

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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Broderbund Steals the Show with U-FORCE

Nintendo's huge CES booth was reminiscent of a three-ring circus full of countless attractions. In the midst of all the razzle-dazzle displayed by Nintendo and its 30+ licensees, Broderbund took the center ring and stole the show with its demonstration of U-FORCE the force field controller, an incredible accessory for the Nintendo system which eliminates all physical contact between the player and the machine. Throughout the four-day CES, Broderbund had live demonstrations going about every 15 to 20 minutes and drew huge crowds of curious people who were amazed by what they saw: a young game player throwing punches in the air that were translated to punches on the screen in "Mike Tyson's Punch-Out." And to highlight the versatility of U-FORCE, the youngster followed up with demonstrations of the controller in action with "Top Gun" and "Rad Racer," still with no player connection to the Nintendo Control Deck. It was obvious that U-FORCE allowed this young player to become involved more directly in his games than possible with any normal controller, as he directed every on-screen motion with hand, arm and body motions that literally put him into the game. Having seen the magic of U-FORCE, a few onlookers still couldn't believe what they saw. (One observer was overheard to say that another player had to be hidden somewhere, and that the hidden player must be controlling the screen action!)

Gaming for the 21st Century

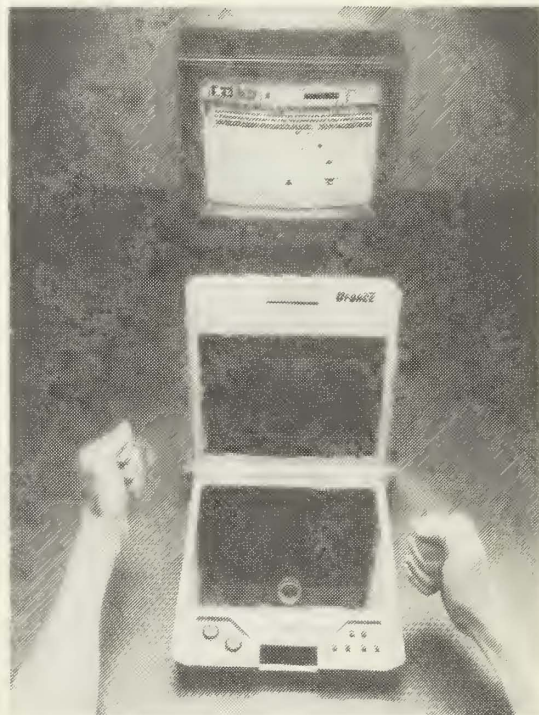
Broderbund has catapulted video gaming into the 21st century with U-FORCE. For once, that over-used advertising adjective, "revolutionary," legitimately applies to a new product that is part technology and seems to be part sorcery—and we believe that it will be completely irresistible to gamers. Broderbund's slogan for U-FORCE, "Now nothing comes between you and the game," is an apt description of U-FORCE's likely appeal to players. Designed for use with almost any game for the NES that does not require either the Zapper or Power Pad, U-FORCE particularly enhances the play value of more than 40 percent of existing games for the system, according to Broderbund.

What Is U-FORCE and How Does It Work?

As you can see from the accompanying photo, U-FORCE is about the size of a standard three-ring notebook. It is used in an upright position (as shown) with some games and folded out flat for others. U-FORCE plugs directly into the controller port of the Nintendo deck and requires no batteries or other external source of power. A set of switches allows players to configure U-FORCE for play with specific games, as well as enabling the "Turbo" rapid-fire mode. (We were told that U-FORCE will be packaged with a chart providing configuration instructions for a wide variety of games.) And for players who want to hold onto something, at least for some games, U-FORCE will be packaged with a set of accessories which includes "firing handles" (two contoured handle grips topped with firing buttons) and a T-bar that can be used for steering action. Broderbund revealed very little about how U-FORCE actually works, except to say that U-FORCE detects a player's exact motion, velocity, and relative position through a patent-protected series of electronic sensors and proprietary circuitry. The controller then instantly translates this player input into on-screen action.

And What Will It Cost?

What price will all this high-tech wizardry command? Many observers of the U-FORCE demonstration guessed it would cost about \$100, but Broderbund's suggested retail price will be considerably less than that—about \$70. Perhaps the best news of all, though, given the exciting possibilities of this breakthrough technology, is that Broderbund is working on new games that will exploit this controller's unique capabilities. We can hardly wait!



APPLE II Software

NEUROMANCER (★★★1/2★★★★) comes to the Apple II family in a beautifully programmed double hi-res version of the game we reviewed in November for Commodore 64/128. The animated adventure comes from the talented designers at *Interplay Productions*, and it's based on the award-winning, cyberpunk novel of the same name by William Gibson. Complete with an original soundtrack by DEVO that sounds amazingly good on the Apple II's meager sound system, the game is a futuristic hacker adventure spiced with both danger and humor. This one is a must for those who enjoy role-playing adventures. (Solo play; Joystick &/or keyboard; Blank disks required; 128K required.) Apple II version reviewed. Also available for Commodore 64/128 and coming soon for Amiga, MS-DOS. Recommended. (MSR \$39.95)

BATTLES OF NAPOLEON (NA/★★★) is the latest advanced level wargame and construction set from *SSI*. On detailed tactical maps you can simulate virtually any Napoleonic engagement by way of the construction set. You can create five different types of terrain as well as building maps from scratch square-by-square or using random maps which can be modified. Obviously, you can create your own armies, adjust existing armies, as well as weapons, nationality, strength, morale and more. If you simply want to jump into action, you can go to one of the pre-made scenarios such as Bordodino or Waterloo.

For the Strategic Lovers

With all the variables possible thanks to the construction set aspect of the game, any lover of strategy games will find a myriad of options allowing for session after session of wargaming set in Napoleonic times. It's another detailed endeavor from the people who have brought the best of strategic wargaming to the home computer! (one player; reviewed on Apple II; coming for C64) Recommended (MSR \$49.95)

MACINTOSH Software

CRAZY CARS (★★★/★1/2) takes you on a race against time on six tracks staged in areas such as Malibu, New York, Florida, etc. in a Mercedes 560 SEC. This game from *Titus* takes you through various tracks and, if you complete the race before the time runs out (that's all six tracks), you're upgraded to a faster car such as the Porsche 911 Turbo, Lamborghini Countach and a Ferrari GTO, with a total of 72 levels. Throughout the races you must drive as fast as possible while avoiding other cars on the roadway.

Good Sound Effects

The sounds are quite good in this version, with the whining high-pitched sounds of the engines very realistic. The driving is controlled by the keypad (which troubles us as many Macintosh owners do not own the extended keyboard with keypad—the directions do not address use of a keyboard without the keypad!) as opposed to the mouse which surprised us. The control is good, but our biggest complaint is that you cannot drive off the road and crash in the bushes, unlike any other driving game we've experienced. You can only move all the way to one side of the road or the other. Also, we would like to be able to choose our car for a little more fun. The game just does not stand out from other driving games out there and, in the Macintosh genre, does not hold a candle to *Bullseye Software's Ferrari Grand Prix*. That, in our opinion, is still the very best in the driving genre for Macintosh owners! (reviewed on Mac SE; works on Mac +, Mac SE with 1 meg. minimum; Mac II in color; also available for MS-DOS, Atari ST, Amiga) Not Recommended (MSR \$39.95)

Scenario Disks for Universal Military Simulator

Rainbird Software has just released two new scenario disks for *Universal Military Simulator*. Available for Macintosh, Atari ST, MS-DOS, and Amiga, the two disks are *The American Civil War: Scenario Disk One*, and *Vietnam: Scenario Disk Two*. The American Civil War disk includes three battles: Shiloh, Chattanooga, and Antietam. Vietnam's scenarios are Hill 823, Ngoh Kam Leat, and Hill 875. The disks are available for \$19.95 each.

MS-DOS

AIRPLANE FACTORY (NA/★★★) is an interesting program designed for use with *Chuck Yeager's Advanced Flight Trainer*. Available only through Electronic Arts Fulfillment Department (information below), this program from *Design Software* allows you to modify and create virtually an infinite variety of aircraft to be incorporated into Chuck Yeager. Easy-to-use menus allows you to choose everything from the size of the rudder, ailerons, flaps, etc., to the G-force limits as well as maximum cross wind. You can use any of these planes in any of the various courses and the program will keep a record of your best times.

It's an interesting addition for your library if you're a AFT fan and would like to try out some new aircraft. (available only through EA Fulfillment Dept., 1-800-245-4525; add \$3.00 for shipping) Recommended (MSR \$22.95)

Sierra Debuts SPACE QUEST III, SILPHEED and Others

Sierra's 3-D animated adventures have become a popular mainstay of their software lineup, with two new ones featured in Sierra's CES suite. **GOLD RUSH**, the first historical application of the 3-D animated adventure, is ready now for MS-DOS systems, with additional versions for Apple IIGS, Apple II, Macintosh, Amiga and Atari ST to follow. The program is actually three games in one because it allows three different routes on your trek from the East Coast of the U.S. to the rich gold fields of California in the late 1800s. We look forward to reviewing this one. Sierra seems fond of turning good, successful games into very successful series. The Two Guys from Andromeda (Mark Crowe and Scott Murphy) are at it again with **SPACE QUEST III: THE PIRATES OF PESTULON**. This one looks better than its two predecessors and sounds wonderful thanks to a full musical soundtrack written by rock musician Bob Siebenberg, drummer for Supertramp. The soundtrack supports Ad Lib, IBM and Roland MT-32 sound boards, and the enhanced music really adds a lot to the gaming experience. As to the content of the game, **SPACE QUEST** fans will find more of the challenge and absurdity that they've come to know and love in the continuing tale of Roger Wilco the space janitor. We also got a look at **SILPHEED**, the second title in Sierra's licensing agreement with Game Arts of Japan—fabulous graphics, fast action, and sound enhanced through the addition of a rhythm track added by Bob Siebenberg to the original Japanese soundtrack. Once again, IBM sound enhanced with a music board makes a big difference in the total feel and atmosphere of the game. The MS-DOS version of both **SPACE QUEST III** and **SILPHEED** will be followed by versions for Apple IIGS, Amiga, Atari ST and Macintosh.

Additional Announcements from Sierra

Sierra announced four additional entertainment titles for 1989 at CES. **HOYLE'S BOOK OF CARDS**, which contains Crazy 8s, Old Maid, Hearts, Cribbage, Solitaire and others. You can play by yourself or with up to three people against one of 12 different characters, including the author. **THE PLANTATION MURDERS** is a new 3-D animated adventure to be co-authored by Roberta Williams of Sierra and novelist Jackie Austin. The real-time murder mystery is to be filled with slapstick, clichés and suspense. **CODE NAME: ICE MAN** is a 3-D animated adventure written by Police Quest designer Jum Walls and a former U.S. intelligence officer. You become a member of the U.S. Navy SEALs commando team to rescue a kidnapped American ambassador to a North African country. **KING ARTHUR** will be the third new 3-D animated adventure, taking you in search of the Holy Grail and containing the familiar characters of King Arthur, Guinevere, Sir Lancelot and Merlin.

THERATING SYSTEM:

4 STARS = EXCELLENT
3 STARS = GOOD

2 STARS = FAIR
1 STAR = POOR

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

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

1988 AWARDS of EXCELLENCE Announced!

Once again, it's time to announce our Awards of Excellence. These are voted on by the editors of Computer Entertainer from the over 300 programs the newsletter has reviewed in the past twelve months. This is the seventh time we've locked ourselves in our offices and battled over the best of the best. As you will note, not all systems are represented in categories broken down by system. In those cases, we have decided there is no program worthy of this highest honor which we bestow on the industry's best. Obviously, as always, there are some highly deserving programs which have not been recognized because of the strength of the programs out there!

Congratulations to the winners!

Computers

PROGRAM OF THE YEAR—ENTERTAINMENT:

Amiga:

ROCKET RANGER (Cinemaware)

Apple II:

WIZARDRY: RETURN OF WERDNA (Sir Tech)

Apple IIGS:

BUBBLE GHOST (Accolade)

Atari ST:

CAPTAIN BLOOD (Mindscape)

Commodore 64/128:

POOL OF RADIANCE (Strategic Simulations, Inc.)

IBM PC/compatibles:

BATTLEHAWKS 1942 (Lucasfilm, distributed by Mediagenic)

Macintosh:

THE COLONY (Mindscape)

SPORTS PROGRAM OF THE YEAR:

Apple II:

STAR RANK BOXING II (Gamestar)

Commodore 64/128:

FAST BREAK (Accolade)

IBM PC/compatibles:

**JACK NICKLAUS' GREATEST 18 HOLES OF
MAJOR CHAMPIONSHIP GOLF** (Accolade)

DESIGNER OF THE YEAR (all systems):

Ezra Sidran

for

UNIVERSAL MILITARY SIMULATOR

(Rainbird, distributed by Mediagenic)

MOST INNOVATIVE PROGRAM (all systems):

BATTLE CHESS

(Interplay Productions, distributed by Mediagenic)

EXCEPTIONAL ACHIEVEMENT IN GRAPHICS & SOUND

(all systems):

King's Quest IV (Sierra)

BEST ADVENTURE/FANTASY (w/graphics):

MANHUNTER: NEW YORK (Sierra)

BEST SIMULATOR: (tie)

P51 MUSTANG FLIGHT SIMULATOR

(Bullseye Software for Macintosh)

PT-109

(Digital Illusions for Spectrum Holobyte - Macintosh)

BEST ACTION/ARCADE-STYLE GAME (all systems):

CHOP'N DROP (Activision)

BEST STRATEGY/WARGAME (all systems):

**DECISIVE BATTLES OF THE AMERICAN CIVIL WAR,
Vol. 1 & 2**

(Strategic Studies Group, distributed by Electronic Arts)

BEST EDUCATIONAL PROGRAM (all systems):

MIXED UP MOTHER GOOSE (Roberta Williams for Sierra)

MOST HUMOROUS (all systems):

SHUFFLEPUCK CAFE (Broderbund for Macintosh)

VIDEO GAMES

GAME OF THE YEAR:

Nintendo:

SUPER MARIO BROS. 2 (Nintendo)

Sega:

PHANTASY STAR (Sega)

SPORTS GAME OF THE YEAR:

Nintendo:

ICE HOCKEY (Nintendo)

Sega:

GREAT BASKETBALL (Sega)

MOST INNOVATIVE PROGRAM:

MONOPOLY (Sega for Sega)

Broderbund Debuts STAR WARS Game

The Amiga version of STAR WARS from Broderbund was featured in Commodore's booth, re-creating the famous movie scene in which Luke Skywalker runs the gauntlet of Tie Fighters in his X-Wing fighter to destroy the Empire's Death Star. Rendered in first-person, 3-D color vector graphics, the program is based on the Atari Games coin-op and puts the player in Luke Skywalker's pivotal role. The game will also be released in versions for C64/128, MS-DOS, and Atari ST (MSR \$39.95, except C64/128 at \$29.95).

Broderbund Affiliates Show Variety of Programs

In Broderbund's own booth, the company displayed a variety of new titles from four of its affiliated labels. Origin showed a new fantasy role-playing game, TANGLED TALES, initially to be available for Apple II and Commodore 64/128, with an MS-DOS version to follow (\$29.95). Subtitled "The Misadventures of a Wizard's Apprentice," the game is the first from Origin to feature a decidedly humorous approach to the usually serious theme of medieval adventuring. The designer promises that the game is full of odd characters, surprise and intrigue, and we look forward to being able to review it this spring. And after a long absence, Origin's ULTIMA II will be available once again this spring for Apple II, C64/128 and MS-DOS systems. Best of all, it will be packaged with ULTIMA I and III as the ULTIMA TRILOGY (\$59.95). Also on display in Broderbund's booth was Velocity's JET FIGHTER: THE ADVENTURE (\$49.95), a flight simulation adventure with 30 missions for MS-DOS. And coming this month from Maxis is SIMCITY for Macintosh (\$49.95), with Amiga (\$44.95) and C64/128 (\$29.95) versions to follow. SIMCITY lets the user become Mayor and City Planner of any of eight world cities at a point in real or simulated history when they are on the brink of disaster. It is also possible to design, plan and grow your own utopian dream city from the ground up.

Japanese Games from Kyodai and Broderbund

Broderbund's fourth affiliated label, Kyodai, is actually a joint venture involving Broderbund and 11 Japanese computer software companies. The object of the joint venture is to bring best-selling Japanese computer software to American audiences. Winter CES marked the first showing of Kyodai products: PSYCHIC WAR, HYDLIDE and ANCIENT LAND OF YS. The first is a fantasy role-playing game with a science fiction theme which is full of puzzles and features "psychic teamwork" as a strategy. HYDLIDE, actually the third game in a very popular Japanese action/role-playing game trilogy, features a wide variety of enemy creatures and looked very good to us. (The HYDLIDE game coming from FCI for the Nintendo system is the second game of the trilogy.) ANCIENT LAND OF YS is another number-one Japanese hit that combines role-playing elements with action in a quest for the six lost Books of Ys. (Another version of this game will be released on the Sega game system as Y'S: THE VANISHED OMENS.) All three of the Kyodai games will be available for MS-DOS (\$44.95 each). HYDLIDE will also be done for C64/128 (\$34.95), and ANCIENT LAND OF YS is planned for Apple IIGS (\$44.95).

WHOOOPS!

A gremlin got into our lay-out room last month, inadvertently putting the Atari ST review of Karateka under the Apple II heading! Our apologies.

COMMODORE 64/128 Software

JORDAN VS. BIRD ONE ON ONE (★★★★★★★★) is three basketball games in one from Electronic Arts in which the skills of Michael Jordan and Larry Bird are integrated into the program. You can choose to go one-on-one on a half-court which scrolls three screens wide; engage in a Jordan Slam Dunk contest with up to four players; or have a 3-point contest in which up to four players try to sink the long bombs. In the one-on-one contest, you can play a full game of four quarters (you can adjust the time for each quarter) or play to 11 or 15 points. At the end of each quarter, a stat screen appears in which you can see how you're doing and what you should try and improve on. In the Slam Dunk contest, there are five judges who rate you on take-off, creativity in the air, and jump power. In the 3-point shootout, you can be Larry Bird with a clock of 60 seconds and five balls in five bins for a total of 25 shots. There are four levels of play to choose from. There's also an instant replay feature which will replay all the great shots in slow motion. You don't get to choose when the replays occur so you can either choose to have the feature "on" or "off."

Good Action, Good Graphics

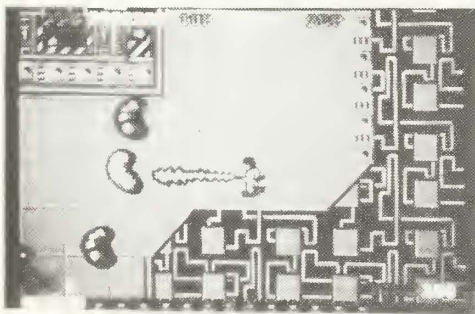
The game features some pretty great gaming as you do all your control with a joystick. The graphics have been reworked nicely for the Commodore version to enhance the characters so they are larger than the MS-DOS version. As a result, the game has a nice feel and look to it. The sound effects are quite good as you get the realistic sound of the ball bouncing, as well as the swish of the net. All in all, it's a good game of one-on-one, with the extra added features of the Slam Dunk contest and 3-point shootout (reviewed on C64; joystick required; 1-4 players; also available for MS-DOS) Recommended (MSR \$29.95)

720° (★★★/★★★) from Mindscape, takes you into the world of skateboarding, beginning in the Main Park where you can work on your skills. You must get to all the events before time runs out. There are several maps in case you get lost which will help you find the various events which include Downhill, Ramp, Jump, and Slalom. In the main park you must watch out for everything from cars, thugs, water, ramps, and more. Watch out for loose dollar bills along the way. Pick those up, as well as winning cash in the events and you can go buy some hot equipment in the four stores: Skateboard shop, Helmet shop, Shoe and Pad shops. In the various events you can show off everything from a skating handstand to the dangerous 720°. There are four levels of play.

Fun for Skatboarding Enthusiasts

We know from the phone calls we get there are quite a few skateboard enthusiasts out there (armchair or otherwise) and this will give you a chance to try all those moves that the local kids thrive on (and, you won't break an arm!) There's plenty of different skateboarding action to try out which will take you awhile to master. The graphics are simple, but good and there's a nice demo to introduce you to the game. (One player; joystick required; reviewed on C64) (MSR \$29.95)

ALIEN SYNDROME (★★★1/2/★★★) is the latest computer conversion from Sega and distributed by Mindscape. Mysterious alien



parasites have invaded our out-colony and taken hundreds of inhabitants as hostage. You must save the day by going in and blasting the aliens away with your laser exterminator. Rescue hostages, pick-up hidden sophisticated weapons, and shoot down the aliens as fast as you can. As you move through the various sectors, you can touch a map along the walls and the locations of the hostages will be shown. Guarding every exit is a Super Alien, bigger and badder than all the rest. You must kill it before you can move on. There are electronic doors, hidden passageways, holes in the floors, and much more. All the while, the

aliens come at you with increasing tenacity.

Good Arcade Action

This is a fast-paced shoot-'em-up which will test your reflexes as you move through the various sectors, shooting, saving hostages, and picking up better weapons. The graphics are crisp and quite colorful, with lots of aliens in all manners of shapes, sizes, and colors. It's a great game for all of you arcaders out there! (one or two player; joystick required; reviewed on C64; also available for Atari ST and Amiga) Recommended (MSR \$29.95)

TECHNOCOP (★★/★★) is a combination car driving game and shoot-'em-up from U.S. Gold and Epyx in which you must eradicate a ruthless crime family known as D.O.A. (Death on Arrival) as they attempt crime of every sort. You must speed down the highway and scan the screen on your V-Max car for the location of a crime, as well as time remaining to reach the scene. Once you reach the scene of the crime, you'll run into all sorts of thugs brandishing knives, guns, etc. Your wrist console includes a health indicator and life counter as you work your way through a series of tenement buildings searching out the DOA kingpins.

Lacks Excitement

It's an interesting combination of racing and arcade action as you take down the thugs, but we found it lacks that certain something to make it stand out from the crowd. The racing portion does not measure up to car racing games and the chasing of thugs and thieves has not been approached with any originality. Add to that, the graphics are not up to snuff as we found them blocky and somewhat undefined, considering the capabilities of the C64. Overall, it's just not a memorable game. (one player; joystick required; reviewed on C64; coming for Amiga, Apple II, MS-DOS, Atari ST) Not Recommended (MSR \$39.95)

PREDATOR (★★★/★★1/2) is based on the movie of the same name starring Arnold Schwarzenegger and available from Activision Entertainment (distributed by Mediagenic). Using a Schwarzenegger-type character in the graphics, you become his role of a leader of an elite military rescue team battling your way through the jungles of South America, past militant guerillas, rescuing US diplomats from a terrorist stronghold. There's multiple weaponry which can be found along the way including machine guns, flame throwers, and hand grenades. You must stalk your way through thirty screens, some at night, looking for the hostages, while looking out for and killing the enemy who pops out from behind trees, below bunkers, etc.

Nothing Extraordinary

While the game does not break any new ground, it's the type of game which will appeal to boys where they can pretend they're Schwarzenegger out there in the jungle all alone, fighting enemies at every turn. The graphics are quite nice with good detail and color. The big plus for this game is the attractive pricing which makes it a good selection as a shoot-'em-up for those who don't want to spend the normal \$30-\$40. (one player; joystick required; reviewed on Commodore 64) (MSR \$14.95)

AMIGA Software

BATTLESHIP (★★★/★★) pits your naval fleet against a friend or the computer in a battle simulation from Epyx. You begin by strategically positioning your ships on a grid. Then, you are asked to, on the opponent's grid coordinates (the ships do not show on the grid), mark out the shots you wish to make (beginning with 24 shots, decreasing as the opponent sinks your ships). The winner is the person who sinks all the opponent's ships first.

Quickly Boring

While the graphics are good and there's nice speech, the gameplay quickly becomes boring as all you do is place the location of your shots and then watch a simulation of your ship's cannons sending shots into the distance at your opponent's ships. The only action is an occasional plane which flies at you and the sinking of ships as you hit them enough times. That's it...nothing more. Not enough to keep us interested more than one session (one player; multi-player tournament option; reviewed on Amiga; coming for MS-DOS)

Not Recommended

1988 INDEX

1943 (Preview)	NES	Capcom	May	Hardball	XE	Atari	Jan	Rapid Fire Control Stick	Sega	Sega	Oct
1943: Battle of Midway	NES	Capcom	Dec	Hot Trick	Co	Capcom	Jan	Renegade	NES	Taito	Feb
4x4 Off-Road Racing	C64	Epyx	Sep	Home Video Producer	IBM	Epyx	Aug	Rescue on Fractalus	XE	Atari	Jan
Adventure Island	NES	Hudson Soft	Nov	Home Video Producer	IBM	Epyx	Aug	River Raid II	2600	Activision	Dec
Afterburner	Sega	Sega	Apr	Home Video Producer	C64	Epyx	Aug	Road Runner	Co	Mindscape	Jun
Air Traffic Control Simulator	Mac	IUC S/W	May	Hunt for Red October, The	IBM	Datasoft	Mar	Road Runner	ST	Mindscape	Jul
Alex Kidd: Lost Stars	Sega	Sega	Jul	Hunt for Red October, The	Co	Datasoft	Apr	Road Raider	AM	Mindscape	Nov
Alien Fires-2199 A.D.	IBM	Paragon	Aug	Ice Hockey	NES	Nintendo	Apr	Road Raider	ST	Mindscape	Nov
Alien Syndrome	Sega	Sega	Apr	Ikari Warriors	Ap	Data East	Feb	Roadwards	Co	Arcadia	Jul
Ancient Art of War at Sea	Ap	Broderbund	Dec	Ikari Warriors	IBM	Data East	Sep	Rocket Ranger	IBM	Cinemaware	Nov
Apache Strike	Mac	Silicon Beach	Jan	Impossible Mission II	NES	SNK	Jan	Rocket Ranger	IBM	Cinemaware	Nov
Arcade Game Construction Kit	Co	Broderbund	Dec	Impossible Mission II	Co	Epyx	May	Rocket Ranger	Co	Cinemaware	Dec
Aztec Adventure	Sega	Sega	Mar	Impossible Mission II	Co	Epyx	May	Rommel the Arcade Game	Co	Arcadia	Jun
B-24	IBM	SSI	Apr	Indiana Jones/Temple of Doom	ST	Mindscape	Jul	Rommel Battles for N Africa	Co	SSG	Jun
Balance of Power: 1990 Edn	Mac	Mindscape	Sep	Indiana Jones/Temple of Doom	C64	Mindscape	Aug	Rommel Battles for N Africa	Ap	SSG	Jun
Ballblazer	XE	Atari	Jan	Iron Tank	IBM	Mindscape	Feb	Search & Destroy	IBM	Broderbund	Jan
Bard's Tale III: Thief of Fate	Ap	Elec Arts	Apr	Jack Nicklaus Greatest 18 Holes/	NES	SNK	Oct	Seicross	NES	FCI	Nov
Barmyard Blaster	NE	Jaleco	Sep	Maj Champshp Golf	IBM	Accolade	Nov	Serve & Volley	Co	Accolade	Nov
Bases Loaded	NES	Interplay	Nov	Jaws	NES	LJN Toys	Feb	Serve & Volley	IBM	Accolade	Nov
Battle Chess	Am	Datasoft	May	Jet	Am	SubLogic	Mar	Shadowgate	IBM	Mindscape	Aug
Battledroidz	Co	Lucasfilm	Nov	Jet-Boys	Co	Avantage	Oct	Shanghai	Sega	Sega	Nov
Battlehawks 1942	IBM	Atari	Feb	Jinxter	Co	Rainbird	Mar	Sherlock: Riddle/ Crown Jewels	all	Infocom	Feb
Battlezone	XE	Atari	Feb	Karateka	Co	Broderbund	Dec	Shufflepuck Cafe	Mac	Broderbund	Aug
Beyond Dark Castle	Mac	Silicon Bch	Mar	Karnov	Co	Data East	Jul	Sinbad/Throne of Falcon	ST	Cinemaware	Sep
Blackjack Academy	Co	MicroIllusions	Mar	Karnov	NES	Data East	Feb	Sky Travel	Co	MicroIllusions	Jul
Blackjack Academy	IBM	MicroIllusions	Mar	Kenseiden	Sega	Sega	Nov	Slam Dunk Super Pro Basketball	Int	INTV Corp	Feb
Blade Eagle 3-D	Sega	Sega	Oct	Kid Niki	Co	Data East	Feb	Slaygon	ST	Microdeal	Mar
Blades of Steel	NES	Konami	Dec	Kid Niki	Ap	Data East	Feb	Soko-Ban	Ap	Spect. Holo.	Jul
Blockbuster	Co	Mindscape	Apr	L.A. Crackdown	Ap	Data East	Feb	Solitaire Royale	Mac	Spect. Holo.	Aug
Blockbuster	IBM	Mindscape	Apr	L.A. Crackdown	IBM	Epyx	Jun	Solitaire Royale	Am	Spect. Holo.	Aug
Blockbuster	ST	Mindscape	Apr	Lane Mastodon Vs Blubbermen	Co	Epyx	Jun	Sons of Liberty	At	SSI	Apr
Blockbuster	Am	Mindscape	Apr	Lane Mastodon Vs Blubbermen	Co	Infocom	Mar	Space Harrier	Co	Sega	Oct
Blue Max	XE	Atari	Jan	Last Ninja, The	IBM	Infocom	Mar	Space Harrier 3-D	ST	Sega	Jul
Bomber Raid	Sega	Activision	Dec	Legend of Blacksilver	Co	Activision	Jul	Space Quest II	Mac	Sega	Oct
Bubble Bobble	NES	Taito	Dec	Legend of Blacksilver	Co	Epyx	Dec	Space Station Oblivion	IBM	Sierra	Sep
Bubble Ghost	C64	Accolade	Sep	Legendary Wings	NES	Capcom	Aug	Speed Buggy	Co	Epyx	Nov
Bubble Ghost	ST	Accolade	Jul	Legendary Wings (Preview)	NES	Capcom	May	Speed Buggy	ST	Data East	Feb
Bubble Ghost	GS	Accolade	Nov	Life Force	NES	Konami	Sep	Spy Vs Spy	Co	Data East	Jul
Bump'n Jump	NES	Vic Tokai	Dec	Lock-On	IBM	Capcom	May	Sporting News Baseball	C64	Epyx	Sep
California Games	2600	Epyx	Jul	Magnetron	IBM	Sega	Sep	Spy Vs Spy	Sega	Sega	Nov
Captain Blood	Co	Mindscape	Oct	Major League Baseball	NES	Data East	Sep	Star Command	IBM	SSI	Apr
Captain Blood	ST	Mindscape	Aug	Mainframe	Co	Broderbund	Jan	Star Raiders II	XE	Atari	Jan
Card Sharks	Co	Accolade	Jan	Manhole, The	Mac	MicroIllusions	Jul	Star Rank Boxing II	IBM	Gamestar	Jan
Chop'n Drop	Co	Activision	Dec	Manhunter: New York	NES	LJN Toys	May	Star Rank Boxing II	Ap	Gamestar	Sep
Chuck Yeager Adv Flight Sim	Mac	Elec Arts	Jul	Manhunter: New York	Mac	Activision	Nov	Steel Thunder	Co	Accolade	Nov
City Connection	NES	Jaleco	May	Master Ninja	IBM	Sierra	Oct	Stocker	Co	Capcom	Nov
Clubhouse Sports	Co	Mindscape	Jul	Maze Hunter 3-D	Co	Sierra	Nov	Street Sports Football	Co	Epyx	Dec
Cobra Command	NES	Data East	Dec	Mean 18	Sega	Paragon	Mar	Street Sports Soccer	Co	Epyx	Jun
Colony, The	Mac	Mindscape	Sep	Mega Man	Mac	Paragon	Jul	Strike Fleet	Ap	Lucasfilm	Apr
Commando	Int	INTV Corp	Feb	Mega Programmable Controller	NES	Sega	Jun	Strike Fleet	Co	Lucasfilm	Jan
Commando	2600	Activision	Jul	Metal Gear	NES	Accolade	Nov	Super Mario Bros. 2	NES	Nintendo	Oct
Contra	NES	Konami	Mar	Mickey Mousecapade	NES	Capcom	Jan	Super Pitfall	NES	Activision	May
Cosmic Relief	ST	DataSoft	Aug	Milou's Secret Castle	ST	Bandai	Oct	Superbike Challenge	IBM	Broderbund	Jan
Cosmic Relief	Co	DataSoft	Aug	Mini-Putt	Co	Ultra	Aug	Take Down	Co	Gamestar	Oct
Crazy Cars	IBM	Titus S/W	Dec	Miracle Warriors	IBM	Capcom	Sep	Tamrac Game Keeper	NES	Tamrac	Aug
Crazy Cars	ST	Titus S/W	Dec	MISL Soccer	Co	Hudson Soft	Nov	Tamrac System Keeper	NES/Sega/At	Tamrac	Aug
Crazy Cars	Am	Titus S/W	Dec	Mixed-Up Mother Goose	IBM	Capcom	Jan	Tanglewood	ST	Microdeal	Jan
Cyborg Hunter	Sega	Activision	Dec	Monopoly	Co	Accolade	Feb	Tetris	IBM	Spect. Holo.	Feb
David's Midnight Magic	XE	Atari	Jan	Monopoly	Sega	Sega	Nov	Tetris	Co	Spect. Holo.	Feb
Deathlord	Ap	Elec Arts	Feb	Napoleon in Russia	At	Mindscape	May	Tetris	Mac	Spect. Holo.	Jul
Decisive Battles Civ War V 1	Co	SSG	Feb	Napoleon in Russia-1812	IBM	Sierra	Jan	Tetris	Ap	Spect. Holo.	Sep
Decisive Battles Civ War V 1	Ap	SSG	Feb	NES Max	NES	Virgin Games	Aug	Tetris	GS	Spect. Holo.	Sep
Decisive Battles Civ War V2	C64	SSG	Aug	Neuromancer	Co	Sega	Oct	Three Stooges	Am	Cinemaware	May
Decisive Battles Civ War V2	Ap	SSG	Aug	Obolator	Co	TKO	Aug	Thunder Blade	Sega	Sega	Nov
Deluxe Paint II	IBM	Elec Arts	Apr	Obliterator	Am	TNK III	Nov	TKO	Co	Accolade	Dec
Demon's Winter	Ap	SSI	Sep	Operation: Clean Streets	IBM	Datasoft	Nov	Tomahawk	Co	Data East	Mar
Dinosaurs Are Forever	Ap	Polarware	Apr	Out Run	Co	Nintendo	Mar	Tower Toppler	IBM	Datasoft	Feb
Dive Bomber	ST	U.S. Gold	Aug	P51 Mustang Flt Simulator	Mac	Interplay	Nov	Town & Country Surf Designs	C64	U.S. Gold	Sep
Dive Bomber	Ap	U.S. Gold	Sep	Panzer Strike	Co	Psygnosis	May	Train, The	NES	LJN	Mar
Dondra: New Beginning	Ap	Spect. Holo.	Jan	Paperboy	Co	Psygnosis	May	Train, The	Co	Accolade	Jan
Double Dragon	NES	Tradewest	Jul	Parlor Games	Ap	Activision	Sep	Train, The: Escape to Normandy	IBM	Accolade	Nov
Double Dragon	Co	Arcadia	Dec	Patton Vs Rommel	Sega	Broderbund	Dec	Twilight's Ransom	IBM	Paragon	Mar
Double Dragon	IBM	Arcadia	Dec	Penguin Land	Co	Sega	Oct	Typhoon of Steel	Ap	SSI	Oct
Dr. Chaos	NES	FCI	Dec	Pete Rose Pennant Fever	IBM	Bulseye S/W	Nov	Typhoon of Steel	Co	SSI	Oct
Dragon Power	NES	Bandai	Apr	Phantasy Star	Sega	SSI	Mar	Typhoon Thompson/Sea Child	ST	Broderbund	Aug
Dungeon Masters Assistant V1	Ap	SSI	Sep	Pharaoh's Revenge	Ap	Mindscape	Jun	Universal Military Sim	ST	Rainbird	Apr
Ebonstar	Am	MicroIllusions	May	Pharaoh's Revenge	Co	Batteries Inc	Apr	Universal Military Sim	IBM	Rainbird	Apr
Elite	IBM	Firebird	Feb	Plasmatron	Co	Elec Arts	May	Up Periscope	IBM	ActionSoft	Aug
Epyx 500X Joystick	Sega	Epyx	Jul	Pole Position	C64	Sega	Apr	VCR Companion	Ap	Broderbund	Sep
F-18 Hornet	Co	Absolute Ent	Dec	Police Quest	Mac	Victory Road	Feb	Victory Road	Co	Data East	Nov
Fantasy Zone II	Sega	Sega	Jan	Pool of Radiance/AD&D	C64	Sega	Feb	Video Shooter	NES	Placo Toys	Dec
Fantasy Zone: Maze	Sega	Sega	Oct	Ports of Call	Am	Gamestar	Nov	Video Title Shop	At	Datasoft	Apr
Fast Break	Co	Accolade	Oct	Postermaker Plus	Mac	Sega	Dec	Warlock	GS	Three-Sixty	Nov
Fight Night	XE	Atari	May	Power at Sea	Co	Publ. Intl	Aug	Warship	IBM	SSI	Aug
Fighting Golf (Preview)	NES	SNK	Feb	FT-109	Co	Publ. Intl	Aug	Wasteland	Ap	Elec Arts	Apr
Final Assault	Co	Epyx	Oct	FT-109	IBM	Avantage	Feb	Wheel of Fortune	NES	GameTek	Oct
Final Assault	IBM	Epyx	Oct	Q-Bert	Co	Data East	Sep	Where/Europe/Carmen Sandiego	C64	Broderbund	Aug
Final Assault	Am	Epyx	Oct	Question of Scruples	Ap	INTV Corp	Sep	Where/Europe/Carmen Sandiego	Ap	Broderbund	Aug
Fire & Forget	IBM	Titus S/W	Dec	Question of Scruples	C64	Sierra	Sep	Where/World/Carmen Sandiego	Sega	Parker Bros	Dec
Fire & Forget	ST	Titus S/W	Dec	Question II	Co	SSI	Sep	Wings of Fury	Ap	Broderbund	Jan
Fire & Forget	Am	Titus S/W	Dec	R.B.I. Baseball	NES	Aegis	May	Winter Challenge	Co	Thunder Mtn	Mar
Fire Power	Am	MicroIllusions	Feb	R.C. Pro-Am	NES	Strider S/W	Apr	Wizardry: Return of Werdna	Ap	Sir-Tech	Feb
Fur Expedition	IBM	Interstel	Mar	Rack'Em	Co	Accolade	Mar	Wizards & Warriors	NES	Acclaim	Jan
Freedom Force	NES	Sunsoft	Jul	Rack'Em	IBM	Spect. Holo.	Mar	Wonder Boy in Monster Land	Sega	Sega	Sep
Freedom Stick	multi	Camercia	Oct	Racket Attack	NES	Spect. Holo.	Oct	Xevious	NES	Bandai	Oct
Galaga	NES	Bandai	Oct	Rambo	NES	Data East	Jan	Zaxxon 3-D	Sega	Sega	Apr
Games Winter Edition, The	Co	Epyx	May	Rampage	IBM	Mindscape	Jan	Zelda II: Adventure of Link	NES	Nintendo	Nov
Games: Summer Edition	Co	Epyx	Oct	Rampage	Ap	Virgin Games	Sep	Zig Zag	Co	Spect. Holo.	Feb
Games: Summer Edition	Ap	Epyx	Dec	Rampage	Co	Virgin Games	Sep	Zillion	Sega	Sega	Jan
GATO	XE	Atari	May	Rampage	Co	SSI	Mar	Zillion II: Tri Formation	Sega	Sega	Jul
Gauntlet	IBM	Mindscape	Feb	Rampage	Co	Tengen	Dec	Zinger Joystick	NES	Beeshu	Mar
Gauntlet	Ap	Mindscape	Apr	Rampage	IBM	Nintendo	Apr	Zorkquest:			
Gauntlet	NES	Tengen	Aug	Rampage	Co	Accolade	Nov	Assault on Egret Castle	Co	Infocom	Jul
Global Commander	Co	Datasoft	May	Rampage	NES	Accolade	Nov	Zorkquest:			
Global Defense	Sega	Sega	Mar	Rampage	NES	Jaleco	Nov	Assault on Egret Castle	IBM	Infocom	Jul
Golgo 13	NES	Vic Tokai	Oct	Rampage	IBM	Accolade	Nov				
Golgo 13	NES	LJN Toys	Feb	Rampage	Ap	Accolade	Nov				
Golgo 13	NES	Accolade	Nov	Rampage	Co	Accolade	Nov				
Grand Prix Circuit	Co	Accolade	Dec	Rampage	Co	Accolade	Nov				
Grand Prix Circuit	Co	Accolade	Dec	Rampage	Co	Accolade	Nov				
Great Basketball	Sega	Sega	Jan	Rampage	Sega	Accolade	Nov				

C.E.S. Highlights

The 1989 Winter Consumer Electronics Show (CES) in Las Vegas was a busy and exciting show where the mood was generally upbeat among the companies of most interest to our readers—those who produce computer entertainment software, video games, and accessories for computers and video game systems. Since CES encompasses all of consumer electronics, many other products are represented, from video and audio to telephones, calculators and even watches. Notable products at the '89 Winter CES which fall outside our usual area of coverage included the first consumer-oriented, still video cameras from Canon and Sony (video "snapshots" are taken on a reusable 2-inch mini floppy disk and shown on a TV monitor) and the emerging technology of HDTV (high definition TV, which will require a new broadcast standard for full effect). We've seen early experiments in 3-D TV at previous shows, but this year was the first time we saw completely flicker-free 3-D TV (from Toshiba). All of this was "neat stuff" and quite fascinating to anyone who enjoys watching the continuing march of technology, as we do. But for us, all the REALLY neat stuff was over in the West Hall of the Las Vegas Convention Center, which housed the computer and video games.

Fun and Games in the West Hall

We weren't the only ones interested in all the fun and games in the West Hall, as the building was constantly bustling with crowds during the four-day show. Nintendo and its licensees occupied the biggest chunk of real estate in the Hall, an extremely large booth which was always full of people. Nintendo wasn't stealing crowds from other exhibitors in the Hall, though, because most other booths were busy, too—most notably the Sega booth across the aisle from Nintendo. Within the Nintendo booth, Broderbund consistently drew the largest and most attentive crowds of their show with its U-FORCE controller. Some of the most memorable NES games we saw during CES were Seika's SHADOWGATE, Nintendo's PINBOT, Activision's THREE STOOGES, Ultra's SKATE OR DIE, Milton Bradley's MARBLE MADNESS and Taito's OPERATION WOLF. On the Sega side of the aisle, the games that stood out in our minds were Sega's Y'S: THE VANISHED OMENS, Parker Brothers' MONTEZUMA'S REVENGE and Activision's GALAXY FORCE. The word on game shortages in 1989 is that supplies are beginning to ease just a little. A number of Nintendo licensees were happy with their first-half allocations from Nintendo, and some were not happy at all. While there may not be enough games to go around, there will definitely be more than enough controllers and other accessories. Nintendo's is the bandwagon that everyone wants to jump onto, meaning a proliferation of joysticks and other accessories—probably too many for the market to support all of them. As always, the best and strongest will survive. As for video game systems, no one showed 16-bit technology, no new systems were introduced, and Atari was conspicuous in its absence. (Atari did maintain a hotel suite away from the Convention Center, however.)

More Variety and Quality in Computer Games

The good word about computer games is that there seemed to be more variety and quality than ever at this year's CES. Technology marches ahead, with both Cinemaware (DEFENDER OF THE CROWN) and Activision (THE MANHOLE) showing the first completed CD-ROM entertainment products. We salute both companies for their obvious commitment to the future of computer gaming, in spite of the certainty that neither company is going to sell many of those CD-ROMs in 1989. (The installed base of CD-ROM drives is still very small.) MS-DOS appears to be the new king of the hill in computer games, with the Commodore 64/128 market still very important. Developers are still introducing new product for the venerable Apple II family, although not as much as in the past. No one seems to have a handle on Macintosh when it comes to computer games. Some entertainment titles have sold very well on Mac while many do poorly. New titles are still being shown for Atari ST, particularly from companies that have a strong market in Europe where the ST is more popular than it is here. Privately, a number of developers express disappointment in U.S. sales of ST software. One we talked to, who did not give us permission to use his name, considers his upcoming release of the ST version of a game as a test because the game has been a major hit in other formats. "If this one doesn't sell the way it should, it will probably be the last ST game we do," he said. The Amiga market is growing, as is the Apple IIGS market, and designers seem to like working with these two machines. Among the wide array of computer games we saw at CES itself and in hotel suites, there were many notables including Infogrames' HOS-

TAGE for Amiga, Electronic Arts' KINGS OF THE BEACH for MS-DOS, Cinemaware's LORDS OF THE RISING SUN for Amiga, Sierra's SPACE QUEST III for MS-DOS, Kyodai's HYDLIDE for MS-DOS, Taito's ARKANOID for Apple IIGS, Tengen's PAC-MANIA for Amiga, The Software Toolworks' LIFE AND DEATH for MS-DOS, Epyx's AXE OF RAGE for Amiga, and Data East's SUPER HANG-ON for Macintosh. And we won't be able to decide between the two auto racing previews we saw on MS-DOS, one from Spectrum HoloByte and one from Three-Sixty, until we get the chance to review the finished products. It was a great show!

Electronics Arts Shows Three New Entertainment Programs for IBM

Two new military simulations and a sports game for MS-DOS systems from Electronic Arts Studio made their debut at CES. 688 ATTACK SUB puts you in charge of a top-secret Los Angeles-class U.S. attack sub in any of 10 missions, or you can choose to command an Alfa-class Soviet sub. This program also has a modem option that lets you play against a friend in a different location. ABRAMS BATTLE TANK is a combat simulation which can be viewed from any of four different stations within the powerful Abrams M1A1 tank. There are eight missions against the Soviets plus a World War II campaign. EA recruited today's number-one beach volleyball team of Sinjin Smith and Randy Stoklos to help with the development of KINGS OF THE BEACH, a very impressive and realistic sports simulation set on four famous beaches. And EA announced improved MS-DOS versions of two hit programs: EARL WEAVER BASEBALL 1.5 (improved graphics, more realistic batter's perspective and now supports 16-color EGA graphics) and CHUCK YEAGER ADVANCED FLIGHT TRAINER 2.0 (includes four new aircraft, enhanced graphics, and the "Flying Insights" audio tape by Yeager).

EA Affiliates Show New Programs

Additional products in Strategic Simulations' Advanced Dungeons & Dragons line were the highlight of the company's CES showing in the Electronic Arts Distribution suite. The new programs are the fantasy role-playing game, POOL OF RADIANCE, for MS-DOS systems (\$49.95); the action game, HEROES OF THE LANCE, for Amiga (\$39.95); and the database utility program, DUNGEON MASTERS ASSISTANT, VOL. 1: ENCOUNTERS, for MS-DOS systems (\$29.95). SSI also announced the upcoming release of the next role-playing game set in the AD&D Forgotten Realms World, HILLSFAR (\$39.95 for C64/128 and \$49.95 for MS-DOS). Arcade-style action sequences will be part of HILLSFAR, including archery and equestrian events. SSI's only new game that is not part of the AD&D group is FIRST OVER GERMANY, a World War II B-17 flight emulator coming for C64/128 and Apple II (\$49.95). Other EA affiliates showing or announcing new titles were Arcadia with DOUBLE DRAGON (new Amiga version \$39.99) and ARTURA (medieval action-adventure for Atari ST at \$39.99 and C64/128 at \$34.99), Datasoft with the Apple IIGS version of HUNT FOR RED OCTOBER, and Miles Computing with Macintosh and IBM versions of the puzzle game THE FOOL'S ERRAND, the combat flight simulator HARRIER STRIKE MISSION II, and the clip art utility MAC THE KNIFE 6: TAKING CARE OF BUSINESS. Miles also showed a graphic adventure, THE MAGIC CANDLE, available currently for Apple II and coming soon for MS-DOS and C64/128 and planned this summer for Apple IIGS. We were not initially impressed with this one, but we'll reserve final judgement until we've had a chance for a hands-on review. Virgin Games introduced an MS-DOS version of the classic boardgame, MONOPOLY, and announced that they will soon release Atari ST versions of another pair of classics, RISK and CLUE. Strategic Studies Group of Australia announced their first wargame for MS-DOS systems, HALLS OF MONTEZUMA, the battle history of the U.S. Marine Corps (\$44.95). New from The Software Toolworks are FIDELITY CHESSMASTER 2100 for Apple IIGS and LIFE AND DEATH for MS-DOS. One of our reviewers fell in love with the humor and true-to-life realism of the latter program, which is a simulation of a young surgical intern's early experiences in a hospital operating room.

Moved???

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Konami & Ultra Introduce New Computer Games

New Konami and Ultra computer games for Commodore/64/128, Amiga and IBM were introduced at Winter CES: AJAX (aerial combat with jet fighters, tanks, helicopters, ships and aircraft carriers); CASTLEVANIA (classic encounter with fiendish creatures in Count Dracula's castle); LIFE FORCE (battle against Zelos, the planet-eating alien; for C64/128 only); METAL GEAR (military adventure to foil terrorist leader and his weapon of ultimate destruction); and TEENAGE MUTANT NINJA TURTLES (help the four comic-book turtle heroes fight off the Evil Foot Clan in the sewers of New York). Additional Konami and Ultra games planned for later in 1989 are ADVENTURES of BAYOU BILLY (fighting, shooting and car chases in the swamps of Louisiana) and BLADES OF STEEL (hockey).

Spectrum HoloByte Shows Conversions, Sneak Previews Auto Racing Game

New versions of popular Spectrum HoloByte programs were spotlighted at the company's CES hospitality suite. Amiga owners can now experience the realism of FALCON (\$MSR \$49.95), the F-16 fighter simulation, even engaging in dogfights via modem with a friend who plays the simulation on another Amiga or even an Atari ST or Macintosh. Special features on the Amiga include advanced electronics/radar systems and a digitized voice (Bitchin' Betty) warning system. The final conversion of Spectrum HoloByte's mesmerizing puzzle game from the Soviet Union is due this month for Atari ST (\$34.95). With the ST version available, all personal computer owners can have equal access to this totally addictive game. Spectrum HoloByte was also previewing/what appears to be one very hot piece of auto racing software, expected to be ready in early April for IBM/compatibles, with Amiga and Macintosh versions to follow. The game does not have a name yet, but it sure does have lots of speed, smoothly scrolling 3-D graphics, and plenty of realism. The game is played on the streets of San Francisco, complete with recognizable landmarks. (Too bad our resident auto racing fanatic wasn't at Winter CES to see this one! We would have had a tough time tearing her away from this game.) We were also told about, but did not see, a game in development which will be an "escape from Alcatraz" adventure.

FALCON Software to Be Utilized for Military Flight Trainers

Sphere, Inc., parent company of Spectrum HoloByte, recently signed a seven-year exclusive contract with Perceptronics, Inc. of Woodland Hills, Calif. to furnish the software for a family of F-16 training products called the ASAT (Avionics Situational Awareness Trainer) line. FALCON, the very same simulation that home computer owners can enjoy, will be the foundation for the ASAT software.

Cinemaware Shows LORDS OF THE RISING SUN and CD-ROM

We're getting used to being dazzled by Cinemaware, the company whose designers have an incredible knack with graphics and sound—and the content of their games is getting stronger with each new release, too. Fortunately, getting used to being dazzled does not mean that we're in any danger of becoming bored, because this company always seems able to come up with a surprise or two to keep us on our toes. At this CES, we were looking forward to seeing the nearly completed LORDS OF THE RISING SUN for Amiga since we've seen bits and pieces of the program while it has been in development. The program incorporates strategic wargaming and arcade-style action in a historically accurate scenario set in feudal Japan. The player can be either of two warring brothers, and the choice of character will determine whether a particular game is dominated by action/or strategy gaming. Wargamers accustomed to hex grids will be amazed at fully animated battles against realistic scenic backgrounds that vary with the time of day, weather and changing seasons. Action gamers will be equally pleased with the added challenge of plotting strategies. Graphics are as gorgeous as you expect from Cinemaware, and the original music is superb. The surprise from Cinemaware this time came in the form of the completed IBM version of DEFENDER OF THE CROWN on CD-ROM. We knew the company has been working

on CD-ROM, but we had no idea that they had completed a program. Graphics are no different from the standard floppy disk version of the program, but disk access waiting time is virtually eliminated. And on CD-ROM, the game is more movie-like than ever because of full narration and CD-quality music. The potential buying audience for this product is very small right now, but they're going to love it.

Epyx Shows Many New Products

There was a lot to see in the Epyx booth, starting off with the newest entries in their Masters Collection of games for advanced players: OMNIBRON CONSPIRACY (C64/128 and MS-DOS) and TRIALS OF HONOR (MSR \$49.95 Amiga, Atari ST, MS-DOS; \$39.95 C64/1288). The first is a humor-laced mystery adventure in which space detectives search the galaxies for a lost space ship. TRIALS OF HONOR (by Infogrames of France, a company recently acquired by Epyx) is an adventure of medieval splendor in which the player seeks to reclaim the throne from the usurper king who murdered his father. Players face a series of tests such as sword fights and bouts of arm wrestling. Also developed by Infogrames in UNDERSEA COM-MANDO (\$49.95 Amiga, ST, Macintosh; \$44.95 Apple IIGS; MS-DOS \$34.95; C64/128 \$29.95). This espionage action-adventure pits the player as government agent against the Yellow Shadow's underwater network, with action including submarines, hydro-scooters, and one-on-one scuba skirmishes. There's more adventure in DEVON AIRE IN "THE HIDDEN DIAMOND CAPER" (\$49.95 Amiga, ST; \$39.95 MS-DOS; \$29.95 C64/128, Apple II). The story involves a reformed cat burglar hired by a wealthy widow to find the jewels which were hidden in her mansion by her eccentric late husband. This one looks intriguing with its three-quarter overhead perspective and the ability to manipulate any object in the mansion. CURSE BUSTER is an arcade-style game of multiple mazes (\$29.95 C64/128, Amiga, ST, MS-DOS). As a prince or princess under an evil spell, the player hops through the subterranean passages, zapping a variety of dangerous creatures with royal spitwads. Newest of the Epyx sports games is SKATE WARS (originally announced under the title ICE THRASHERS), a futuristic and violent blend of hockey, soccer and outright war (\$34.95 C64/128, \$39.95 MS-DOS, \$49.95 Amiga and ST). And speaking of violence, Epyx showed AXE OF RAGE, a sequel to DEATH SWORD (both by Palace Software of the U.K.). AXE OF RAGE is a really wild fighting game that pits the Barbarian or the Princess MaMriana against the phantasmagorical creatures of Drax in four levels of action. Some of the creatures we saw in AXE OF RAGE are among the most inventive we've seen in any computer game—truly worthy of a Monty Python animated short. (Same systems and

Data East Shows Heavy Hitters, Supports More Systems

Adding Macintosh and Amiga to the list of computers it supports, Data East showed a group of very strong arcade-based titles for early 1989. (Data East games are also made for C64/128, IBM and Atari ST.) ROBOCOP is based on the movie of the same name, but the game plays like the new coin-op, also by Data East, and follows the plot of the movie. BAD DUDES, which pits good-guy street fighters against kidnappers of the President of the U.S., is very hot in the arcades. GUERRILLA WAR, licensed from SNK, puts one or two players in the middle of a revolution to overthrow a dictatorship, liberate the country's people and rescue fellow guerillas being held hostage. HEAVY BARREL combines strategy and action as players must recapture an underground control complex of a nuclear missile site currently occupied by terrorists. The above four titles are not available for Macintosh, but Data East did show SUPER HANG ON (licensed from Sega) as its first Mac title. This fast-paced motorcycle race spans the globe and even includes a course editor—the game looks very good. Also coming for Mac is KARNOV, a popular arcade action-adventure. Both Mac titles support color on the Mac II. Data East computer titles carry retail pricing of \$44.95 (Amiga), \$39.95 (IBM, Macintosh and Atari ST), and \$29.95 (C64/128 except for ROBOCOP, which is \$34.95).

THE VIDEO GAME UPDATE

Nintendo Licensees Show Games; New Licensees Announced

Once again, Nintendo's booth at CES was impressive. It was larger again than at the last show and loaded with a wealth of new products by Nintendo and its many licensees. Despite its vast size, the booth was constantly crowded during the entire four days of CES. In addition to new games and accessories, show attendees were given a look at Nintendo's newest merchandising concept for its dealers, the "World of Nintendo" display fixture system. The World of Nintendo area in a store, a minimum of 150 square feet, is designed for display of Nintendo and Nintendo-licensed products. And what an array of products there was! In 1989 you can look forward to seeing the Nintendo name and characters on everything from shirts, beach towels, jogging suits and pajamas to lunch boxes, boardgames, jigsaw puzzles and cups—even the Nintendo Cereal System from Ralston!

New from Nintendo

As expected, Nintendo showed its POWER PAD, previously available only in the Power Set, as an accessory to be available for separate purchase within the next month or two. The POWER PAD will be packaged with the WORLD CLASS TRACK MEET Game Pak (MSR \$79.95). Two new games will be released during the first half of the year, DANCE AEROBICS (requires Power Pad) and COBRA TRIANGLE, a speedboat race full of shooting action through a river of danger (\$42.95 each). The original SUPER MARIO BROS. and the ZAPPER light gun (\$29.95 each) are slated for re-introduction after being discontinued in 1988. Nintendo also previewed some games without release dates, presumably to be introduced during the second half of the year. These included two Zapper games, TO THE EARTH (first-person shooting adventure in outer space) and TRICK SHOOTING (six games with a carnival feel, including such challenges as shooting flying plates). The other preview games were FAXANADU, an adventure, and a very impressive 3-D aerial pinball-type game called PINBOT.

Nintendo Licensees Show Wide Variety of New Games

Exciting as the display of games from Nintendo and its licensees was, the prospect of covering that much product in a few short days—along with all the computer entertainment releases to be seen—was more than a little daunting. As usual, we'll outline the licensees' games alphabetically by company. There were some new licensees announced who had nothing to show yet. These included American Technos, Irem, Matchbox and Sofel. Undoubtedly we will hear more about these companies at Summer CES in Chicago (June, 1989).

Acclaim Entertainment

Acclaim had a big year in 1988, and they're looking for a bigger one in 89 with new games for Nintendo, a brand-new wireless remote controller for the NES that began shipping in December, a lineup of VCR sports games, and their first entries in the growing hand-held game market (RAMBO and AIRWOLF shipping now and WRESTLEMANIA next month). For the NES, Acclaim showed its video version of the classic boardgame, OTHELLO (reviewed in this issue), plus new titles WRESTLEMANIA (featuring WWF stars such as Hulk Hogan and Andre the Giant), AIRWOLF (based on the TV show; over a dozen missions in a Mach 1 supersonic helicopter), KNIGHT RIDER (TV's intelligent car under your control in a first-person driving game with missiles and rockets), and IRONSWORD: WIZARDS & WARRIORS II. This last title includes both horizontal and vertical gameplay in a challenging sequel to Acclaim's big hit of 1988 which includes a number of features requested by fans of the first game.

Activision

Three new Activision games will join the NES library in early 1989: PREDATOR, THREE STOOGES and STEALTH EAGLE (the previously untitled flight simulator). PREDATOR is based on the Arnold Schwarzenegger movie and casts the player as leader of an elite military rescue team which attempts to rescue U.S. diplomats from a South American terrorist stronghold. THREE STOOGES, licensed from Cinemaware, looks like a sure hit with excellent animation and synthesized sounds of the actual voices of the Stooges. STEALTH EAGLE provides realistic flight simulation with battles against a computer-controlled enemy fleet or a second player in dogfight action.

American Sammy Corp.

New licensee American Sammy showed AMAGON, an action-adventure starring a transformable hero who reminded us of the Incredible Hulk, and NINJA TARO, a humor-laced action-adventure in which a pint-sized Ninja faces a variety of monsters.

Bandai America, Inc.

The leotard-clad models were running and jumping again at Bandai's station in the Nintendo CES booth, since the company will re-release ATHLETIC WORLD in a new package for use with Nintendo's Power Pad. Other new titles shown were the dual adventure of DR. JEKYLL & MR. HYDE and the golf game, CHALLENGE PEBBLE BEACH, which lets you play one of the toughest courses anywhere. Also announced, but not shown, were STAR TREK V (based on the upcoming movie), MONSTER PARTY, MASK RIDER and STREET COP. The last title promises to be a unique application of the Power Pad in which the player is a rookie cop running down and catching thugs on the meanest streets of the city.

Broderbund Software, Inc.

Yes, Broderbund did show a few games for the NES, but many visitors to the Nintendo booth might have missed them. The big story at Broderbund was the mesmerizing demonstration of the powers of their U-FORCE "force field controller" (see front-page article in this issue). Of course, nothing can keep us away from the games for long, so we got a look at the fantasy role-playing game, LEGACY OF THE WIZARD, and the challenging action game, GUARDIAN LEGEND. (According to Broderbund, the latter game earned ratings of 30 out of 30 points from Nintendo's play-testers.) The company also showed THE BATTLE OF OLYMPUS, which combines action with a classic quest set in ancient Greece with its mythological creatures. All three games include a Password feature for continued play.

CSG Imagesoft, Inc.

Another of the new licensees, CSG Imagesoft showed SUPER DODGEBALL, a globe-hopping team tour with good graphics. (This title had been previously listed as a possible release from Tradewest.) Pinball seemed to be a popular game theme at this show, and CSG showed their SUPER SUSHI PINBALL. The company's third announced title is SUPER RESCUE.

Capcom USA, Inc.

The Capcom section of the Nintendo CES booth highlighted their most recent release, BIONIC COMMANDO (\$42.95), along with upcoming titles scheduled for release between now and the summer. The new showings include the sequel game, MEGA MAN II, in which your character is more powerful than in the original game but must deal with even more sinister robots created by the evil Dr. Wiley, and STRIDER, based on Capcom's own arcade game which puts the player inside the Red Army to obtain enemy secrets and save the free world. Also shown were WILLOW, an action-adventure based on the Lucasfilm movie of the same name, and STREET FIGHTER, a new game on the currently popular theme of good guys fighting against gangs in the street. Following MICKEY MOUSECAPADE, Capcom has announced more titles from the company's licensing agreement with The Walt Disney Company: DUCK TALES, RESCUE RANGERS, and ADVENTURES IN DISNEYLAND. And in another licensing arrangement, Capcom will be doing THE CALIFORNIA RAISINS game, starring everyone's favorite singing and dancing characters direct from the grapevine. (The newly announced Capcom games for the NES are all at \$42.95 each.)

Culture Brain, USA

This company showed the same four titles previewed last June at Chicago CES: FLYING DRAGON and FLYING DRAGON II (action-adventures featuring a variety of martial arts fighting styles), KUNG-FU HEROES (originally known as SUPER CHINESE HEROES), and THE MAGIC OF SHAHRAZAD (spelling of the princess' name simplified, but otherwise the same adventure set in Arabia with lots of magic).

Data East USA, Inc.

Data East is a company with several major hits waiting in the wings—hits which have been severely delayed due to the infamous chip shortage. They have trimmed their line of existing titles to the bone, no doubt hoping to get larger chip allocations for BAD DUDES, RAMPAGE and ROBOCOP. RAMPAGE, the delightful monster game, should be available very soon. BAD DUDES, a major hit in the arcades, has been slated for spring to replace ROBOCOP's earlier spot in the Data East release schedule. ROBOCOP, which is now enjoying a very hot early run in its coin-op version, has its release in NES format noted as "TBD" (to be determined). You can be sure that it WILL be released, and we'll let you know when as soon the release date is

available. BURGERTIME fans} will be happy to know that this previously discontinued title is now available again.

FCI (Fujisankei Communications International, Inc.)

There was plenty of medieval hoopla at the FCI portion of the Nintendo booth, since Lord British (Richard Garriott), creator of the Ultima series of computer adventures, was present in full regalia. He graciously demonstrated FCI's ULTIMA (MSR \$53.95) for the NES and even participated in demonstration sword fights just in front of FCI's "castle." (Adventure gamers note: FCI plans to make a hint book available for ULTIMA.) FCI also showed its second fantasy role-playing/action game, HYDLIDE, whose hero is dubbed "the knight of a thousand challenges." This game, like the Ultima series in the U.S., is part of a popular Japanese group of related role-playing games. It was explained to us that FCI's HYDLIDE for the NES is actually HYDLIDE II. (The other HYDLIDE from Kyodai, shown for computers in the Broderbund computer software booth at CES, is HYDLIDE III.)

GameTek

There is nothing new to report from GameTek, since their 1989 line of game-show titles was set last year. The company's first-half releases include junior editions of both WHEEL OF FORTUNE and JEOPARDY for younger children, along with HOLLYWOOD SQUARES and DOUBLE DARE.

Hal America, Inc.

Four previously announced titles were shown by Hal America at CES. ADVENTURES OF LOLO is a maze adventure full of puzzles and evil spirits. ROLLERBALL is another version of the popular pinball theme, this one featuring four vertically scrolling screens, multiple balls, and a one-on-one pinball-hockey game in the second screen for fun with a friend. AIR FORTRESS is a maze game that requires planning ahead, as you must have enough bombs and energy before you enter the maze and attempt to save the planet. VEGAS DREAM includes the casino games Roulette, Blackjack, Keno and slot machines.

Hi-Tech Expressions

In addition to its upcoming initial releases, SESAME STREET ABC and SESAME STREET 123 (\$34.95 each), Hi-Tech Expressions announced several new family games. THE CHESSMASTER (\$44.95) will be the first chess simulation for the Nintendo system, and WIN, LOSE OR DRAW (\$39.95) offers another popular game show to NES owners. The company also announced a third game for the younger set, MUPPET ADVENTURE (\$39.95).

Hot-B USA

BLACK BASS II is the first announced title from this new Nintendo licensee. Sorry, folks, but we didn't see this one and don't have any more details.

Hudson Soft USA, Inc.

STARSHIP HECTOR, a space game, and the action-adventure, ADVENTURE OF DYNO-RIKI, are the next games expected from Hudson Soft, one of the major producers of games for the Nintendo Family Computer in Japan.

Jaleco USA

To date, Jaleco has shown a flair for highly realistic sports simulations, and they showed two new ones at CES. GOAL! (\$46.95) is a soccer simulation with a choice of World Cup action (choice of 16 different national teams), Tournament play (8 U.S. pro teams) and a "shoot competition" pitting one forward against two defenders and a goalkeeper. HOOPS (\$42.95) is a one-on-one or two-on-two neighborhood-style basketball game with eight unique players in which defense is as important as offense. Graphics and animation in both games are outstanding. The company also showed ROBO WARRIOR (\$39.95), an action-adventure that appears to offer plenty of depth, challenge and complexity.

Koei Corp.

Another of the newly announced licensees, Koei, has made a name for itself among those who enjoy strategic wargames on computers with NOBUNAGA'S AMBITION. This military, economic and diplomatic simulation set in 16th Century Japan is now planned for the Nintendo system and is obviously aimed at older players.

Konami, Inc. and Ultra Software Corp.

Many new titles were highlighted in the busy Konami and Ultra section of the Nintendo booth. They showed previously announced but as yet unreleased titles including SKATE OR DIE (multi-event skateboarding game licensed from Electronic Arts), TRACK & FIELD II (beautifully animated series of sports events), THE ADVENTURES OF BAYOU BILLY (combining Zapper shooting action, hand-to-

hand fighting, and car chases), DEFENDER OF THE CROWN (action and strategy game set in the time of Robin Hood, licensed from Cinemaware), and TEENAGE MUTANT NINJA TURTLES (delightful, unlikely martial arts action with four very unusual turtles). A pair of arcade classics were also shown: the high-speed space action of GYRUSS and the charmingly eccentric antics of Q*BERT. CES also marked the first showing of the new Konami and Ultra hand-held games: TOP GUN, TEENAGE MUTANT NINJA TURTLES, DOUBLE DRIBBLE, CONTRA and GRADIUS. And, as if all of that were not enough, Konami announced that it had recently completed licensing agreements that will bring two computer hits to the Nintendo. The first is SILENT SERVICE by Microprose, a submarine simulation game that combines action and strategy. The second is JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF by Accolade. (The real test on that one will be to get the entire title to fit on the cartridge label!)

LJN Toys, Ltd.

Now that programming is farther along, the most promising of the new LJN titles appear to be the action-adventures, WHO FRAMED ROGER RABBIT and MARVEL'S X-MEN and the sports simulation, NFL FOOTBALL. Certain themes are a matter of personal preference, and FRIDAY THE 13TH is going to be popular with those who like gory movies but objectionable to many people. (The game involves hunting down the murderous Jason and trying to keep him from killing too many young campers at Crystal Lake.) In our opinion, A NIGHTMARE ON ELM STREET is much worse because the player takes the role of the razor-fingered Freddy Kruger, slashing and killing the teenagers on Elm Street. We believe that turning this theme into a video game shows deplorable taste. LJN also announced some new licenses it has acquired. Movie-based games in the works are BACK TO THE FUTURE and BEETLEJUICE, and the company is working on another game from the Marvel Comics license, THE PUNISHER. There will also be a game based on Pictionary, and LJN announced one non-licensed original project, WORLD WAR III

Mattel, Inc.

The POWER GLOVE, a new concept in game controllers, was shown by Mattel. The futuristic-looking, gauntlet-style glove with its programming buttons might make the player feel a bit like the bionic man or woman, but it's designed to let the player control games with hand and finger gestures instead of with a conventional control pad or joystick. Unfortunately for Mattel, Broderbund's U-FORCE accomplishes much the same effect without the player being restricted by a glove. (Also, Mattel's POWER GLOVE is expected to sell for \$100 or more, as opposed to the approximately \$70 price tag on U-FORCE.) Mattel also plans a number of dedicated software titles for the NES which would take advantage of the POWER GLOVE. Mattel's first NES game is to be BAD STREET BRAWLER, which the company acquired from Mindscape.

Milton Bradley Co.

The first three NES games from Milton Bradley, MARBLE MADNESS, WORLD GAMES and CALIFORNIA GAMES all looked great. The first is one of the great arcade action classics, and the other two are licensed from Epyx, one of the acknowledged masters in the area of computer sports games, especially those with multiple events. At CES, Milton Bradley also showed their NES version of another computer sports classic, JORDAN VS BIRD ONE ON ONE, which is licensed from Electronic Arts. Soon NES owners will have quite a choice of basketball simulations!

Mindscape, Inc.

Mindscape showed its NES versions of two arcade games licensed from Atari/Namco: 720 (skateboarding game) and ROAD RUNNER, a maze-chase based on the popular cartoons and starring the Road Runner and Wile E. Coyote. Mindscape also announced an additional NES title based on one of its own computer hits, INFILTRATOR by Chris Gray. This was an excellent action and strategy game on computers, and it promises to be a very good game on the Nintendo system.

Romstar, Inc.

This company announced that its first NES game will be AIR HAWK. Unfortunately, we did not have a chance to see this one, so we have no details on the content of the game.

SNK Corp. of America

Adding to the supply of popular military-themed games, SNK showed versions of its own coin-ops, GUERRILLA WAR and P.O.W. (\$44.95 each). The first allows cooperative play for two as you guerilla band attempts to battle a dictator's army, rescue prisoners, and bring

liberation to your small island country. Escape from an enemy prison camp is the goal of the second game. SNK also announced a sports simulation, **BASEBALL STARS** (\$49.95).

Seika Corp. (Kemco-Seika)

In addition to the previously announced **SPY VS SPY II-THE ISLAND CAPER**, Seika added **DESERT COMMANDER** (formerly **DESERT TANK FORCE**) and **SHADOWGATE** to its 1989 lineup of NES games. The adventure game **SHADOWGATE** is based on the computer game of the same name, licensed from ICOM Simulations. It's highly interactive and unlike any adventure that has yet appeared on the Nintendo system—a genuinely scary trip through a haunted mansion.

Seta USA, Inc.

Another new Nintendo licensee debuts in the U.S. market as Seta introduces **ADVENTURESS OF TOM SAWYER**. The game features river rafting, a trip through a dark forest, a visit to a haunted mansion and more.

Sunsoft

In addition to the recently released **XENOPHOB** (reviewed in this issue), Sunsoft introduced **TERMINATOR** (based on the movie of the same name) and **FESTER'S QUEST**, an adventure starring one of the best-loved characters from the classic TV series, *The Addams Family*.

Taito Software, Inc.

Taito showed two new NES titles, both of which looked exceptionally good: **OPERATION WOLF** (\$44.99) and **SKY SHARK** (\$42.99). **OPERATION WOLF** is a hostage rescue mission with plenty of shooting action and great graphics. Taito offers the player the choice of using the Zapper or a standard controller to play this game. **SKY SHARK** is a World War II aerial action game in which the player flies a P-40 fighter behind enemy lines.

Taxan USA Corp.

MAPPY LAND, shown first at Summer CES last year, was also shown at this CES. In addition, Taxan introduced **FIST OF THE NORTH STAR** and **MYSTERY QUEST**.

Tecmo, Inc.

TECMO BASEBALL and **TECMO BOWL**, both to be released soon, were on display in Tecmo's section of the Nintendo booth. **NINJA GAIDEN** was also shown in its completed form, and it definitely looks promising. Tecmo also announced two additional titles for later in 1989: **PROFESSIONAL WRESTLING** and **SILK-WORM**, a military-themed action game.

Toho Co., Ltd.

This is another new Nintendo licensee, and their first NES release will be **GODZILLA: MONSTER OF MONSTERS**. The game promises ten horrifying monsters, eight planets and seven places to attack. With all these Japanese companies producing games for the NES, sooner or later one of them had to come up with a game starring the quintessential Japanese movie monster. What fun!

Tradewest, Inc.

The soon-to-be-released **JOHN ELWAY'S QUARTERBACK** (\$44.95) was available for play in the Tradewest corner of the Nintendo booth, and it's one that football fans have been looking forward to. Tradewest also announced the acquisition of the rights for the NES version of **MAGIC JOHNSON'S FAST BREAK** from Mastertronic International, which has done the computer versions of this basketball game. Tradewest also showed **TABOO, THE SIXTH SENSE** (\$39.95), a game based on Tarot cards which is aimed at older NES players.

Vic Tokai, Inc.

This company showed its upcoming NES version of the arcade classic, **TERRA CRESTA**, along with other new titles **KID KOOL** and **CLASH AT DEMON HEAD**.

Regarding the Availability Update

We occasionally hear from readers who say, "that program shipped ages ago. Why do you still show it as not having shipped?" Obviously, keeping track of the programs is a monumental job and one that cannot be accurate without the help of the manufacturers. Unfortunately, some manufacturers send us original press releases announcing plans for a particular title and then never follow it up with notice that the game has released. If the game comes in for review, of course we know it's shipped. We attempt to follow-up with phone calls to manufacturers at least four times a year. However, due to the vast amount of material coming from the various companies, as well as the number of companies, we are not always successful in getting updated information.

Sega Booth Full of New Games

There was plenty of excitement in the Sega booth, with new games and promotions for 1989. If you're on Sega's consumer mailing list, you've already received your first Team Sega "Game of the Month" book, which lets you earn a free Sega Spinner (yo-yo), watch, or brand-new **RAMBO III** game for buying one, two, or three games by February 12, 1989. This promotion will continue, offering new premiums with each book. Sega's array of 1989 games is headed by one of the hottest games currently in the arcades, **ALTERED BEAST**. The home version looks very much like the coin-op, letting the player become a centurion warrior called from the grave to rescue the daughter of Zeus. The warrior earns "power up" atoms by defeating enemies, giving him the ability to transform into a wolf man, dragon, bear man and tiger man. Other arcade hits headed for the Sega system are **VIGILANTE** (street fighting action against the bad guys), **TIME SOLDIERS** (rescue adventure through time and space for one or two players) and **RASTAN** (lots of swordplay as the barbarian tries to rescue the king's daughter). More sports action is due in 1989 with **SUPER BASKETBALL** (excellent graphics), **CALIFORNIA GAMES** (licensed from Epyx: surfing, frisbee, BMX, roller skating, skateboarding and hackey sack), **REGGIE JACKSON BASEBALL** (played from the batter's point of view) and **WALTER PAYTON FOOTBALL** (addressing player complaints about **GREAT FOOTBALL**).

New Action, 3-D, Role Playing and More

One of the most popular Sega characters is back in **ALEX KIDD: HIGH-TECH WORLD** as Alex battles his way through ninjas and border guards to reach the video arcade. And TV favorite **ALF**, the bad-boy alien, needs your help in fixing his broken spaceship. Sega showed a trio of new 3-D games: **POSEIDON WARS 3-D** (combat at sea; much improved over the early version we saw last June at Summer CES), **OUT RUN 3-D** (includes new driving music and optional 2-D mode), and **MAZE HUNTER 3-D II** (sequel with new weapons and 30 rounds of action). Appropriate to the Las Vegas CES location, Sega showed **CASINO GAMES** for the whole family (Blackjack, Poker, Baccarat, slot machines and pinball). And there are three additions to the new role-playing category of Sega games. **Y'S: THE VANISHED OMENS** (with battery) is a swordsman's adventure to save the land of Y's by finding six magical books and freeing the goddesses from a millennium of slumber. **LORD OF THE SWORD** is an adventure that includes both swordfighting and bow. **WARRIOR QUEST** is a four-mega adventure that moves from ancient past to distant future as the player works to discover the secret of mysterious forces.

Now There Are Three Sega Licensees

Existing Sega licensees Parker Brothers and Activision were joined by Absolute Entertainment at CES. Parker Brothers showed two upcoming games: **KING'S QUEST: QUEST FOR THE CROWN** (one of the most popular of all computer adventures, licensed from Sierra) and **MONTEZUMA'S REVENGE**, a challenging action-adventure set in Aztec lands which many of you may remember as a popular 1984 Parker Brothers game on a variety of computer and video game systems. Activision showed its three new games which we previewed in last month's issue: **CYBORG HUNTER**, **RAMPAGE** and **BOMBER RAID**. (These titles are about to be released as we go to press with this issue.) The company also showed a fourth game due this spring, a four-mega cartridge based on the Japanese arcade hit, **GALAXY FORCE**. It's a futuristic spacefighter game with five different spacescapes varying from fiery seas of lava to meteorite storms and subterranean mazes. Absolute Entertainment was first announced as a new Sega licensee at the show, and their first two projects are in the early stages of development. **R.C. GRAND PRIX** lets players assemble an R.C. (radio controlled) car and race on dirt and concrete tracks. **JAMES BOND 007-COUNTDOWN TO MELTDOWN** casts the player as 007 in a global race to recover pieces of a puzzle which lead to an overheated thermonuclear reactor buried deep in the earth by the evil Scaramanga.

And Now a Word about ColecoVision

In the "gone but not entirely forgotten" segment of the video gaming world, ColecoVision made an unassuming return appearance at this year's Winter CES in the guise of a "new" Coleco-compatible system from TeleGames USA. TeleGames is also marketing many of the original Coleco titles as well as releasing some that were completed but never made their way into distribution when ColecoVision was pulled off the market. The other older system which has been mildly active in the past couple of years, Intellivision, was nowhere to be seen at CES.

Tengen Shows Four New Games for NES

Tengen's first 1989 release for the Nintendo system will be TETRIS, a puzzle game developed by two Soviet programmers that has been a big hit in various computer formats (from Sphere and Spectrum to the Atari 2600). TETRIS is one of those deceptively simple games to learn but turns out to be totally addictive. Tengen's remaining three games are based on coin-op games, two from its parent company, Atari Games Corp. (SUPER SPRINT and VINDICATORS), and one from Namco (ROLLING THUNDER). SUPER SPRINT is a Grand Prix driving game with seven courses and the ability to customize cars. VINDICATORS is described as the tank battle of the 21st century, pitting one or two players against 14 alien space stations on the way to the final confrontation with the Evil Emperor. ROLLING THUNDER casts the player as Agent "Albatross" in a mission to penetrate the headquarters of a secret society and crush the organization.

Coming for Atari Game Systems from Activision and Absolute

Although Atari did not have a booth at CES, stalwart Atari third-party developer Activision and its affiliate, Absolute Entertainment, were showing new titles for the Atari 2600 and Atari 7800 game systems in the Mediagenic booth. (Mediagenic is the new corporate name which encompasses Activision Entertainment and its many affiliates.) Activision showed its versions of the arcade hits DOUBLE DRAGON and RAMPAGE for both the Atari 2600 and 7800 systems, both scheduled for spring release. With their detailed characters, these are difficult games for the Atari 2600 to accommodate graphically, but Activision seems to have done a good job given the system's limitations. The 7800 versions, of course, look much better. Absolute Entertainment showed three new releases for the Atari 7800: PETE ROSE BASEBALL, TOMCAT: THE F-14 FLIGHT SIMULATOR, and TITLE MATCH PRO WRESTLING. F-14 was the most attractive of the three. Absolute was not showing any future releases under their own label for the 2600, but they are doing some development for Atari. It's interesting to note that Activision and Absolute Entertainment are the only developers doing third-party games for Atari systems at this time. Also, Activision is now the only company creating games for all three of the video game powers in today's market: Nintendo, Sega and Atari.

In the Arcades

Sega has released *Power Drift*, a high action driving game featuring "triple axis, point-of-view" graphics. In other words, the driver's point-of-view moves with the steering wheel! There are five courses with five different stages within each course. Race track conditions vary from snow covered stone roads to roller coast-like dropoffs. Both an upright and sit-down model is being shipped.

Another new one from Sega is *Scramble Spirits*, set in the 21st century. You and your vintage fighter plane engages in battle against swarms of enemy aircraft and mega-sized carrier ships. There are six fight missions as well as five bonus stages.

David Crane Joins Design Staff of Absolute Entertainment

Moving from Activision, well-known game designer David Crane stays within the Mediagenic family of affiliated publishers as he becomes Senior Designer at Absolute Entertainment, a company which produces both computer entertainment software and video games. The company's president, Garry Kitchen, dubbed Crane "the single most successful designer of video games in the world." Crane's designs, including PITFALL, DECAHLON, GHOSTBUSTERS and LITTLE COMPUTER PEOPLE, have sold over 1 million copies worldwide. Crane is also the only two-time winner to date of Computer Entertainer's "Designer of the Year" award (1982 for PITFALL and 1984 for GHOSTBUSTERS). Actually, David Crane and Garry Kitchen should be a formidable team—Kitchen is also a past winner of our "Designer of the Year" award (1985 for GAMEMAKER).

SIMON'S QUEST: CASTLEVANIA II (★★★★★★) from *Konami* is more than a worthy sequel to the first game. SIMON'S QUEST, with its goal of collecting the five scattered body parts of Count Dracula in order to eliminate him, outdoes its predecessor in every way. Set in the town of Transylvania and surrounding countryside, the second game offers better graphics, more challenges, more variety in settings and tests of the gamer's skill, and much more reliance on adventure gaming elements. This is definitely an action-adventure with the accent on adventure, as you have the opportunity to gather clues from friendly villagers and purchase weapons and magical items on your quest. SIMON'S QUEST is a very well crafted game that provides excellent play value, superb graphics, lots of music, and some special touches that add to the enjoyment of the game, such as the changes from day to night when the evil creatures appear in great numbers. (Solo play; Pause.) Available for NES only. Recommended. (MSR \$43.95)

Taito Arcade Games for Computers

Seemingly intent on making its mark in the computer entertainment software market as quickly as possible, Taito Software made a very impressive showing with its arcade conversions at CES. The company showed eight major titles across a variety of systems (only Macintosh was not represented); some titles were released very recently and others are slated for release in the next few months. ALCON is a classically styled scrolling space shoot-out with power-up features which is available now for C64/128 (MSR \$29.95) and due this month for MS-DOS and Atari ST (\$39.95). ARKANOID is another coin-op favorite that has you knocking blocks out of space walls on the way to the ultimate confrontation with Doh, the grid monster. ARKANOID is available now for MS-DOS and Atari ST (\$34.95), and for C64/128, Apple II and Apple IIGS (\$29.95). (The GS version utilizes the system's digitized stereo sound and advanced graphic capabilities for a version so captivating that we had to drag one of our reviewers away from the machine!) From this point, all games listed retail for \$34.95, except for Amiga and Atari ST versions at \$39.95. BUBBLE BOBBLE is a charming game in which a pair of cartoonish brontosaurus encase their enemies in bubbles to eliminate them. Based on our experience with the Nintendo version, this is an addictive game. (Available now for C64/128; coming for IBM, Apple II, Amiga, Atari ST.) OPERATION WOLF portrays a hostage rescue mission with outstanding graphics and plenty of action (now for C64/128; coming for Amiga, ST). QIX, coming for all but Apple IIGS, is a classic puzzle game that requires mental dexterity and strategy, not speed. RASTAN transports the player to a land of myths, evil creatures and magical weapons (now for C64/128; coming for all but Apple II and GS). RENEGADE, a street-fighting action game, is a coin-op favorite (now for C64/128; coming for all systems). And SKY SHARK is a World War II aerial combat game for one or two pilots of P-40 aircraft (coming for all but Apple II and GS). Our overall impression of the Taito computer games was very good: highly detailed graphics, faithful adherence to the coin-op originals and popular themes.

Accolade Introduces New Translations, Announces Contest

Accolade's CES display showcased new versions of existing titles for a variety of systems. New to MS-DOS are JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF (MSR \$49.95), FAST BREAK and TKO (\$39.95 each). Commodore 64/128 owners can now play GRAND PRIX CIRCUIT and STEEL THUNDER (\$29.95 each). SERVE AND VOLLEY (\$39.95) is new for the Apple IIGS, and Macintosh owners can enjoy the action of MEAN 18 and 4th & INCHES (\$44.95 each). In further sporting game-related news, Accolade announced their Play by Play Sweepstakes offering a choice of a Sports Fan Fantasy for two. Prizes include a pair of sporting event tickets and a visit with a famous sportscaster covering that event. The prizes cover boxing (Marv Albert), Los Angeles Lakers (Chick Hearn), NFL Monday Night Football (Hank Stram), tennis tournament (Bud Collins), and PGA golf tournament (Jack Whitaker).

SEGA Software

R-TYPE (★★★1/2★★1/2) is an 8-level arcade action game from *Sega* in which you must pilot R-9, a nuclear-powered space fighter through alien space. You will face all sorts of villains from the Bydo Empire, with Boss Aliens to confront at the end of each stage (except the sixth). There are "Power Up" parts which appear when you defeat Bydo POW Armor units. These parts, as well as Droid Units which you can hook up to your ship, will help you in your quest. In fact, you don't have a chance to make it to the end without help!

Good Game But Expensive for Type

This is frenzied arcade action at its best. In fact, the best way to stand a chance against the villains is to use a rapid-fire control stick. The villains come at you from all sides, requiring quick reflexes. The graphics are very bright and colorful, with some terrific looking creatures from the Bydo Empire! The biggest problem here is value for the money. There's nothing here to separate this from any other space shoot-'em-up; meanwhile, the price (Sega doesn't give exact suggested retail pricing) is very high for a straight-ahead arcade action game which simply features aliens, 8 levels, and a big monster at the end of each level. The scenario certainly sounds familiar and, while you might be ready for yet another action game for your shelf, this one is going to set you back quite a bit of money! Check it out first, if possible, prior to purchase! (One player; continuous feature; 4-meg) (MSR approx. \$60.00)

RAMBO III (★★★★★) puts you, once again, in the guise of Rambo in this *Sega* game using the light phaser. Colonel Trautman has been captured by Soviet forces in Afghanistan. Even though the C.I.A. is ready to leave him there, you're his friend so you'll go in alone. Your arsenal includes a Kalashnikov assault rifle, as well as a bomb (use the bomb by shooting the bomb icon). The screen scrolls slowly to the right and you must shoot all the enemies - soldiers, helicopters, tanks - in seven battles (levels), beginning with the troop barracks and working through the village, mountain, prison camp, etc. Be careful not to shoot the villagers as they're not the enemy! The game turns your light phaser into a rapid-fire unit. You can use that feature by simply holding down the trigger. Watch how many bullets you have though as you may be forced to return to single fire action until the end of the round.

Continuous Shooting Action

The game provides for plenty of shooting action as you aim and fire, killing the enemy before they get too many hits on you! We always enjoy pulling our phaser out for a new game of shoot-'em-up action and this one has plenty of that! The graphics are fine with good size characters staring you in the eyeballs! Instead of having to purchase yet another peripheral with the previously announced megaphaser which was going to offer rapid-fire (now cancelled), we applaud Sega for finding a way to build in the rapid-fire capability into the game so you can use that light phaser you've had all along! (one player; 2-meg)

Recommended (MSR approx. \$55.00)

SHINOBI (★★★★★) by *Sega* is the best game with a martial arts theme that we've seen on a video game system. What makes it so good is a combination of great depth and variety plus superb animation. You control a martial arts instructor who changes to his alter ego, Master Ninja, in order to rescue the kidnapped children of the world's leaders from a terrorist group. Your character starts out with shurikens and his incredible agility as his only weapons, but he can acquire many others. The terrorists, of course, are armed to the teeth. As your character eliminates more of the terrorists, he gains new powers, and in bonus rounds he can learn elements of Ninja magic to be used in the next round against the terrorists. We loved the look of this game with its realistically animated martial arts moves, and it offers enough playing challenge and variety to keep gamers happily occupied for a long time. (Solo play.) Available for Sega; coming soon for C64/128 (\$34.95), MS-DOS (\$39.95), Amiga and Atari ST (\$49.95).

Recommended. (MSR approx. \$45-\$50)

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Discovery Software Plans ARKANOID II for Amiga, Mac

Following its success with versions of the original ARKANOID (licensed from Taito) for Amiga and Macintosh, Discovery Software showed the Amiga version of ARKANOID II in the Commodore booth at CES. They were also showing their successful arcade-action quest, SWORD OF SODAN (MSR \$49.95) with its extra-large, beautifully animated characters. This title has just been converted for Apple IIGS (\$49.95), and an MS-DOS conversion is planned for Spring release.

...contd. from Page 14

Teemo Baseball (TEC)
Tennis Bowl (TEC)
Track & Field II (KON)
Ultima (FCL)
MARCH
Challenge Pebble Beach (BAN)
Dr. Jekyll & Mr. Hyde (BAN)
Gyrus (ULT)
Marble Madness (MB)
Ninja Gaiden (TEC)
Ninja Taro (AS)
Operation Wolf (TAI)
Power Pad (NIN)
Predator (ACT)
Spy Vs. Spy II (KS)
Tennis (TEN)
World Games (MB)
FIRST QUARTER
Chester Field (VT)
Goal! (JAL)
Mappy Land (TAX)
Terra Cresta (VT)
Willow (CAP)
APRIL
Adventures of Lolo (HAL)
Adventures of Tom Sawyer (SET)
COS Cosmos
Aurwolf (ACM)
Dance Aerobics (NIN)
Feaster's Quest (SUN)
Hoops (JAL)
Hydride (FCL)
Iron Sword (ACM)
Rolling Thunder (TEN)
Sky Shark (TAI)
Super Mario Bros (NIN)
Super Sprint (TEN)
Taboo (TW)
MAY
Bad Dudes (DE)
Battle of Olympus (BRO)
Cobra Triangle (NIN)
Double Dare (GT)
Endless 13th (LNF)
Hollywood Squares (GT)
Jeopardy Jr (GT)
Marvel's X-Men (LNF)
NFL Football (LNF)
Nightmare on Elm St (LNF)
On the Bus Trip (NIN)
Vindications (TEN)
Wheel of Fortune Jr (GT)
Who Framed Roger Rabbit (LNF)
JUNE
Air Fortress (HAL)
Bowling (FP)
Chessmaster (HT)
Fire House (FP)
Little Piano Teacher (FP)
Muppet Adventure (HT)
Roller Ball (HAL)
U-Force (BRO)
Vegas Dream (HT)
Win Lose Or Draw (HT)

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

COMPANY CODES
ABS. Absolute Entertainment
ACC. Access
ACM. Accolade Entertainment
ACO. Accolade
ACT. Activision/Medagame
AH. Avalon Hill
ARC. Arcadia
AS. American Sammy
AT. Atari
BAN. Bandai
BAU. Baudville
BE. Bullseye S/W
BRO. Broderbund
CAP. Capcom
CB. Culture Brain
CIN. Cinemaware
COS. Cosmos
CSG. CSG Imagesoft
DE. Data East
DES. Design S/W
D. IS. Discovery S/W
DS. DataSoft
EA. Electronic Arts
EPY. Epyx
FCL. FCI
FP. Fisher-Price
GAM. Gamestar
GDW. Game Designer's Workshop
GT. GameTek
HAL. Hal America
HUC. HUC S/W
HS. Hudson Soft
HT. Hi-Tech Expressions
INF. Infocom
INS. Interleaf
INT. INTV Corp.
IP. Interplay
IS. ICOM Simulations
JAL. Jaleco
KOE. Koei
KON. Konami
KS. Kemco-Seika
KYO. Kyodai
LF. Lucasfilm Games
LNF. LNF Toys
MAX. Max
MB. Milton Bradley
MD. MicroDea/MichTron
MH. Melbourne House
MI. MicroIllusions
MIC. MicroProse
MIN. Mindscape
NIN. Nintendo
NWC. New World Computing
ORI. Origin
PAR. Paragon
PB. Parker/Bros.
POL. Polarware
PSY. Psygnosis
PT. Publishing Int'l
RAI. Rambert
SEG. Sega
SET. Sea
SIE. Sierra
SIR. SirTech
SNK. SNK Corp
SPE. Spectrum HoloByte
SSG. Strategic Studies Gp
SSI. Strategic Simulations
ST. Software Toolworks
SUB. Sublogic
SUN. Sunsoft
TAJ. Taito
TAX. Taxan
TE. T. Tecmo
TEN. Tengen
TI. Titus S/W
TS. Three Sixty Pacific
TW. Trade West
ULT. Ultra
USG. U.S. Gold
VIR. Virgin Games
VT. Vc Tokai

SEGA
DECEMBER
x. Golwellus (SEG)
x. Power Strike (SEG)
x. R-Type (SEG)
x. Rambo III (SEG)
x. Where/Carmen Sandiego (PB)
JANUARY
Bomber Raid (ACT)
Cyborg Hunter (ACT)
Rampage (ACT)
Y's (SEG)
FEBRUARY
Lord of the Sword (SEG)
MARCH
Possession Wars 3-D (SEG)
APRIL
Galaxy Force (ACT)
Rastan (SEG)
Reggie Jackson Baseball (SEG)
MAY
Air (SEG)
King's Quest (PB)
Time Soldiers (SEG)
Vigilante (SEG)
JUNE
Altered Beast (SEG)
California Games (SEG)
Casino Games (SEG)
Out Run 3-D (SEG)

NINTENDO Software

ANTICIPATION (★★1/2/★★★) is an interesting departure for *Nintendo* as they bring their first video board game to the Nintendo Entertainment System. The object of the game is to quickly guess what the video pictures are as they are being drawn by a pencil connecting the dots. As the pencil draws the picture, time is ticking away by way of a Die in the upper right corner counting down to zero. If it makes it to zero before you "buzz in," another puzzle will appear. Once you buzz in, you have as many seconds as what shows on the timer to spell out the answer with the alphabet along the lower portion of the screen. On the game board screen there are four colors showing on the wheel which all have to be landed on and correct answers given in order to advance to the next levels. When you reach those levels (or choose to start on a higher level of play), the puzzles really get tough as there's either fewer or no dots showing at all! You simply must get an idea of what the pencil is drawing and buzz in before it's finished! Not easy. There are sixteen puzzle categories which include everything from math to alphabet, tools, food, music, clothing, travel, miscellaneous, office, man made, and more. Nintendo promises "hundreds" of puzzles from the categories assuring many hours of non-repeated puzzles.

Makes You Think

This is one of those games which will undoubtedly be a "sleeper," in that it gives adults an alternative to fast arcade action. It also makes a great game for the family to play together and, obviously, good for a party setting. Even though the game offers up to four players, you can play with more by forming teams. As simple as it is, the game does tend to be a bit addictive for those who like to figure puzzles out! (one to four players; allows up to 3 computer players)
Recommended (MSR \$42.95)

BLASTER MASTER (★★★/★★★) takes place below the earth's surface through an endless maze of tunnels and caverns. This *Sunsoft* action game starts as Jason's pet frog Fred makes a dash for the door. Outside, Fred finds a radioactive chest which causes him to grow to an enormous size. The chest, Fred, and Jason all fall into a hidden manhole into a world of terrifying creatures. But there's an armored vehicle to jump into as you fight the mutants, created from escaped radioactive waste. They are controlled by the Plutonium Boss, your ultimate enemy. There's no scoring in this game, simply stay alive and destroy the mutants. There are three special weapons which can be earned by catching certain items during play. Within each level (8 in all) there is a Mutant Boss which must be defeated before moving on.

Arcade Action

This is a straight-ahead arcade action game with plenty of monsters to kill as you drive, jump, maneuver, and shoot. The graphics are colorful and offer up some pretty find monsters and mutants for your pleasure. Certainly the game doesn't offer anything "new," but it can be enjoyed by those of you who enjoy "numb thumbs." (one player; continue feature)
MSR \$36.95)

XENOPHOBIA (★1/2/★1/2) is a split-screen action game from *Sunsoft* which finds you aboard the first derelict space station. Your objective is to destroy as many Xenos as fast as possible before the space station self-destructs. At the beginning of the game, you have health points which will deplete as you go whenever you are injured by attacking Xenos. You can regain health by picking up special objects by successfully clearing the space station of Xenos. You move from room to room, horizontally, on the upper screen. In the two-player mode only, the lower screen is activated and both your movements will be tracked separately on the split-screen.

Pretty Dreadful

We couldn't find any redeeming factors in this one and, frankly, we're surprised Nintendo allowed this game to release! The graphics are about the most basic we've seen on Nintendo (virtually stick figures, vs. the full-size figures of the arcade version) and the action is about as boring as it comes. All your man does is move from room to room, shooting at the enemy while avoiding dripping slime and the alien lifeforms. Don't bother with this one! (one player; two-player simultaneous)

Not Recommended (MSR \$39.95)

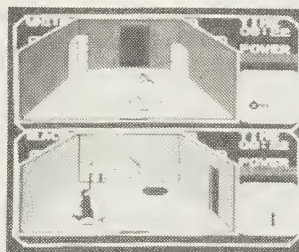
OTHELLO (★★★/★★★1/2) is a long-standing and popular board game, originally called *Reversi* when introduced in England in the 1800's. Now re-incarnated for NES owners from *Acclaim Entertainment*, it's as addictive as ever. The premise is deceptively simple as one player plays black discs, the other plays white on a "checker-like" board. The discs are laid down, one by one, with each player trying to "trap" his opponent's discs between two of his own. When he does, the opponent's discs are flipped to the color of the trapper's discs. This game allows for three different time limits as well as four levels of play.

Addictive

This game, targeted at adults, requires a good deal of thinking and strategy. While simple to play once you know the rules, it is maddening in its ability to totally change complexion at many points during the contest. Time after time, you'll find yourself feeling "close" to victory just to see the board completely change in favor of your opponent with one critical move. Obviously, each game is vastly different and we bet that anyone who enjoys thinking games will have a very hard time walking away! (one player; two-player simultaneous)

Recommended (MSR \$46.95)

SPY VS. SPY (★★1/2/★★1/2) makes it to yet another system, this time by the newest Nintendo software company to offer titles in the U.S., *Kemco-Seika*. The scenario is pretty familiar by now as it features the mad-cap antics of a pair of cartoon secret agents, Black and White.



SPY vs. SPY

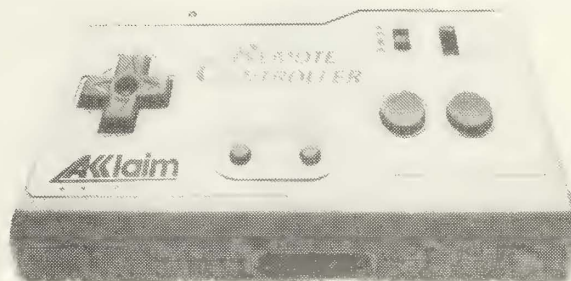
These two bumbling guys delight in booby-trapping one another as they can both set-up traps within an embassy maze in this split-screen game. There are five important items hidden within the rooms which must be collected before locating the exit and escaping

to the airport and an awaiting plane. Making things rough is that there is only one of each item so the race is truly on. If the other guy gets an item you need, you'll have to punch him out or use booby-traps to try and get the item(s) you need.

Still Best for Two Players

We have found, in every version reviewed, that the two-player version is best as it really allows the best use of booby-trapping and remedy-finding aspects of the game with a friend. Gameplay is fun and strictly tongue-in-cheek. Graphics are simple but pretty good using the split-screen approach as you race from room to room. (one player; two player simultaneous)
(MSR \$36.95)

THE ACCLAIM REMOTE CONTROLLER is the latest wireless controller for Nintendo and features a unit which is similar in size and



feel to the original NES control pad. This unit is a little thicker than the original equipment and, mainly because of the batteries, slightly heavier which actually gives it a nice feel. In addition, there is a rapid-fire switch on the unit, allowing for that important feature to come into play. The infrared receiver simply plugs into Port 1 on the control deck, with the controller able to work up to thirty feet away. We played with the controller while reviewing the Nintendo games this month and quickly forgot we were playing with a remote unit, it felt so much like the original control pad. We were playing at an angle from where the Infrared unit was and we did not miss a shot or move (at least due to signal problems). The controller has a 90-day manufacturers warranty. (requires four "AAA" batteries, not included) (MSR \$42.95)

ATARI ST

DECEMBER

x-Annals of Rome (DS)
 x-Arkanoïd (TAI)
 x-Deja Vu II (IS)
 x-Dream Zone (BAU)
 x-Falcon (SFE)
 x-Firezone (DS)
 x-Operation Clean Streets (BRO)
 x-Out Run (SEG)
 x-Sorcerer Lord (DS)
 x-Technocop (USG)
JANUARY
 Alcon (TAI)
 Alien Syndrome (SEG)
 Bad Dudes (DE)
 Bionic Commando (CAP)
 Bubble Bobble (TAI)
 Captain Fuzz (PVS)
 Combat Course (MIN)
 Galactic Conqueror (TI)
 Guerrilla War (DE)
 Hostage (MIN)
 x-Leisure Suit Larry II (SIE)
 x-Manhunter: New York (SIE)
 Operation Wolf (TAI)
 Platform (DE)
 Renegade (TAI)
 Street Fighter (CAP)
 x-Zak McKracken & Alien Mindbenders (LF)
FEBRUARY
 Artura (ARC)
 Balance of Power: 1990 (MIN)
 Savage (RAI)
 Shogun (INF)
 Star Wars (BRO)
 Zork Zero (INF)
MARCH
 After Burner (SEG)
 Colony, The (MIN)
 Demon's Winter (SSI)
 Journey (INF)
 Qix (TAI)
 Rastan (TAI)
 Shinobi (SEG)
 Sky Shark (TAI)
FIRST QUARTER
 Android Decision (DS)
 Axe of Rage (EPY)
 Battlehawks 1942 (LF)
 Clue (VIR)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
 Double Dragon (ARC)
 Downhill Challenge (BRO)
 Guardians of Infinity (PAR)
 Ice Thrashers (EPY)
 L.E.D. Storm (CAP)
 Master Ninja (PAR)
 Mini Putt (ACO)
 Monopoly (VIR)
 1943 (CAP)
 Red Storm Over London (IS)
 Risk (VIR)
 Rocket Ranger (CIN)
 Side Arms (CAP)
 Skate Wars (EPY)
 Sports-A-Roni (USG)
 Tetris (SPE)
 Thud Ridge (TS)
 Trials of Honor (EPY)
 Underside Commando (EPY)
 Wizard Wars (PAR)
JUNE
 Battle Chess (IP)

COMMODORE 64/128

DECEMBER

x-Alien Syndrome (SEG)
 x-Chop & Drop (ACT)
 x-Crossbow (ABS)
 x-Jack Nicklaus Greatest 18 (ACO)
 x-Jordan Vs Bird (EA)
 x-Predator (ACT)
 x-Rampage (ACT)
 x-Stocker (CAP)
JANUARY
 Aussie Games (MIN)
 Chessfield (VT)
 Combat Course (MIN)
 Hostage (MIN)
 Ind Team Sports (MIN)
 x-Operation Wolf (TAI)
 Qix (TAI)
 x-720 (MIN)
 Sgi Slaughter Mat Wars (MIN)
 Sky Shark (TAI)
 Star Wars (BRO)
 Warlock (TS)
FEBRUARY
 After Burner (SEG)
 Artura (ARC)
 BattleTech (INF)
 F-14 Tomcat (ACT)
 First Over Germany (SSI)
 Project Firestorm (EA)
 Qix (TAI)
 Robocop (DE)
 Savage (RAI)
 Shinobi (SEG)
MARCH
 Battles of Napoleon (SSI)
 Carrier Command (RAI)
 Dondra New Beginning (MI)
 Night and Magic II (NWC)
 Sim City (MAX)
 Tangled Tales (ORI)
 Ultima Trilogy (ORI)
FIRST QUARTER
 Ajax (KON)
 Alien Funs (PAR)
 Android Decision (DS)
 Annals of Rome (DS)
 Axe of Rage (EPY)
 Battlehawks 1942 (LF)
 BattleShip (EPY)
 Bionic Commando (CAP)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
 Dive Bomber (USG)
 Double Dragon (ARC)
 Double Drizzle (KON)
 Firezone (DS)
 Guardians of Infinity (PAR)
 Gunship (MIC)
 Ice Thrashers (EPY)
 Jack Nicklaus Greatest 18 (ACO)
 Jackal (KON)
 Leisure Suit Larry II (SIE)
 Lords of Rising Sun (CIN)
 Manhunter: New York (SIE)
 Monopoly (VIR)
 1943 (CAP)
 Operation Clean Streets (BRO)

AVAILABILITY UPDATE

Destroyer Escort (MIC)
 Devon Aire Diamond Caper (EPY)
 Double Drizzle (KON)
 Downhill Challenge (BRO)
 P-86 Sabre Strike (ACO)
 Falcon (SPE)
 Firezone (DS)
 Guerrilla War (DE)
 Ice Thrashers (EPY)
 Jackal (KON)
 L.E.D. Storm (CAP)
 Life Force (KON)
 Mind Roll (EPY)
 1943 (CAP)
 Omnicron Conspiracy (EPY)
 PT-109 (SPE)
 Skate Wars (EPY)
 Sorcerer Lord (DS)
 Sports-A-Roni (USG)
 x-Technocop (USG)
 Test Ride (CAP)
 Thud Ridge (TS)
 Ultim a V (ORI)
 Univ Military Simulator (RAI)
 Wizard Wars (PAR)

APRIL

Hillfart (SSI)
 Overrun (SSI)
JUNE
 Spider-Man & Capt America (PAR)
SECOND QUARTER
 Castlemania (KON)
 x-Technocop (USG)
 Test Ride (CAP)
 Hydride (KYO)
 Indiana Jones & Last Crusade (LF)
 Journey/C128 only (INF)
 Last Duel (CAP)
 Last Ninja 2 (ACT)
 Metal Gear (KON)
 Pete Rose Perment Pever (GAM)
 Shogun/C128 only (INF)
 Super Hang On (DE)
 Teenage Mutant Ninja Turtles (ULT)
 Trials of Honor (EPY)
 Underside Commando (EPY)

AMIGA

DECEMBER

x-Dream Zone (BAU)
 x-Heroes of the Lance (SSI)
 x-Land of Legends (MI)
 x-Out Run (SEG)
 x-Pinball Wizard (ACO)
 x-Planetarium (MI)
 x-Rebel Charge/Chuckmauga (SSI)
 x-Reel Fun's (INS)
 x-Space Harrier (SEG)
 x-Starglider II (RAI)
 x-Tetris (SPE)
 x-TV Sports Football (CIN)
 x-Technocop (USG)
 x-Turbo (MI)
 x-Twilight's Ransom (PAR)
 x-Univ Military Simulator (RAI)
JANUARY
 Alien Syndrome (SEG)
 x-Balance of Power: 1990 (MIN)
 Bubble Bobble (TAI)
 Captain Fuzz (PVS)
 Combat Course (MIN)
 x-Elite (RAI)
 x-Falcon (SPE)
 Galactic Conqueror (TI)
 Guerrilla War (DE)
 Hostage (MIN)
 Operation Wolf (TAI)
 Renegade (TAI)
 x-Zak McKracken & Alien Mindbenders (LF)
FEBRUARY
 Bad Dudes (DE)
 Neuromancer (IP)
 Savage (RAI)
 Shogun (INF)
 Shogun (INF)
 Star Wars (BRO)
 Zork Zero (INF)
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 After Burner (SEG)
 Colony, The (MIN)
 Deja Vu II (IS)
 DeluxePaint 3 (EA)
 Journey (INF)
 Qix (TAI)
 Rastan (TAI)
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 BattleShip (EPY)
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 Double Drizzle (KON)
 Firezone (DS)
 Guardians of Infinity (PAR)
 Gunship (MIC)
 Ice Thrashers (EPY)
 Jack Nicklaus Greatest 18 (ACO)
 Jackal (KON)
 Leisure Suit Larry II (SIE)
 Lords of Rising Sun (CIN)
 Manhunter: New York (SIE)
 Monopoly (VIR)
 1943 (CAP)
 Operation Clean Streets (BRO)

Police Quest (SIE)
 Red Storm Over London (IS)
 Risk (VIR)
 Side Arms (CAP)
 Silent Service (MIC)
 Skate Wars (EPY)
 Sorcerer Lord (DS)
 Space Racer (BRO)
 Sports-A-Roni (USG)
 Street Fighter (CAP)
 Street Sports Football (EPY)
 Thud Ridge (TS)
 Trials of Honor (EPY)
 Underside Commando (EPY)
 Wizard Wars (PAR)
SECOND QUARTER
 Castlemania (KON)
 Indiana Jones & Last Crusade (LF)
 L.E.D. Storm (CAP)
 Last Duel (CAP)
 Metal Gear (KON)
 RoboCop (DE)
 Teenage Mutant Ninja Turtles (ULT)
 Test Ride (CAP)

APPLE II/IIe

DECEMBER

x-Arkanoïd (TAI)
 x-Battles of Napoleon (SSI)
 x-Crossbow (ABS)
 x-Might and Magic II (NWC)
 x-Neuromancer (IP)
 x-Platform (DE)
 x-Street Sports Basketball (EPY)
JANUARY
 Bubble Bobble (TAI)
 Renegade (TAI)
 Victory Road (DE)
 Zork Zero (INF)
FEBRUARY
 Bad Dudes (DE)
 BattleTech (INF)
 John Madden Football (EA)
 Shogun (INF)
MARCH
 First Over Germany (SSI)
 Journey (INF)
 Overrun (SSI)
 Pool of Radiance (SSI)
 Qix (TAI)
 Tangled Tales (ORI)
 Ultim a Trilogy (ORI)
FIRST QUARTER
 Games: Winter Edition (EPY)
 Gunship (MIC)
 Humi for Red October (DS)
 Leisure Suit Larry II (SIE)
 Manhunter: New York (SIE)
 Mind Roll (EPY)
 Risk (VIR)
 Sporting News Baseball (EPY)
 Street Sports Football (EPY)
 Street Sports Soccer (EPY)
 Superior Ice Hockey (MIN)
 Technocop (USG)
 Tower Toppler (USG)
 Wizard Wars (PAR)
SECOND QUARTER
 Devon Aire Diamond Caper (EPY)
 Legend of Blacksilver (EPY)

APPLE IIGS

DECEMBER

x-Arkanoïd (TAI)
 x-4th & Inches Team Const Disk (ACO)
 x-Pinball Wizard (ACO)
JANUARY
 Balance of Power: 1990 (MIN)
 Renegade (TAI)
FEBRUARY
 Battle Chess (IP)
 Captain Blood (MIN)
 Shogun (INF)
 Zork Zero (INF)
MARCH
 Deja Vu II (IS)
 Journey (INF)
FIRST QUARTER
 Dondra New Beginning (MI)
 Downhill Challenge (BRO)
 Final Assault (EPY)
 Games: Summer Edition (EPY)
 Simbad & Throne/Falcon (TAI)
 Jack Nicklaus Greatest 18 (ACO)
 Leisure Suit Larry II (SIE)
 PT-109 (SPE)
 Red Storm Over London (IS)
 Rocket Ranger (CIN)
 Scooby-Doo (MI)
 Sentinel Worlds I: Future Magic (EA)
 Serve & Volley (ACO)
 Silent Service (MIC)
 Silphood (SIE)
 Street Sports Football (EPY)
 Superior Ice Hockey (MIN)
 Sub Battle Simulator (USG)
 Sword of Sodan (DIS)
 Thud Ridge (TS)
 Zoom! (DIS)
SECOND QUARTER
 Hostage (MIN)
 Underside Commando (EPY)

MACINTOSH

DECEMBER

x-Deja Vu II (IS)
 x-Fire Power (MI)
 x-4th & Inches (ACO)
 x-Gauntlet (MIN)
 x-Mean 18 (ACO)
 x-Pirates (MIC)
 x-Quarterstaff (INF)
 x-Tetris/Mac II (SPE)

x-Univ Military Simulator (RAI)
 x-Zork Zero (INF)
JANUARY
 Son City (MAX)
 Super Hang On (DE)
 Warlock (TS)
FEBRUARY
 Captain Blood (MIN)
 Karanov (DE)
 Shogun (INF)
MARCH
 Journey (INF)
FIRST QUARTER
 Arkanoïd Const Disk (DIS)
 4th & Inches Team Const Disk (ACO)
 Games: Summer Edition (EPY)
 Guardians of Infinity (PAR)
 Leisure Suit Larry II (SIE)
 Manhunter: New York (SIE)
 Red Storm Over London (IS)
 Ultima IV (ORI)
SECOND QUARTER
 Arkanoïd II (DIS)
 Hostage (MIN)
 Sceptre (DIS)
 Underside Commando (EPY)

MS-DOS

DECEMBER

x-Airplane Factory (DES)
 x-Annals of Rome (DS)
 x-Balance of Power: 1990 (MIN)
 x-Bart's Tale II (EA)
 x-BattleTech (INF)
 x-Captain Blood (MIN)
 x-Card Sharks (ACO)
 x-Colony, The (MIN)
 x-Dungeon Master's Asst (SSI)
 x-Fast Break (ACO)
 x-Firezone (DS)
 x-Genghis Khan (KOE)
 x-Guerrilla War (SIE)
 x-Hat Trick (CAP)
 x-Leisure Suit Larry II (SIE)
 x-Police Quest II (SIE)
 x-Pool of Radiance (SSI)
 x-Side Arms (CAP)
 x-Sidewinder (ARC)
 x-Sorcerer Lord (DS)
 x-Skate Or Die (EA)
 x-Superstar Indoor Sports (MIN)
 x-Ted Bear Games (BAU)
 x-Video Gammon (BAU)
 x-Zany Golf (EA)
JANUARY
 Alcon (TAI)
 Aussie Games (MIN)
 x-Battle Chess (IP)
 Bubble Bobble (TAI)
 Combat Course (MIN)
 Galactic Conqueror (TI)
 Gold Rush (SIE)
 Halls of Mirrors (SSG)
 Hostage (MIN)
 x-Monopoly (VIR)
 Renegade (TAI)
 Sgi Slaughter Mat Wars (MIN)
 Silphood (SIE)
 Sky Shark (TAI)
 Space Harrier (SEG)
 Space Quest III (SIE)
 Star Wars (BRO)

FEBRUARY
 Abrams Battle Tank (EA)
 Ed Dineen (DE)
 Carrier Command (RAI)
 Might and Magic II (NWC)
 Out Run (SEG)
 Prophecy I (ACT)
 Savage (RAI)
 Shogun (INF)
 688 Attack Sub (IEA)
 Super Hang On (DE)
MARCH
 Crossbow (ABS)
 Demon's Winter (SSI)
 Harpoon (TS)
 Ind Team Sports (MIN)
 Journey (INF)
 Kings of the Beach (EA)
 Neuromancer (IP)
 Qix (TAI)
 Rastan (TAI)
 Spider-Man & Capt America (PAR)
 Suzuki RM 250 Motocross (GAM)
 Ultim a Trilogy (ORI)
 Wasteland (EA)
 Zork Zero (INF)
FIRST QUARTER
 Ajax (KON)
 Android Decision (DS)
 Axe of Rage (EPY)
 BattleShip (EPY)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
 Dive Bomber (USG)
 Double Drizzle (KON)
 Downhill Challenge (BRO)
 Ice Thrashers (EPY)
 Jwackal (KON)
 Mind-Roll (EPY)
 1943 (CAP)
 Omnicron Conspiracy (EPY)
 Pirates (MIC)
 Red Storm Over London (IS)
 Red Storm Rising (MI)
 Risk (VIR)
 Sarge (CAP)
 Scooby-Doo (MI)
 Serve & Volley (ACO)
 Simbad & Throne/Falcon (CIN)
 Skate Wars (EPY)
 Sporting News Baseball (EPY)

Sports-A-Roni (USG)
 Stocker (CAP)
 Street Cat (USG)
 Street Fighter (CAP)
 Street Sports Football (EPY)
 Street Sports Soccer (EPY)
 T.K.O. (ACO)
 TV Sports Football (CIN)
 Technocop (USG)
 Test Ride (CAP)
 Times of Lore (ORI)
 Tower Toppler (USG)
 APRIL
 Deja Vu II (IS)
 Hillfart (SSI)
 MAY
 After Burner (SEG)
 Alien Syndrome (SEG)
 Shinobi (SEG)
 JUNE
 F-14 Tomcat (ACT)
SECOND QUARTER
 Castlemania (KON)
 Heavy Barrel (DE)
 Hydride (KYO)
 Indiana Jones & Last Crusade (LF)
 Last Duel (CAP)
 Metal Gear (KON)
 Psychic War (KYO)
 Quarterstaff (INF)
 RoboCop (DE)
 Sword of Sodan (DIS)
 Teenage Mutant Ninja Turtles (ULT)
 Trials of Honor (EPY)
 Underside Commando (EPY)

ATARI 2600

DECEMBER

Crack'ed (AT)
 Dark Chambers (AT)
 Nebulus (AT)
 x-Pete Rose Baseball (ABS)
 Sprintmaster (AT)
 Super Baseball (AT)
 Super Football (AT)
 x-Tomcat F-14 Simulator (ABS)
SECOND QUARTER
 Double Dragon (ACT)
 Rampage (ACT)

ATARI 7800

DECEMBER

Ace of Aces
 Commando (AT)
 Crack'ed (AT)
 Crossbow (AT)
 Dark Chambers (AT)
 x-P-18 Hornet (ABS)
 Fight Night
 x-Hit Trick (AT)
 x-Impossible Mission (AT)
 Jinks (AT)
 x-Mario Bros (AT)
 Nebulus (AT)
 Skyfox (AT)
 Super Baseball (AT)
 Super Huey (AT)
 x-Super Skateboardin' (ABS)
 Touchdown Football (AT)
FIRST QUARTER
 Pete Rose Baseball (ABS)
 Tule Moash Pro Wrestling
 Tomcat F-14 Simulator (ABS)
SECOND QUARTER
 Double Dragon (ACT)
 Rampage (ACT)

ATARI XE GAME

DECEMBER

Ace of Aces (AT)
 Airball (AT)
 Choplifter (AT)
 Commando (AT)
 Cnme Busters (AT)
 Crossbow (AT)
 Crystal Castles (AT)
 Dark Chambers (AT)
 Desert Falcon (AT)
 Eagle's Nest (AT)
 F-16 Fighting Falcon (AT)
 Pool Fight (AT)
 Jinks (AT)
 Karateka (AT)
 Mario Bros (AT)
 Mean 18 Golf (AT)
 Nebulus (AT)
 Necromancer (AT)
 Summer Games (AT)
 Ultim a Driving (AT)

NINTENDO

DECEMBER

x-Anticipation (NIN)
 x-Bionic Commando (CAP)
 x-Blades of Steel (KON)
 x-Blaster Master (SUN)
 x-Indiana Jones TempleDoom (MIN)
 x-Paperboy (MIN)
 x-Simon's Quest (KON)
 x-Super Team Games (NIN)
 x-Xenophobe (SUN)
JANUARY
 Bomberman (HS)
 x-Othello (ACM)
 Platform (SUN)
 Rampage (DE)
 Sesame Street 123 (HT)
 Sesame Street ABC (HT)
 Skate Or Die (ULT)
 WWF WrestleMania (ACM)
FEBRUARY
 Amagom (AS)
 Athletic World (BAN)
 John Elway's Quarterback (TW)
 Q*bert (ULT)
 Robo Warrior (JAL)

...contd. on Page 12

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Master Index and Award Index Coming

We've been hard at work on a major undertaking which encompasses a complete index of *everything* we have reviewed since our inception in 1982 through 1988! This listing of over 2500 titles includes the month and year reviewed, system reviewed for, and the company who made the program! In addition to this valuable listing, we have included a listing of important articles (such as comparison charts, interviews, etc.) with the month and year. Also, there is a complete listing of Computer Entertainer's Awards of Excellence 1982-1988 and a complete listing of the Reader's Hall of Fame! This extremely valuable Master Index is available to our subscribers for \$4.50. You can order it on Page 15 for delivery by February 25, 1989. This will be a valuable addition to any subscriber's library!

Sega Drops Some Titles from its Line

In making room for new titles, Sega has discontinued a number of accessories and games. Accessories which will not be available once current stocks are depleted include the SPORTS PAD or POWER BALL and the RAPID FIRE ADAPTOR. (The RAPID FIRE CONTROL STICK package, which includes a RAPID FIRE ADAPTOR, will continue to be available.) The following Mega Cartridges have been discontinued: ASTRO WARRIOR (also no longer included with Sega Base System, which will come with HANG ON built into the Power Base), FANTASYZONE, THE NINJA, QUARTET, WORLD GRAND PRIX and the sports games GREAT ICE HOCKEY, SOCCER and VOLLEYBALL plus SPORTS PAD FOOTBALL. Discontinued Sega Cards are F-16 FIGHTING FALCON, MY HERO, TEDDY BOY and TRANSBOT. The Two-Mega Cartridge PENGUIN LAND and 3-D games MAZE HUNTER and MISSILE DEFENSE have also been dropped from the Sega lineup.

New from Sega for Computers

Three Sega arcade hits are headed for Commodore 64/128, MS-DOS, Amiga and Atari ST: AFTER BURNER, SHINOBI and ACTION FIGHTER. The first puts you in the pilot's seat of an F-14 Tom Cat to fly a variety of rescue missions. (MSR \$34.95 C64/128, \$39.95 MS-DOS, \$49.95 Amiga, ST.) SHINOBI (same pricing as AFTER BURNER) is a Ninja action-adventure in which you try to save the children of the world's leaders from an evil terrorist network. ACTION FIGHTER starts on a motorcycle but can progress to a customized car or aircraft as you find the right parts during your five dangerous air and ground battles. (MSR \$24.95 C64/128, \$29.95 MS-DOS, \$39.95 Amiga, ST.) The Sega computer games are distributed by Mindscape.

Discontinued and Cancelled NES Titles

As a service to collectors, we do our best to keep our readers updated on games and related items which have been discontinued or cancelled by their manufacturers. Nintendo has dropped TENNIS, PRO WRESTLING, KID ICARUS and the NINTENDO PLAYER'S GUIDE. (The PLAYER'S GUIDE is also being dropped as part of the basic hardware package, the Nintendo Control Deck Set.) Bandai has announced that there will be one more shipment of DRAGON POWER to its dealers this spring before the title is dropped from the company's line. Data East has discontinued TAG TEAM WRESTLING, KARNOV, KID NIKI, BREAKTHRU, SIDE POCKET and KARATE CHAMP, while Jaleco has dropped CITY CONNECTION. Previously announced titles which no longer appear in company lists of upcoming releases include EMPIRE CITY (Acclaim), MISSION XX (American Sammy), BLACK TIGER and TITAN WARRIOR (Capcom), SECRET WARRIOR (Seika), KEN and CYCLE SHOOTING (Taxan), and BABY GANGSTER (Vic Tokai). Some of these deletions are permanent, and some titles may reappear at a later time. As always, we'll keep you posted.

Update on Atari Games Vs. Nintendo Lawsuit

As reported in last month's issue, Atari Games Corp. of Milpitas, Calif. (not affiliated with Atari Corp. of Sunnyvale, Calif.) filed an antitrust suit against Nintendo of America Inc. in December, 1988, alleging that Nintendo has monopolized the U.S. market for video game cartridges that play in the NES. At the time the lawsuit was filed, it was announced that Tengen Inc., a wholly owned subsidiary of Atari Games and previously a Nintendo licensee, would distribute R.B.I. BASEBALL, GAUNTLET, and PAC-MAN independently and that these and subsequent Tengen titles for the NES would be manufactured in the U.S.. Earlier this month at CES in Las Vegas, Nintendo senior vice president Howard Lincoln announced that Tengen has been given notice of termination of its license agreement with Nintendo. As expected, Nintendo has filed a countersuit against Tengen and its parent company, Atari Games, claiming breach of contract, violation of federal and state trademark laws and unfair competition. Nintendo's lawsuit also alleges that Atari Games has conspired with and aided Tengen's violations of Nintendo's rights; has tortiously interfered with Nintendo's contract with Tengen; and has engaged in activities which violate the Racketeer Influenced and Corrupt Organizations Act (commonly known as RICO). Nintendo declines further comment at this time since the matters are in litigation.