backgrounds definitely give you the feel that you're "somewhere else in space." The gameplay, while fun, is nothing unusual to others in the "shoot-'em-up" category in which you must kill the enemies before they kill you. The ring fields and the strategy needed to make your way through them adds a bit to the game, taking it out of the strictly "me too" genre. By the way, since it can take you quite a while to make your way to the enemy base, there is a password system built-in so you can go have dinner, do homework, or get some sleep, before continuing. (one player; password) **Recommended**

All too familiar scenario makes this one a "pass"

TWIN EAGLE (★★/★1/2) is, in our opinion, a very inauspicious debut for *Romstar* as it suffers from a terrible "me-tooism," and not a good one at that. The premise is about as simple as it gets...a vertically scrolling "shoot-'em-up" in which you pilot a helicopter through enemy territory avenging your brother's death. You can also play in a cooperative two-player mode where you and a buddy avenge the death advancing through five stages of land, sea, and air battles before reaching the enemy fortress. Fly the helicopter, shooting down the enemy while they attempt to shoot you down. Along the way, you must attempt to pick up hostages.

Boring

There is simply nothing new or different here to hold your interest more than a few minutes. The graphics are very ordinary, reminiscent of several other games we've seen. Save your money. (one player; two-player cooperative; continue) **Not Recommended**

Another Space "Shoot-'em-up"

VINDICATORS (★★★/★★1/2) finds you in the year 2525 as alien space stations approach Earth. You must wipe out 14 of these space stations with Vindicators, the battle tank of the future from *Tengen*. Youy'll begin by customizing your tank and, once you've infiltrated a station, youy must find and destroy its control center. The enemy includes tanks, armored vehicles, robots and more. Throughout the station pick up fuel cannisters as well as Battle Stars which can be used to "buy" items such as increased shots speed, power, range, etc. If you destroy all the enemy stations you'll face the evil Emperor in a final showdown.

Fast and furious action

There are enemies coming at you from every direction, with all sorts of weapons. Keep moving and be alert for fuel, as well as the keys to move to the next levels. You'll have to get used to how to direct your directional pad in steering your tank as it will seem a little odd, especially if you're moving "down" the screen as the "up" portion of the pad will be what you press as that directs "forward" movement. Once you get familiar with that oddity, you should be okay...just don't look at the pad as that is what will throw you off. You'll look down on the action with graphics that have nicely detailed backgrounds and various shapes which you'll learn to identify as the enemy vehicles, etc. It's a pretty good action game, but with no great "twist" to lift it above many others out there. (one player; two players; continue feature)

Parker Brothers announces expansion

Boardgame maker sets sights on computers and Nintendo.

Parker Brothers, well known to children and their parents for such enduring boardgames as "Clue" and "Monopoly," has just announced that the company will venture further into electronic entertainment in 1990. With three games for the Sega Master System already available ("Where in the World Is Carmen Sandiego?," "King's Quest" and "Montezuma's Revenge"), Parker Bros. will begin producing game programs for computers and the Nintendo Entertainment System (NES) in 1990. The company's first title for computers will be *Trivial Pursuit* for MS-DOS systems, with additional titles and formats expected to be announced soon. The first Parker Bros. game for the NES will be *Heavy Shreddin'*, a snowboarding sports game. A second title for the NES is expected to be announced either in January at the Consumer Electronics Show or in February at the Toy Fair.

SNEAK PREVIEW
Nintendo Software

Shoot for the Skyscraper

ROLLERBALL (★★★/★★★1/2) from *Hal America* brings home all the excitement of a pinball arcade. The cartridge is a dual combination of "Skyscraper," a fairly typical pinball game for one player, and "Matchplay," a head-to-head pinball flipper battle for two. "Skyscraper" scrolls downward to reveal additional screens of action, a familiar setup for video pinball games. However, the designers at Hal put a different twist on *Rollerball* by setting a separate area above the starting screen that can only by reached by hitting a special "slot" near the top of that screen. Nailing that "slot" at the top of the Skyscraper gives you the thrill of pulling the handle on a slot machine in Las Vegas as you go for the points or to end the game.

Political pinball?

Combat with your best pinball buddy is *Rollerball*'s version of head-to-head flipper action in the "Matchplay" game. The simultaneous two-player action gets wild when the game shoots pinballs to both opponents, and you tally as many points as you can on the vertically split screen. Remember to keep politics out of it, though: the "Elephant Player" and the "Donkey Player" have nothing to do with George Bush or Ted Kennedy. The expressive faces of these on-screen characters merely indicate how well you are doing against your opponent. The graphics in the game are sharp and allow you to concentrate on game play rather trying to figure out what this bumper, or graphic is. *Rollerball* is a simple contest, but it offers lots of fun and excitement. (Solo or 2-player competitive; Pause.) **Recommended.**

AVAILABILITY UPDATE

ATARI ST
NOVEMBER
Barbarian II (PSY)
Carthage (PSY)
x-Fiendish Freddy's Big Top (MIN)
Flash Dragon (PSY)
Joan of Arc (BRO)
Killing Game Show (PSY)
x-Pirates (MIC)
x-Pro Tennis Tour (UBI)
Savage (MED)
x-Super Hang-On (DE)
DECEMBER
A.P.B. (TEN)
After Burner (SEG)
Aquaventura (PSY)
Blasteroids (TEN)
Gore (PSY)
Kristal, The (CIN)
Pool of Radiance (SSI)
Shadow of the Beast (PSY)
Shinobi (SEG)
Vindicators (TEN)
Xybots (TEN)
FOURTH QUARTER
Arkanoid II (TAI)
Bad Dudes (DE)
Colony, The (MIN)
Double Dragon II (MH)
Downhill Challenge (BRO)
Dragon Force (INS)
Federation (SPO)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Adv (LF)
Infestation (PSY)
Licence to Kill (BRO)
Matrix Marauders (PSY)
Nevermind (PSY)
Operation Wolf (TAI)
Platoon (DE)
Qix (TAI)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Shoot'Em Up Construc Kit (ACO)
Stryx (PSY)
Their Finest Hour (LF)
Total Eclipse (SPO)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
Wizard Wars (PAR)
JANUARY 1990
Dragons of Flame (SSI)
Loom (LF)
Windwalker (ORI)
FEBRUARY
Pirestone (PSY)
MARCH
Star Trek V: Final Frontier (MIN)
FIRST QUARTER
Space Rogue (ORI)

COMMODORE 64/128
NOVEMBER
x-Battle Chess (IP)
x-Dragon Wars (IP)
x-Knights of Legend (ORI)
x-Life Force (KON)
x-Mean Streets (ACC)
x-Sgt Slaughter Mat Wars (MIN)
x-Thud Ridge (TS)
DECEMBER
A.P.B. (TEN)
Blasteroids (TEN)
Blue Angels (ACO)
Castlevania (KON)
Cycles, The (ACO)
Rolling Thunder (TEN)
x-Sentinel Worlds I: Future Magic (EA)
Starflight (EA)
TV Sports Football (CIN)
Xybots (TEN)
FOURTH QUARTER
ABC Monday Night Football (DE)
Bad Dudes (DE)
Ballistix (PSY)
Blood Money (PSY)
Captain Fizz (PSY)
Double Dragon II (MH)
Face Off! (GAM)
Falcon (SPE)
Ferrari Formula One (EA)
Ghostbusters II (ACT)
Heavy Barrel (DE)
Licence to Kill (BRO)
Orel Hershiser's Strike Zone (MH)
PT-109 (SPE)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Super Hang-On (DE)
War in Middle Earth (MH)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
JANUARY 1990
Metal Gear (KON)
Super C (KON)
Teenage Mutant Ninja Turtles (ULT)
FEBRUARY
Blades of Steel (KON)
Double Dribble (KON)

AMIGA
NOVEMBER
x-Bad Dudes (DE)
Carthage (PSY)
x-Cycles, The (ACO)
F16 Combat Pilot (EA)
Flash Dragon (PSY)
x-Joan of Arc (BRO)
x-If It Moves, Shoot It! (BRO)
It Came from the Desert (CIN)
Killing Game Show (PSY)
Neuromancer (IP)
x-Nevermind (PSY)
Pool of Radiance (SSI)
x-Pro Tennis Tour (UBI)
x-RoboCop (DE)
Savage (MED)
x-Super Hang-On (DE)
TV Sports Basketball (CIN)
DECEMBER
A.P.B. (TEN)
Aquaventura (PSY)
Blasteroids (TEN)
Blue Angels (ACO)
Gore (PSY)
x-Leisure Suit Larry II (SIE)
Shinobi (SEG)
Starflight (EA)
Teenage Mutant Ninja Turtles (ULT)
Vindicators (TEN)
Xybots (TEN)
FOURTH QUARTER
Arkanoid II (DIS)
Artura (ARC)
Barbarian II (PSY)
Colony, The (MIN)
Dr. Doom's Revenge (PAR)
Dragon Force (INS)
F-19 Stealth Fighter (MIC)
Federation (SPO)
Fidelity Chessmaster 2100 (ST)
Ghostbusters II (ACT)
Guerrilla War (DE)
HardBall II (ACO)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Indiana Jones Last Crusade/Adv (LF)
Infestation (PSY)
KyBos (BS)
Licence to Kill (BRO)
Magic Johnson Basketball (MH)
Matrix Marauders (PSY)
Operation Clean Streets (BRO)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Sky Shark (TAI)
Stryx (PSY)
Their Finest Hour (LF)
Total Eclipse (SPO)
Weird Dreams (MED)
JANUARY 1990
Ajax (KON)
Blades of Steel (KON)
Double Dribble (KON)
Dragons of Flame (SSI)
Harley-Davidson: Rd to Sturgis (MIN)
Loom (LF)
Star Trek V: Final Frontier (MIN)
Super C (KON)
Windwalker (ORI)
FEBRUARY
Firestone (PSY)
Pirates (MIC)
MARCH
Metal Gear (KON)
FIRST QUARTER
Knights of Legend (ORI)
Space Rogue (ORI)

APPLE IIe/IIc
NOVEMBER
x-Knights of Legend (ORI)
Pipe Dream (LF)
War of the Lance (SSI)
Where in Time/C Sandiego (BRO)
FOURTH QUARTER
Batman (DE)
First Over Germany (SSI)
Heavy Barrel (DE)
Indiana Jones & Temple of Doom (MIN)
Manhunter:New York (SIE)
RoboCop (DE)
Superstar Ice Hockey (MIN)
JANUARY 1990
Degeneration (BRO)

APPLE IIGS
NOVEMBER
x-Ancient Land of Ys (KYO)
x-Fast Break (ACO)
x-Jam Session (BRO)
Renegade (TAI)
Third Courier (ACO)
DECEMBER
Blue Angels (ACO)
Captain Blood (MIN)
Hostage (MIN)
Indoor Sports (MIN)
Superstar Soccer (MIN)
FOURTH QUARTER
Double Dragon II (MH)
Downhill Challenge (BRO)
Halls of Montezuma (SSG)
Indiana Jones & Temple of Doom (MIN)
Life & Death (ST)
Quarterstaff (INF)
Qix (TAI)
Rastan (TAI)
Zoom! (DIS)
JANUARY '90
Windwalker (ORI)

MACINTOSH
NOVEMBER
x-Halls of Montezuma (SSG)
x-Playmaker Football (BRO)
x-Space Rogue (ORI)
DECEMBER
Captain Blood (MIN)
Hostage (MIN)
x-Leisure Suit Larry II (SIE)
FOURTH QUARTER
Arkanoid Construc Set (DIS)
Arkanoid II (DIS)
Carrier Command (MED)
F-19 Stealth Fighter (MIC)
Fidelity Chessmaster 2100 (ST)
Harpoon (TS)
Karnov (DE)
Omega (ORI)
Sceptre (DIS)
Starglider II (MED)
Ultima IV (ORI)
Wayne Gretzky Hockey (BS)
JANUARY 1990
Star Trek V: Final Frontier (MIN)
Windwalker (ORI)

MS-DOS
NOVEMBER
x-Amer Civil War V 3 (SSG)
x-Bandit Kings of Ancient China (KOE)
Blood Money (PSY)
x-Blue Angels (ACO)
x-Budokan (EA)
x-Colonel's Bequest (SIE)
x-Dragons of Flame (SSI)
F14 Tomcat (ACT)
Forgotten Worlds (CAP)
x-HardBall II (ACO)
x-If It Moves, Shoot It! (BRO)
x-Jackal (KON)
x-Keef the Thief (EA)
x-Leisure Suit Larry III (SIE)
x-Mean Streets (ACC)
x-Neuromancer (IP)
Qix (TAI)
x-RoboCop (DE)
Savage (MED)
x-Star Trek V: Final Frontier (MIN)
x-Tank (SPE)
x-Windwalker (ORI)
DECEMBER
A.P.B. (TEN)
Action Fighter (SEG)
x-Alien Syndrome (SEG)
Battles of Napoleon (SSI)
Cartooners (EA)
Code Name: Ice Man (SIE)
Conquests of Camelot (SIE)
Deathbringer (SPO)
x-Gold of the Americas (SSG)
Gore (PSY)
Harley-Davidson: Rd to Sturgis (MIN)
Indianapolis 500 The Simulation (EA)
x-Kristal, The (CIN)
x-Manhole, The (ACT)
x-Rick Dangerous (MED)
Second Front (SSI)
Sorcerian (SIE)
x-Starflight 2 (EA)
x-Sword of the Samurai (MIC)
x-Thunder Blade (SEG)
x-TV Sports Football (CIN)
Wolfpack (BRO)
FOURTH QUARTER
A-10 Tank Killer (DYN)
ABC Monday Night Football (DE)
Arthur: Quest for Excalibur (INF)
Baal (PSY)
Ballistix (PSY)
Bubble Bobble (TAI)
Clubhouse Sports (MIN)
Conspiracy: Deadlock Files (ACO)
Dark Side (SPO)
David Wolf: Secret Agent (DYN)
Deathtrack (ACT)
Deja Vu II (IS)
Die Hard (ACT)
Double Dragon II (MH)
Downhill Challenge (BRO)
Dragon Wars (IP)
Eye of the Storm (ACO)
Federation (SPO)
Galactic Conqueror (TI)
Harpoon (TS)
Heat Wave (ACO)
Hybris (DIS)
Journey (INF)
KyBos (BS)
Matrix Marauders (PSY)
MechWarrior (ACT)
Menace (PSY)
Nevermind (PSY)
Orel Hershuser's Strike Zone (MH)
Overrun (SSI)
Quarterstaff (INF)
Rambo III (TAI)
Rastan (TAI)
Rick Davis World Trophy Soccer (MH)
Scooby Doo (MI)
Shark Attack: G Norman Ult Golf (MH)
Shogun (INF)
Star Fleet II (INS)
Storm across Europe (SSI)
Super Hang-On (DE)
Weird Dreams (MED)
Zork Zero (INF)
JANUARY 1990
Aquaventura (PSY)
Barbarian II (PSY)
Blades of Steel (KON)
Castlevania (KON)
Double Dribble (KON)
Infestation (PSY)
Loom (LF)
Metal Gear (KON)
Super C (KON)
Teenage Mutant Ninja Turtles (ULT)
FEBRUARY
Carthage (PSY)
FIRST QUARTER
Knights of Legend (ORI)
Prince of Persia (BRO)
Shufflepuck Cafe (BRO)

ATARI 2600
FOURTH QUARTER
Double Dragon (ACT)
Ikari Warriors (AT)
Motorodeo (AT)
Off the Wall (AT)
Radar Lock (AT)
Road Runner (AT)
Sentinel (AT)
Shooting Arcade (AT)
Street Fight (AT)
White Water Madness (AT)

ATARI 7800
NOVEMBER
x-Commando (AT)
x-Double Dragon (ACT)
x-Rampage (ACT)

FOURTH QUARTER
Barnyard Blaster (AT)
Ikari Warriors (AT)
Jinks (AT)
Mat Mania Challenge (AT)
Mean 18 Golf (AT)
Ninja Golf (AT)
Planet Smashers (AT)
Sentinel (AT)
White Water Madness (AT)
Xenophobe (AT)

ATARI XE GAME SYSTEM
FOURTH QUARTER
Commando (AT)
Defektor (AT)
Midi Maze (AT)
Super Football (AT)
Tower Toppler (AT)
Xenophobe (AT)

NINTENDO
NOVEMBER
Alien Syndrome (TEN)
All-Pro Basketball (VT)
x-Black Bass II (Hot-B USA)
Chessmaster (HT)
Clash at Demon Head (VT)
x-Flying Dragon (CB)
x-Goal! (JAL)
x-Godzilla (Toho)
x-King's Knight (SQ)
x-Road Runner (TEN)
x-Romance of Three Kingdoms (KOE)
x-Sesame Street ABC (HT)
Spy Vs. Spy II (KS)
x-To the Earth (NIN)
x-Twin Eagle (ROM)
x-Vindicators (TEN)
Wild Boys (BAN)
Win Lose Or Draw (HT)
DECEMBER
Afterburner (TEN)
Archon (ACT)
Cybernoid (ACM)
Dig Dug II (BAN)
Ghostbusters II (ACT)
IronSword (ACM)
Kings of Beach (ULT)
Knight Rider (ACM)
x-NES Satellite (NIN)
Rescue: Embassy Mission (KS)
RoboCop (DE)
x-720 (MIN)
Shadowgate (KS)
Shinobi (TEN)
x-Silent Service (ULT)
Super Pitfall II (ACT)
Tombs and Treasure (ACT)
Toobin' (TEN)
Willow (CAP)
FOURTH QUARTER
Abyss, The (ACT)
Baseball Simulator (CB)
Battle of Olympus (BRO)
Boy & His Blob (ABS)
Code Name: Viper (CAP)
Demon Sword (TAI)
Dichard (ACT)
Double Dare (GT)
Glove Pilot (MAT)
I Stewart Super Off-Road (TW)
Marvel's X-Men (LIN)
Short Order/Eggsplode! (NIN)
Super Glove Ball (MAT)
Super Password (GT)
Target Renegade (TAI)
Terror of Tech Town (MAT)
Top Gun 2nd Mission (KON)
Twin Cobra (AS)
Unser's Turbo Racing (DE)
JANUARY 1990
Bigfoot (ACM)
Championship Bowling (ROM)
Double Dragon II (ACM)
8-Eyes (TAX)
Fantasy Zone (TEN)
Jack Nicklaus Greatest 18 (KON)
MTV's Remote Control (HT)
Police Academy (TEN)
RoadBlasters (MIN)
Xybots (TEN)
FEBRUARY
Batman (SUN)
Rollerball (HAL)
Super C (KON)
Super Mario Bros 3
MARCH
Fun House (HT)
Hunt for Red October (HT)
Muppet Adventure (HT)
NES Four Score (NIN)
Snake's Revenge (ULT)
Super Spike V'Ball (NIN)
Vegas Dream (HAL)
FIRST QUARTER
Gilligan's Island (BAN)
I Can Remember (FP)
Jeopardy Silver Anniv (GT)
Magic Johnson's Fast Break (TW)
Perfect Fit (FP)
Phantom Fighter (FCI)
Princess Tomato (HS)
Snoopy's Silly Sports (KS)
Star Trek V (BAN)
Super Spy Hunter (SUN)
Super Sushi Pinball (CSG)
Terminator (SUN)
U-Force (BRO)
U.S. Championship Volleyball (NIN)
Wheel of Fortune Family Ed (GT)
World Champshp Wrestling (FCI)
APRIL
Mission Impossible (ULT)
Pin Bot (NIN)
Snake Rattle'n'Roll (NIN)

SEGA MASTER SYSTEM
NOVEMBER
Dead Angle (SEG)
Dynamite Dux (SEG)
Scramble Spirit (SEG)
Super Golf (SEG)
Tennis Ace (SEG)
DECEMBER
Basketball Nightmare (SEG)
World Games (SEG)
JANUARY 1990
Golden Axe (SEG)
Ultima IV (SEG)
FIRST QUARTER 1990
Arcade Command Stick (SEG)

SEGA GENESIS
OCTOBER
x-Arnold Palmer Golf (SEG)
x-Ghouls'N Ghosts (SEG)
NOVEMBER
x-Rambo III (SEG)
x-Super Hang-On (SEG)
DECEMBER
Alex Kidd Enchanted Castle (SEG)
x-Forgotten Worlds (SEG)
Mystic Defender (SEG)
Revenge of Shinobi (SEO)
Truxton (SEG)
JANUARY 1990
Golden Axe (SEG)
Zoom (SEG)
FIRST QUARTER
Arcade Command Stick (SEG)
Cyberball (TEN)
SECOND QUARTER
Hard Yardage (ACT)
Tongue of the Fatman (ACT)

NEC TURBOGRAFX-16
NOVEMBER
Deep Blue
x-Dragon Spirit
x-Fantasy Zone
x-Fighting Street/CD
x-Galaga 90
Monster Lair/CD
Moto Roader
x-R-Type
x-World Class Baseball
World Court Tennis
JANUARY/FEBRUARY 1990
Final Lap Twin
Military Madness
Ordyne
Pac-Land
Space Harrier

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

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Blue Angels (Co*)	28.80			
Budokan (MS)	36.40			
Cabal (MS - 26.10; Co-22.30)				
Cycles, The (Am - 32.90; MS - 28.80)				
F-16 Combat Pilot (Am,ST,MS)	36.40			
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Hardball II (MS-28.80; Am*-32.90)				
Joan of Arc (Am,MS,ST)				
Mean Streets (MS-43.60;Co-28.80)				
Pocket Rockets (Am-28.80;MS-26.10;Co-22.30)				
Populous (ST,Am,MS*)	36.40			
Rambo III (Gen)	44.50			
Rollerball (NES)	36.75			
Sands of Fire (Mac)	36.40			
Star Trek V (MS,Am*,Mac*)	36.40			
Super Hang-On (ST,MS*-28.80;Am-32.90;Gen-44.50)				
Thunder Blade (MS-28.80;Co-26.10;Am,ST-36.40)				
To the Earth (NES)	33.60			
Twin Eagle (NES)	39.70			
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Read it here first: exclusive CES previews!

Electronic Arts & affiliates to debut impressive variety of new titles.

The Electronic Arts booth at CES is likely to be an active one. Along with several current titles, EA plans to give everyone a first look at five upcoming releases for MS-DOS systems. Rodney and Lester from "Skate Or Die" are set for a return appearance in SKI OR DIE (MSR $39.95), a multi-event game featuring a snowboard half-pipe, acro aerial ski jump, innertube thrash, snowball throwing and a downhill blitz. Up two four human players will be able to take to the links in PGA TOUR GOLF ($49.95), or a single player can team up with a computer-controlled PGA Touring Pro. This simulation will let players customize their ideal golfer, choose clubs and balls, and enjoy a fly-by TV perspective of the action. Boxing is the subject of LOW BLOW ($49.95), a game that will let players battle their way to the championship against seven heavyweights. OSPREY ($49.95) is the working title of a combat helicopter simulation with player's choice of Apache, Blackhawk, Osprey or experimental LHX choppers. EA will also show a historically accurate strategy game of the Roman Empire with the working title of CAESAR ($49.95). Players can direct navies and armies, engage in diplomatic negotiations, participate in a chariot race, stage a gladiator event or even try to seduce Cleopatra. Along with these new titles of its own, EA will share space with the independent publishers whose products are distributed by Electronic Arts. The showings of EA affiliates are covered separately throughout this issue.

Interstel's new programs at CES

Man-to-man combat simulation and animated adventure featured.

D.R.A.G.O.N. FORCE (MSR $49.95 Amiga, Atari ST) is the newest strategic simulation by Interstel, and it will put players in command of an elite strike force assigned to high-rise, top-secret missions around the world. The player chooses a seven-man team from 14 professional soldiers for 12 missions including cocaine lab raids, hostage rescues and others. Team members gain strength and experience with success, but they can also be wounded, taken prisoner, or killed in action. Interstel's second CES offering will be AT EARTHRISE ($49.95 MS-DOS), an animated graphics adventure which asks the player to avert disaster at an abandoned mining station on an out-of-control asteroid headed toward Earth. The program will include on-line hints.

CES introductions from Cinemaware

Pro sports & unique flight simulator to be shown.

Cinemaware's TV SPORTS will become a series in 1990. TV SPORTS: FOOTBALL, already available for Amiga, MS-DOS, Atari ST and coming soon for Commodore 64/128, will be joined by TV SPORTS: BASKETBALL and TV SPORTS: BASEBALL for Amiga, MS-DOS and Atari ST. The basketball game will feature full-court 5-on-5 action, a 28-team league, a 24-game schedule and post-season playoffs. Up to four players can participate simultaneously. Baseball will include a 26-team league with variable length season, different levels of difficulty, instant replay, an All-Star game and more. Cinemaware will also show WINGS, a unique flight simulator which we saw in development a few months ago and previewed in our October, 1989 issue. WINGS puts the player into a World War I biplane for a chance to discover the romance of early flight, complete with secret bombing missions, strafing of enemy aerodromes, and battles with the fabled Red Baron. This program for Amiga, MS-DOS and Atari ST allows a seat-of-the-pants approach to flight simulation: no huge manuals or endless hours of practice required to enjoy the fun of flying.