CES Wrap-Up Continued from Last Month

Forever Blowing Bubbles

After seeing Accolade's booth at CES and their bubble machine spewing shiny, translucent orbs

Serve & Volley

into the air, it's quite a temptation to make jokes about Lawrence Welk. But we'll resist the temptation and simply tell you that Accolade was highlighting its new action game, BUBBLE GHOST, shown on the Atari ST. An Apple IIGS version is coming soon. This one looks very cute, with its bubble-blowing ghost floating through 36 dangerous chambers. The ST version should be ready for review in next month's issue.

New Accolade Sports Games

Accolade is adding four new games to its sports lineup: FAST BREAK (basketball) by Steve Cartwright, SERVE & VOLLEY (tennis) and RACK 'EM (5 billiards games) by Canada-based Artech Digital Entertainments, and T.K.O. (boxing) by Mike Lorenzen. All four will be available for Commodore 64/128 (MSR $29.95); additional formats for SERVE & VOLLEY are IBM PC/Tandy ($39.95) and Apple IIGS ($44.95), while RACK 'EM will have a second version for IBM PC/Tandy ($39.95). All of the new sports simulations stress true-to-life realism and a variety of player options.

Rack 'Em

Cinemaware Shows Variety of New Titles

It's always a treat—and sometimes a surprise—to see what the Cinemaware programmers and artists have been up to, and their display at Summer CES was no exception. We expected to see ROCKET RANGER (Amiga, MSR $49.95) because we knew it was very close to being released. ROCKET RANGER has some wonderful effects, and its 1940s movie serial plot and style make it quite a different kind of gaming experience. We hoped to see further development of a Japanese war epic, of which we had seen a few segments when we visited Cinemaware last November (and swore not to write about the game at the time). And it was there, playable in part though not yet completed. LORDS OF THE RISING SUN, a lushly drawn game of conflict between warring clans in feudal Japan, is Cinemaware's idea of what a strategic wargame should look like. Not a hex-grid map but a detailed map of Japan. Not little boxes but human shapes astride horse shapes meeting

The Questionnaires...a Fascinating Look at our Subscribers!

First, we want to thank the many of you who took the time to fill out (and, in many cases, expound upon) our questionnaire that we ran in our May '88 issue. While some of the answers were predictable, a great many more were not! We knew we were read by fanatics...this was the proof!

Our base was very good to get a cross-section of what our readers think. A full 35% of our readership took the time to fill out and return the questionnaire!! So, here's a look at what you're thinking...

On the question of what you own, you are an amazing group of players. A full 55% of the respondents own both computers and game systems (usually multiples). Computer-only homes added up to 24%, while game system-only homes was 21%. A whopping 92% of you own more than one system (whether it's a mixture of computers and game systems, just computers, or just game systems. I guess that answers our questions about whether you're considering going to a "2-game family." As one reader put it, "we're up to 17 systems!!!!!" Whew!

For those of you owning computers, the ownership breakdown is as follows (adds up to over 100% due to multiple ownership):

Computers Owned:

Commodore 64:	43%	IBM/comp:	10%
Amiga:	23%	Apple IIGS:	5%
Apple II:	18%	Comm 128:	5%
Atari XE/XL:	12%	Macintosh:	3%
Atari ST:	10%	Coleco Adam:	2%

On the game side, the figures were staggering! Fully 82% of you who own one of the new game systems own BOTH the Sega and Nintendo! The breakdown is as follows:

Game Systems Owned:

Nintendo:	55%	Atari 5200:	18%
Sega:	48%	Intellivision:	18%
Atari 2600:	33%	Vectrex:	15%
ColecoVision:	30%	Atari XE:	3%
Atari 7800:	28%	Others (includes Odyssey, F-Channel, etc)	5%

Of course, with all those older machines, the question about what machines are sitting in your closet comes into play. This does not account for all those machines that have broken or otherwise ended up in the trash or being given away.

In the Closet:

Atari 2600:	25%	Intellivision:	8%
ColecoVision:	15%	Vectrex:	5%
Atari XE/XL:	14%	Vic 20:	5%
Atari 5200:	13%	Commodore 64:	5%
Atari 7800:	8%	NONE:	15%

Several of you had comments regarding the Atari 7800 indicating complete dissatisfaction with the lack of software and general support. There were many comments along the lines of "I'd never buy another Atari product!"

The ages of the players...again, multiple usership in the household will take us to a number over 100%, but there are plenty of adults enjoying gaming everyday, and this just backs up what we've felt about that all along!

Ages of the Users in the Household:

Ages 5-10:	23%	Ages 26-39:	58%
Ages 11-18:	25%	Agles 40-50:	38%
Ages 19-25:	15%	Age 51+:	6%

We wanted to find out how many hours a week you and your family use your system(s), and what you use them for. The results are:

Hours Per week we use the system(s):

1-5 hours:	15%
6-12 hours:	43%
13-20 hours:	32%
21+ hours:	10%

Hours a week we play games:

1-5 hours:	25%
6-12 hours:	48%
13-20 hours:	23%
21+ hours:	4%

Primary Usage of System(s) (multiple usage takes percentage over 100%):

Gaming:	65%	Business:	7%
Word Processing:	22%	BBS:	3%
Education:	9%	Homebanking:	3%

We wanted to know what your favorite system is (one you already own), whether it's a computer or a game system.

Favorite System:		Why (most common responses):
Nintendo:	33%	gameplay; graphics; choice of games
Sega:	23%	3D (you LOVE it!); graphics; game play
Amiga:	13%	graphics; sound; gameplay, but WE WANT MORE GAMES!
Atari ST:	8%	graphics; sound; more games please!
Apple IIGS:	8%	grpahics; sound; you want more games too!
Apple II:	5%	lots available; expandable
Atari XE/XL:	3%	
others	2%	(includes C64, Adam, C128, IBM)

If you could have any computer (that you don't currently own) what would it be and why:

Computer I Want:		Why:
Amiga:	48%	state-of-the-art graphics, sound
Atari ST:	8%	inexpensive Mac-like machine with great graphics
Macintosh	8%	everyone who mentioned this indicated it would make a great business computer!

IBM, Apple IIGS, Commodore 64, and Apple II all rated 3% each

If you could have any game system (that you don't currently own) what would it be and why:

Game System:		Why:
Nintendo:	23%	library; graphics
Sega:	10%	3D games; arcade hits
NEC:	5%	we've got alot of collectors out there!
Atari XE:	2%	would play computer games as well

We wanted to know how many games you purchase per month:

Game Purchases:

1-2 per month:	65%
3-5 per month:	22%
6-8 per month:	7%
9 or more:	6%

We knew the answer to whether you feel games are priced too high, but we thought we'd ask anyway. Frankly, we were surprised at how many of you did not think they are too high. Some of your comments here included you feel prices are high because of software piracy. A few indicated that, in spite of the recent price hikes in Sega games, you felt the games "worth it." Regarding Nintendo pricing, several indicated they are suspicious about the chip shortage and think it's "artificial" in order to drive prices up.

Prices Too High?

Yes	78%
No	20%
No opinion	2%

In the types of games you're looking for, the results were also in line with what we felt they would be:

Would you like to see more Educational Games?

Yes	25%
No	60%
No opinion	15%

THE RATING SYSTEM:

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

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

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

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

Would you like to see more Adult/Strategy Games?

Yes	80%
No	18%
No opinion	2%

You had some interesting comments when it came to what influences your game purchases (multiple answers takes our percentage over 100%).

Influences in Buying a Game (including what you look for)

Review	73%	Friends	10%
Graphics	48%	Price	10%
Gameplay	43%	Salesman	5%
Originality	32%	Company Rep.	5%
"Hands-on"	23%	Tried Arcade	
Advertisements	20%	Game	3%
Packaging (including		Collector	3%
picture/descrip)	13%		

When we asked what games you're looking forward to (not out but announced), the answers were, of course, extremely varied. Some games were no surprise at all...

Want to buy which games?

Adv of Link	15%	Harpoon	10%
Super M. Brs II	12%	3 Stooges	9%
Monopoly	10%	Gauntlet	9%
		"3D games"	9%

Other games mentioned multiple times included: Dungeons & Dragons, Willow, Ultima, Zillion II, Double Dragon, Sinbad, Blades of Steel, Defender of the Crown, Predator, Rampage, RoboCop, 1943, Street Fighter, Bionic Commando, Miracle Warriors, Phantasy Star, Platoon.

Of what you currently own, the answers were again highly varied, with certain predictable answers!

Your Favorite Game you currently own:

Legend of Zelda	22%	Fantasy Zone II	15%
Castlevania	19%	Super M Bros	12%
		"Strategy"	10%

Other games mentioned multiple times included: River Raid, Top Gun, Earl Weaver Baseball, Micro League Baseball, GBA Basketball, Solomen's Key, Paperboy, Hitchhiker's Guide, Boulder Dash, Metroid, Afterburner, Out Run, Alcazar, Questron, Gunship, Arkanoid, Obliterator.

We couldn't resist...we wanted to know what games you'd like to see translated that haven't been announced yet. The number one pick was announced by Sega at the C.E.S. just finished...so they must be listening!

Arcade Game you'd like to see translated for your system:

Thunder Blade	32%	3D PacMan	18%
Super Contra	24%	Sub Roc 3D	13%
Shinobi	22%	Blasteroids	10%

Others mentioned included: Super Hang On, Ajax, Rastan, Xybots, Galaga '88, Vulgus, Tempest

You definitely own lots of accessories. For the game system players, a light gun (or zapper) showed up on 88% of those questioned. You've got everything from multiple joysticks, mouses (mice?), trackballs, and more)

Do you currently own accessories for your computer/game system?

Yes	97%
No	3%

Are you planning to purchase any new accessories?

Yes	44%
No	38%
Undecided	18%

Of those of you who own Sega who are definitely planning an accessory purchase, the rapid-fire joystick is at the top of your want list. Many of you are curious about the wireless Freedom Stick for Nintendo, while others are a bit more reticent indicating that they feel the accessories, in general, are too costly.

SOFTWARE COMPANIES...TAKE NOTE!!!!

And, finally, we asked for additional comments. Boy, did we get them. Many readers begged for clearer instructions from both Nintendo (and the third party companies) and Sega. Also, many people asked for an easier "beginner" level to allow them to learn the game. There is genuine concern over the vast numbers of new games and new companies producing for Nintendo. Several people felt that the quality is down, while prices are up. Too much "me too" software. What happened to the credo...we won't glut the market!

A note to Sega from a couple of readers who love the 3D games but wear prescription glasses...what do we do??

To all the software companies...less vaporware, please! Better descriptions on the packaging. Make the games more complex to offset the negativity about the price increases. Produce more "plan and build" games (ala Coleco's *Fortune Builder* and Intellivision's *Utopia*). Bring out games based on moves such as *Beverly Hills Cop, Crocodile Dundee, Police Academy*. MORE UNIQUE GAMES!!!!

And, we know you want more gaming tips from Video Game Update! We're working on it!

Thank you to all who took the considerable time it took to fill out the questionnaire. We hope you enjoyed reading the results as much as we did compiling them!

CES In Review...continuised

on a green battlefield. And there are individual encounters, such as the arcade sequence when the player controls a samurai sword, trying to fend off the shuriken thrown by a Ninja assassin. We'll know more about the depth and quality of play action when we are able to review this one for ourselves, but LORDS OF THE RISING SUN certainly does make an excellent first impression.

Football, Cinemaware Style

It turned out that this was one of those times when Cinemaware had a surprise up its sleeve—a football game, which is not exactly what gamers have come to expect from this company. The game is TV SPORTS: FOOTBALL, so named because it's meant to look like what you see on the networks. You get a 28-team, 16-game schedule with post-season playoffs plus cheerleaders, a pregame and halftime show (complete with marching band), and your typical TV sports commentator. You can coach or play quarterback, running back or wide receiver. You can play one or two against the computer, two players against each other, or simply watch the computer play itself. And, of course, the graphics are outstanding. Cinemaware plans this to be the first in a series of TV SPORTS simulations.

DEFENDER OF THE CROWN on NES

And Cinemaware gave us a sneak preview of the newest version of DEFENDER OF THE CROWN, which has been licensed to Ultra Software for play on the Nintendo game system. Programming has not been completed, but the portions we saw looked very good. Several new gaming elements are being added to this new version to make it a little different from the computer versions.

At Epyx: Olympic Activity and More

The Epyx booth was absolutely bustling with activity: lots of new products to show and plenty of people interested in seeing it all. With Olympic trappings everywhere, Epyx made absolutely sure that everyone was aware of the company's unique position in the software industry as the official licensee of the U.S. Olympic Committee in the categories of computer, video and interactive VCR games. With the time for the Summer Olympics almost upon us, Epyx is ready with THE GAMES-SUMMER EDITION. The program is set in Seoul, Korea, and follows the format of THE GAMES-WINTER EDITION in providing the effect of network TV coverage. The events in the summer program are Springboard Diving, Uneven Parallel Bars, Pole Vault, Velodrome Sprint Cycling, Hammer Throw, Hurdles, Archery, and Rings. (Coming for Commodore 64/128, Apple II, IBM PC/compatibles, Macintosh, Amiga, Apple IIGS; MSR $39.95.) There were other new sports games shown, too, including a series of VCR games: VCR CALIFORNIA GAMES, VCR GOLF, and VCR PLAY ACTION FOOTBALL. And back on the computers, Epyx had the first mountain climbing game we've seen. FINAL ASSAULT, designed with help from renowned mountain climber Eric Escoffier, lets players get a taste of what it's like to prepare for a climb and then scale some of the world's most treacherous peaks—all without the danger of breaking a leg or worse. (C64/128, Amiga,} Atari ST, Apple IIGS, IBM; $39.95.) And the "Street Sports" series grew by one with the introduction of STREET SPORTS FOOTBALL (C64/128, Apple II & IIGS, Amiga, IBM; $39.95).

Action and Strategy from Epyx

With the current surge of popularity in video games, developers of computer entertainment software are showing some arcade-like action games again. Epyx is no exception: they showed one of their own (MIND-ROLL) and some European games that they are distributiing in the U.S. MIND-ROLL ($39.95 for Apple II, C64/128, IBM) combines strategy with action as the player maneuvers a ball along tracks and through a variety of puzzle-like environments. And from UBIsoft of France, Epyx showed ICE THRASHERS, a sort of futur-

istic blend of hockey and soccer with wildly action-packed game play. It will be available for Atari ST and IBM ($49.95) and for C64/128 ($39.95). Epyx also does U.S. distribution of certain products from U.S. Gold, the largest publisher of premium software in Europe. New U.S. Gold titles coming from Epyx are TECHNOCOP (futuristic cops and robbers game with car chase sequences), SPORTS-A-RONI (sports spoof set in Italy featuring olive-oiled pole climb, pogo stick wall-running and other craziness) and our personal favorite, TOWER TOPPLER (destroy rotating underwater towers on a strange planet). TECHNOCOP and TOWER TOPPLER are planned for C64/128, Atari ST, Apple II, Amiga and IBM ($39.95). SPORTS-A-RONI will be available for the same systems, except Apple II ($24.95).

Strategy and Adventure

Those who enjoy strategy games will appreciate Epyx's computer adaptation of the classic boardgame, BATTLESHIP, in which players play a sort of naval hide and seek. The program will be available for Amiga, Atari ST, C64/128 and IBM ($29.95). And adventurers haven't been left out of the Epyx lineup as two new role-playing games are joining the Masters Collection of software for the advanced gamer. THE LEGEND OF BLACKSILVER ($39.95 for C64/128, Apple II, IBM) sets the gamer on a quest to rescue a King from the evil effects of the mystical mineral Blacksilver. The game features first-person dungeon treks and plenty of enemies such as dragons and powerful sorcerors. The second addition to the Masters Collection is TRIALS OF HONOR from UBIsoft of France ($49.95 for Atari ST, IBM, Amiga; $39.95 for C64/128). We were especially impressed with this adventure set in the Dark Ages of Europe. Full of medieval pageantry, the game casts the player as a former heir to the throne now held by an evil usurper who assassinated the monarch of a French kingdom. To claim the throne, the player must pass a series of trials such as archery contests, slaying monsters in a labyrinth and others, finally meeting and conquering the false king.

COMMODORE 64/128 Software

KARNOV (★★★/★★1/2) brings *Data East's* original coin-op to the Commodore 64/128. The action-adventure stars Jinborov Karnovski, known as Karnov, a one-time circus strongman out to restore the Lost Treasure of Babylon to the people of his village. The treasure was stolen by the evil dragon, Ryu, who sent his hideous pals throughout the countryside to terrorize the people and guard the way to the treasure. The player controls the strongman, Karnov, as he runs, jumps, swims, climbs and flies through the nine levels of adventure. Karnov defends himself with fireballs and agility as he makes his way through the hordes of evil creatures patrolling the countryside around his village. Throughout the game, Karnov has the opportunity to pick up special items and weapons which can help him achieve his goal of recovering the treasure.

Not As Good As Nintendo Version

We liked the Nintendo version of KARNOV very much, and we were looking forward to enjoying the newest version on the Commodore. Although the C64/128 KARNOV looks good with its nicely detailed graphics, it is nowhere near as lively a game as the Nintendo version. We found KARNOV on the Commodore to be sluggish and less responsive than we would have liked. We were also frustrated by the skimpiness of the instructions, especially when we attempted to use one of the options (the special items or weapons Karnov may find and use in his quest). Although the instructions tell the player that an option will flash when it can be used, there is not a hint of how to go about activating the flashing option! Only by pecking at most of the Commodore keyboard did we finally discover that pressing "Y" does the trick. (We had already determined that nothing we could do with the joystick would activate the option.) And in the course of wandering over the keyboard, we discovered an entire set of undocumented keyboard controls for movement, throwing fireballs, and pausing and resuming the game. (The Run/Stop key activates the pause and resume functions.) There is no excuse for such a major omission, because it makes learning the game unnecessarily frustrating for the player. KARNOV on the Commodore is not a bad game, but it is disappointing and not as good as it could be. And we feel we must comment on Data East's practice of using arcade screen shots on their packaging with the statement, "Screens shown are from arcade version. Computer version may vary." Computer versions DO vary—always—and we believe that ONLY screen shots from one or more of the computer versions

belong on the packaging. Gamers are not buying an arcade game but a computer game. They have a right to see screen shots that represent what they are buying. (Solo play; Joystick and/or keyboard; Pause.) C64/128 version reviewed; also available for Nintendo System at $39.95. IBM version coming soon.
Not recommended. (MSR $29.95)

MASTER NINJA: SHADOW WARRIOR OF DEATH (★★/★★★) is now available in a Commodore 64/128 version from *Paragon Software* (distributed by *Electronic Arts*). It is an adventure with plenty of martial arts action, and it's quite unlike any other martial arts game we've played on any system. The player takes the role of a ninja warrior who is sent on a mission to recover a magical Katana (sword) which was stolen by Sanjo, an evil Daimyo (Japanese warlord). The player-ninja must make his way through the chambers of Sanjo's castle, meeting with deadly Koga Ninja, evil ninja priests and their curses of black magic, powerful Samurais, and even Sanjo's hidden animals. There are many possible paths through the castle, some more treacherous than others, but the ultimate goal is always to assassinate Sanjo and regain the Katana. The player's ninja character has a repertoire of 16 joystick-controlled martial arts moves plus traditional ninja weapons activated by keyboard controls: Shurikens or throwing stars, throwing knives, and blinding powder. A practice screen at the beginning of the game allows the player to run through the moves without the pressure of combat. Once into the game itself, the player may soon discover the need for more practice because Sanjo's henchmen are tough opponents indeed.

Accuracy and Realism

MASTER NINJA was developed under the watchful eye of a knowledgeable martial arts consultant, and this attention to accuracy shows in the realism of the fighting characters' movements. Unlike some other martial arts games we've played, simply flailing your character about by moving the joystick vigorously and randomly doesn't do a bit of good in MASTER NINJA. You must know the moves and execute them with an eye to strategy. Your reactions must be lightning-quick even as you choreograph the fighting dance that is often characteristically slow. The fighting figures are very large on the screen. Perhaps due to limitations of the C64/128 system in working with such large figures, the fighters are rendered in very well animated but jagged, low-res graphics. (The fighting figures do NOT look like the screen shots on the package, which are taken from the original IBM version of the game.) However, the bits of background scenery are detailed in hi-res graphics. In spite of low-res graphics of the fighters, the game is engrossing and impressive in its capture of martial arts moves. The adventure adds depth to the game and creates more player interest than a straightforward combat sort of game. If you're looking for knock-out graphics, you won't be pleased with MASTER NINJA, but it offers plenty of satisfying play action for the gamer seeking adventure combined with action. (Solo play; Joystick and keyboard.) C64/128 version reviewed; also available for IBM/compatibles at $34.95. **Recommended.** (MSR $29.95).

Add-On Battle Disk Available for PHM PEGASUS

Lucasfilm Games has announced the availability of an ADVANCED BATTLE DISK ($19.95) for use with the Apple II and Commodore 64/128 versions of PHM PEGASUS, the hydrofoil comb at simulation game. The disk includes nine (Apple) or ten (C64/128) new battle scenarios, such as "Missile Alley" (exchange of hostilities with a fleet of Soviet Komar missile ships), "Sink the Bismarck" (the tiny Pegasus's speed and stealth against the awesome firepower of the legendary German battleship), and "Jihad II" (every maniac between the Port of Kuwait and the Straits of Hormuz is gunning for the Pegasus and the cargo ship she is escorting). The ADVANCED BATTLE DISK will not be available in stores but can be purchased by mail or phone directly from Lucasfilm Games, P.O. Box 10307, San Rafael, CA 94912; phone 415-662-1902. (Visa/MasterCard only for phone orders.)

Mindscape Signs Deal with Sega

Mindscape has signed a deal with Sega whereby Mindscape will market and distribute Sega arcade hits for home computers! This will allow owners of systems such as the Commodore 64 to play some of the Sega hit titles – initially Out Run and Space Harrier, with hits such as After Burner and Thunderblades to follow in the first part of 1989.

Four Top Gunners Qualify for
Shoot-Out in New York

May found us in New York for the exciting finals of the Top Gun Video Game Shoot-Out sponsored by Konami. Hundreds of hopeful entrants had submitted photographs of screens showing their best scores, but only four made it to the finals, earning an expense-paid trip for themselves and a companion. We knew nothing about the four finalists until we met them. We would not have been surprised to meet four teen-aged boys who lived vfor video games, had glassy-eyed stares from too much time mesmerized by dancing images on a TV screen, and whose hands were permanently cramped into a controller-holding position. The young men we actually met didn't fit any of the stereotypes. They had a variety of interests other than video games, they were not obsessed with the idea of proving themselves "the best," and there was a 19-year spread in their ages. The four were Jack "Raven" Sprague, a 14-year-old from Fredonia, NY who is studying for a pilot's license and hopes to attend the Air Force Academy; 18-year-old Jay "Dragon" Laughrin of Sheboygan Falls, WI who loves to sketch dragons and unicorns and aspires to become an Army Airborne Ranger; Marvin "Ace" Henderson, a 33-year-old Postal worker and amateur photographer from Federal Way, WA; and 21-year-old Devin "Devil" White of Minneapolis, MN who currently works as a computer operator but will be attending law school in the fall.

The Competition on the Hanger Deck

On Board the U.S.S. Intrepid

The actual contest was held aboard the aircraft carrier, U.S.S. Intrepid, which is maintained as a permanent Sea-Air-Space Museum in the Hudson River. The finalists, along with Konami representatives and members of the press, boarded the ship before it was opened to the public. The somewhat nervous young men got in their practice rounds while a video crew prepared to record the proceedings. Special versions of the Top Gun game had been prepared just for the Shoot-Out, allowing for three rounds of individually scored game-playing. Except that these guys were not playing games! Even with the distraction of many curious spectators among the museum's visitors that morning, these guys were absolutely cool. The toughest parts of this game didn't faze them. Mid-flight refueling looked like the easiest task imaginable, and no one had a problem landing perfectly on the deck of the carrier. That's why they were Top Gun finalists and we were spectators! When the tension-filled contest was over, Devin White won the $5000 first-prize money, Jack Sprague took home $2500 for second place, Jay Laughrin took third for $1200, and Marvin Henderson pocketed $600 for his fourth-place finish. Lots of pictures were taken, lunch was served, and where had the Top Gunners gone? They were playing video games instead of eating!

The Real Story

We were struck by the fact that the biggest story in this contest wasn't so much the Top Gun Shoot-Out itself, but rather that being an avid and talented video game enthusiast doesn't make someone a weirdo or a nerd. Video game fans are ordinary people like you and me, and they don't fit into neat little stereotypes. We think you would have liked the

Top Gun finalists, because they reminded us very much of you, our readers. We've met many of you by phone and letter and some of you in person, and you're a wonderfully varied group of very interesting people. And so it was with Devin White, Jack Sprague, Jay Laughrin, and Marvin Henderson—Top Gunners and good people, every one of them.

On the flight deck of the U.S.S. Intrepid (L to R): third and first place Top Gunners Jay Laughrin and Devin White, Mr. T. Yamaguchi of Konami Industry Co., Ltd. of Japan (head of research & development for Nintendo games), second and fourth place Top Gunners Jack Sprague and Marvin Henderson, and Konami, Inc. V.P. (Consumer Division) Emil Heidkamp. (CE photo by Celeste Dolan)

In the Arcades

Data East has introduced Bad Dudes, in which the player becomes a modern day hero on a mission to rescue President Reagan from deadly kidnappers. As the Bad Dudes fight their way through ninjas, dogs and robots, they are able to use different weapons to defend themselves against the kidnappers. It can be played either as one-player or two-player simultaneous.

Meanwhile, Konami introduces a one to four-player game in The Main Event. a wrestling game in which the players can choose among several wrestlers. With the use of an 8-way joystick and Action and Tag buttons, the player uses all sorts of moves including headlocks, drop kicks, camel clutches, cheating, and more. The player can pick up his opponent and throw him against the ropes as well as climbing up on the ropes and jumping on the opponent. An announcer describes different moves along with the action. When the action button flashes, all the players can join in the ring to help their partners out. Mayham reigns supreme as players can pick up chairs and hit their opponents over the head, etc.

SNK has introduced Chopper I, a helicopter combat game in which the player must maneuver a copter into enemy territory where the objective is to destroy the enemies, both in the air and on the ground.

KING'S QUEST Book Coming This Fall

THE OFFICIAL BOOK OF KING'S QUEST ($10.95) by Donald B. Trivette is coming this fall from COMPUTE! Books. The book will, of course, include hints and maps for all four games in the KING'S QUEST series. But it will also cover a wealth of behind-the-scenes material about the development of these games and reveal Sierra's secret debugging commands. Written with Sierra's full knowledge, approval and cooperation, the book includes a foreword by Roberta Williams, creator of the KING'S QUEST series. This one should be quite a treat for KING'S QUEST fans.

MACINTOSH Software

TETRIS (★★★★/★★★1/2) has turned into a favorite among C64 and IBM owners and now this title which originated in the Soviet Union and is distributed by *Spectrum HoloByte*, is on the Macintosh (with more machines promised). The premise is deceptively simple and a game of quick reflexes. Described by some as a "puzzle in motion,"

Soviet Wings vs Team USA
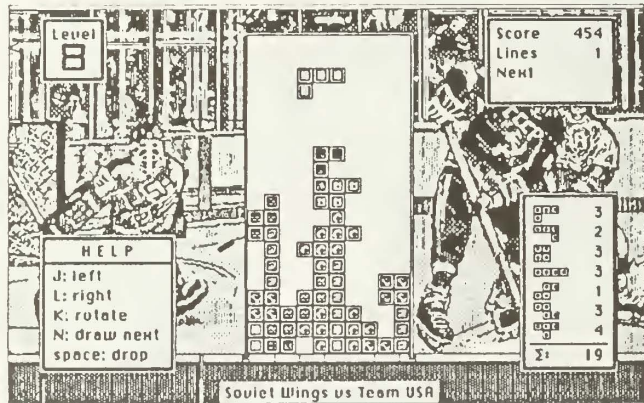
you must rotate and position various moving shapes into solid rows. Points are earned based on how well you maneuver the squares into place, as well as your speed. The game features ten levels of play, with the pieces falling faster and faster as you move on. Ad advanced mode is in place which triples the speed of the pieces in levels 0 through 4 and doubles the speed at levels 5 through 9. Let's see just how quick you are! There also is a tournament mode which allows several players to compete against each other using identical falling pieces.

Absolutely Addictive

We found the original version addictive and this one is no different. There are even eleven original songs using Russian folk music as background while you flip through Russian backgrounds such as a Russian cosmonaut in space, the Kremlin, and more. The music really gives it a sense of reality as you maddeningly try to work the puzzles. So simple, yet so tough! The Mac version even offers a D/A version, allowing you to flip in and out of your database and spreadsheet programs for a few minutes of quick reflexes! This is a great one for anyone's library! (one to six players; reviewed on Macintosh; available for IBM and C64; coming for Apple II, IIGS, Atari ST, Amiga, and Nintendo.)
Recommended (MSR $34.95)

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER (★★★1/2/★★★1/2) is now available for Macintosh owners from *Electronic Arts* featuring three levels of onscreen instruction from General Yeager. The first level teaches basic flying skills like takeoffs and landings; the second handles maneuvers such as hammerhead stalls

and aileron and rolls, and the third level finds you learning acrobatic stunts as well as the Formation Flying. Included in the program is a Flight Recorder which allows you to create and store your own stunt

flying patterns. In the Test Pilot mode there are 14 aircraft to check out using actual test pilot aircraft evaluation charts. Finally, there's a racing option which allows you to race a plane over one of six different courses. There are several viewpoints, including zoom, all easily accessible by the pull-down menus.
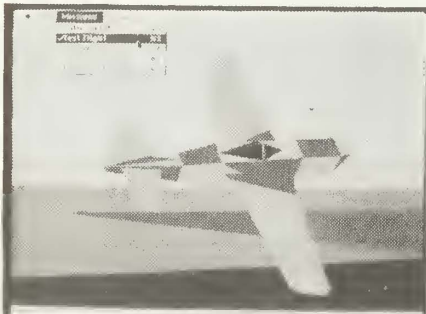
A Popular Simulator

This has been an extremely popular flight simulation in its' earlier versions for Apple, Commodore, and IBM. The program is especially adaptable to the Macintosh because of the mouse control making the translation is a good one. Of course, the crisp graphics of the Macintosh make it ideal for the cockpit controls. This program continues to be one

of the best simulators on the market for anyone who loves to fly with their computer. (one player; reviewed on Macintosh; supports Mac II full-screen graphics; also available for Apple II, C64, IBM)
Recommended (MSR $49.95-I;$39.95-Co)

MULTI-SYSTEM Software

L.A. CRACKDOWN (★★★1/2/★★★1/2) becomes the newest in *Epyx's* Masters Collection line for the advanced player. In this detective adventure drama, you're a senior detective with the Los Angeles Police Department. Choose among four promising rookies to help you and you're on your way in a high-tech police surveillance van. It's from that van that you'll direct your rookie's actions – everything from telling him to question a suspect, plant bugs, tail suspicious characters, photograph evidence, or make an arrest. Your surveillance begins on a tip that there's some suspicious activities going on at the Pacific Shipping Company warehouse. In order to advance from one point to the next, you must find correct clues, interrogate the proper suspects, etc. It's up to you to crack the case and arrest the international drug racketeers in this sting operation.

The screen is divided into several sections as is indicated in this drawing. The screen gives you all the information you need as well as a graphic depiction of the action.

View of Rookie   View from Van   Clock/Calendar   Map   Options Menu   Bug Monitor
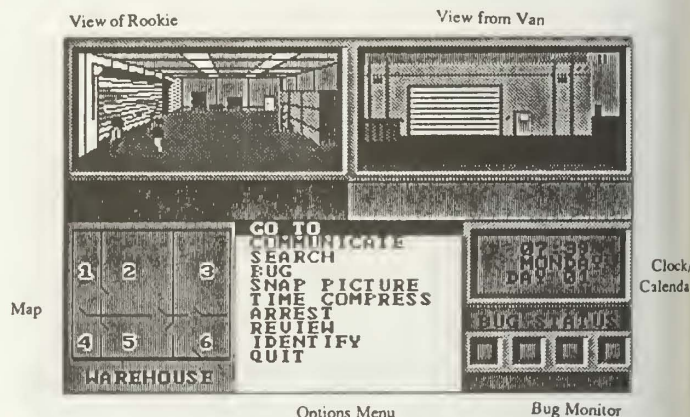
Good Detective Game

This is a game of strategy with lots of fun built in as you move from location to location looking for clues, interrogating suspects, planting bugs, and more. In usual Epyx style, the graphics are crisp and clear with plenty of animation in the upper two screens – the van driving from place to place as well as walking into various areas and talking with suspects in the upper left screen. The game is very challenging as there are so many twists and turns. It'll take every bit of skill and deductive power to crack the case – that's why a senior detective of the LAPD has been assigned! This drug ring does not plan to be caught! Be sharp as you look for clues, and remember to take rest breaks as no one can work a 24-hour day. By the way, although it's categorized as an adventure, you do not have to type in any commands as the choices are all on the screen. You simply move the cursor over the appropriate directive and the result will play itself out for you. (one player; reviewed on C64 and IBM; coming for Apple II)
Recommended (MSR $49.95)

Battle Simulation for Atari 800

Datasoft has just released Bismarck: The North Sea Chase, a simulation of the 1941 battle in the Atlantic between Her Majesty's Ship Hood and the powerful German controlled Bismarck. You can play the game from either of two views – from the British point of view, hunting down the Bismarck and her sister ship, the Prinz Eugen, or from the German point of view engaging the Bismarck in sea battles. You can choose a full-scale battle or certain action sequences to work on your battle skills.

COMMODORE 64/128 Software

STOCKER (★★1/2/★★) from _Capcom_, is a stock car race which is measured in fuel, coast-to-coast. You begin with a full tank of gas and a two-speed stock car. Along the way you'll find four gas stations, each giving the car 1/4 tank of gas. If you pass one up, you'll never make it! The race begins in Florida and runs through the Southern states, ending in California. In addition to avoiding slow-moving trucks and cars, you must be careful of the highway patrolmen along the way. If you receive three tickets, the game is over. The car has two speeds which are used to maneuver around the hairpin turns throughout the race.

Pretty Ordinary

We found that after playing a short time we started to recognize the screen configurations. We may have been in another state but the road layout looked awfully familiar! We've seen many racing games, whether the "grand prix" type of this type of stock car with the tight turns and this one just didn't offer anything special enough to take it to the head of the pack. The graphics are pretty good, and the sound effects of the police siren give that part a feel of realism. But, frankly, it didn't excite us too much. (one player; available for C64) Not Recommended

CLUBHOUSE SPORTS (★★★/★★★) is the latest in the SportTime™ collection from _Mindscape_ and features six different games which you might find at the corner arcade. The games include Billiards; Crazy Pool, in which you can design your own layout of holes and bumpers; Shooting Gallery; 3-D Pinball; Skeeball; and Foosball. Skeeball and Shooting Gallery are two games which you often see when the carnival comes to town, with this being the first time we can recall seeing Skeeball in a home computer game. Foosball, ever popular in arcades, is another one that is new to home computers and fun to play. While Pinball has certainly been made available in all sorts of home games, this one has nice action and the ringing sound that really made it seem like the real thing.

Nice Selection and Good Graphics

As in any collection of games, we found ourselves drawn to certain endeavors. As we mentioned, we felt the pinball was a good rendition and Shooting Gallery very reminiscent of the carnival midway. We really enjoyed the action of Foosball and Skeeball, while not an action-oriented sport, got us hooked on trying to aim for the center ring and the highest points. When we did well, we felt as though we should be able to carry away a stuffed animal! All six games give you various options such as playing solo, playing against a friend, playing against the clock, ball speeds, extra balls, various levels of play, and more. Overall, it's an interesting collection which you'll find at least two or three games to enjoy alone or with a friend. (one player; two-player simultaneous or alternating; reviewed on C64) Recommended (MSR $29.95)

ROADWARS (★★/★★) is a futuristic shooting and racing game from _Arcadia_ (distributed by _Electronic Arts_). This one offers all-out, super-fast action as the player controls a Battlesphere (a sort of interplanetary tank) in a dizzying race down space roadways with magnetic side panels designed to keep vehicles from falling off. Unfortunately, the computer that controls the magnetic panels has gone haywire, causing some of them to become rogues and shoot sparks. The player's job is to shoot the rogue panels while moving at breakneck speeds, thus restoring the integrity of the walled-in roadway. And, of course, there are other problems, such as satellites that appear periodically to shoot laser beams at the player's Battlesphere, dangerous obstacles in the roadway, and another Battlesphere controlled by the computer or a friend. Graphics create a sort of 3-D effect with a roadway receding into the distance, but consider yourself warned that the pictures on the package appear to be from an arcade version which is far more detailed than this computer game. Play action is extremely fast but has little else to recommend it. The game is repetitive and has very little depth, although the two-player version is at least more interesting than the solo game. (Solo or 2-player competitive; Joystick or keyboard.) C64/128 version reviewed. Also available for Amiga and planned for Atari ST at $34.99. Not Recommended. (MSR $29.99).

SKY TRAVEL (★★★/★★★1/2) is a fascinating, versatile and well-designed package for learning and entertainment from _MicroIllusions_ (distributed by _Mediagenic_, formerly Activision). The program puts the resources of a planetarium into your computer and provides a window to the skies and the universe beyond. SKY TRAVEL allows the user to observe any portion of the night sky from any location on Earth, move years forward or backward in time, simulate lunar or solar eclipses, plot star maps, trace constellations, and inquire about endless numbers of stars, constellations, and planets. The accompanying manual is thoughtfully written to provide a wealth of information for anyone from novice to veteran star-gazer. It provides a "Guided Tour of the Universe" and includes a large number of interesting forays into history, geography, navigation, and the possibilities of future space exploration. (As good as the manual is, there are some minor lapses, such as the failure to mention the fact that the user must press the Return key to advance from the title screen to the night sky representation.) SKY TRAVEL is an ideal program for exploring the wonders of astronomy, whether used in the home or the classroom. (Solo or group use; Keyboard or joystick; Printer optional.) C64/128 version reviewed; also available for Apple II ($49.95) and Macintosh ($69.95) Recommended. (MSR $49.95)

MAINFRAME (★★★1/2/★★1/2) is an action-adventure from _MicroIllusions_ (distributed by _Mediagenic_, formerly Activision). The adventure takes place at the end of the 20th century when TriComplex II, the computer that controls the world, has begun thinking for itself. With its vast stores of data, the computer has come to the conclusion that man is a threat to its existence and thus it seeks the annihilation of man. With the aid of Orbiter, a secret satellite that has not yet been linked to the TriComplex III network, it is up to you to shut down the master computer's main power switches. Unfortunately, TriComplex III knows what you're up to and does its best to thwart your efforts by disabling Orbiter and generally getting in your way. The action encompasses a wide variety of screens and locations, from underground caverns to surface cities and an underground river. Your job is to assemble a variety of assault devices, try to keep TriComplex III's land-to-orbit lasers deactivated, and finally enter the master computer's control chamber to seek and turn off its four power switches. Throughout your efforts, the maddeningly meddlesome TriComplex III defends itself with great efficiency. The game is interesting, though quite frustrating in the early stages partly because of limitations in the documentation. For example, there is no explanation of why your laser firing power is so limited or what you should do to increase it. Clearer, more detailed instructions are definitely needed in action-adventure with any degree of complexity. (Solo play; Joystick; Pause.) Available for Commodore 64/128 only. MSR $39.95

Electronic Arts Announces New Amiga Releases

Amiga-owning fans of the original BARD'S TALE will be happy to learn that THE BARD'S TALE II: THE DESTINY KNIGHT (MSR $59.95) is now available for their system. Featuring a vast realm of wilderness, six complete cities and 25 dungeon levels, THE BARD'S TALE II incorporates advanced combat and magic systems. (THE BARD'S TALE II is also available for Apple II at $49.95 and Commodore 64/128 at $39.95). The Amiga version of WORLD TOUR GOLF ($39.95) accommodates up to four players on a selection of the world's classic golf courses, including St. Andrews in Scotland, Augusta in Georgia, and California's Pebble Beach. The program also includes a championship course comprising the world's most difficult holes. (The program is also available for Apple IIGS at $39.95 and for C64/128 or IBM/Tandy and compatibles at $19.95.) And Electronic Arts has expanded its line of "Deluxe" creativity programs for Amiga with DELUXEPHOTOLAB ($149.99). Designed as a companion to DELUXEPAINT II, DELUXEPHOTOLAB integrates the features of a paint program, color processor and poster maker to allow users to create and manipulate photographic-quality images with eight different levels of resolution in any of the Amiga's graphic modes. The program requires 1 MegaByte of RAM and is not copy protected.
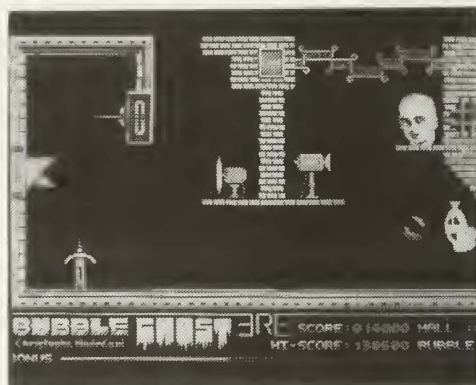
SPEED BUGGY (★★★1/2/★★★) is an adaptation of the classic arcade racing simulation by Data East. The program includes five separate courses, each more tortuous than the last, over which the player steers the acrobatic little buggy with its oversized wheels. Racing against the clock, the player grabs flags, travels narrow bridges, passes through gates for extra points, and avoids lots of obstacles. There are logs on the courses that can send the buggy flying—perhaps over an obstacle or right into one. And the buggy can be tilted to drive on two wheels by hitting small obstructions just right. Fans of the arcade game will certainly enjoy this version of SPEED BUGGY, because the graphics are very similar, and the play action is very speedy. However, if you already own one or more auto racing games, you may want to check this one out before adding it to your collection since there is nothing especially original about it when compared to other racing games. (Solo play; Joystick or keyboard.) Atari ST version reviewed; also available for C64/128 at $29.95. MSR $39.95

ROAD RUNNER (★★★1/2/★★1/2) from _Mindscape_ pits the fast-moving Road Runner against his arch-nemesis, Wile E. Coyote, in an obstacle-strewn maze-chase across the deserts and mesas of the Southwest. The player controls the Road Runner, and unlike the cartoons, the coyote often wins in these chases. Like the C64/128 version of this game reviewed last month, the ST version is based on the arcade game. The graphics are much closer to the arcade this time, the music is appropriately frantic, but still no "BEEP BEEP!" Lest you think we are nitpicking, you should note that "Beep Beep!" appears twice in the cartoon artwork on the package and once on the instruction sheet. Somebody thinks that "Beep Beep!" is integral to the Road Runner character, but it's obviously not the people who programmed the sound effects in the game. Aside from the "Beep Beep!" issue, the game is undeniably cute and funny. Beyond the initial appeal of the wonderful characters, however, there really isn't a great deal of depth to the game. (Solo play; Joystick; Continuation feature.) Atari ST version reviewed; also available for C64/128 at $34.95. MSR $49.95

INDIANA JONES AND THE TEMPLE OF DOOM (★★★1/2/★★★1/2) is an adaptation by _Mindscape_ of the coin-op by Atari Games, which in turn is based on the movie of the same name. It is an action-adventure which is built around key scenes from the movie. Unlike most games of this type, INDIANA JONES allows the player to choose any of three difficulty levels. The object of the game is to have Indy recover three Sankara stones and return them to the village of Mayapore. Indy begins in the Mine Caverns, where he must free the imprisoned children, avoid Thuggee guards, and find the entrance to the Mine Tunnels. Once in the tunnels, it's a wild ride on the mine cart to reach the Temple of Doom where one of the Sankara Stones lies in front of a statue of Kali. If Indy avoids the molten lava and reaches the stone, he returns to the Mine Caverns to begin his quest for the second stone. After the third stone is recovered, the final escape route is a rope bridge. Throughout the trials of his adventure, Indy defends himself with his wits and his trusty bullwhip.
Captures the Spirit of the Films
Anyone who has enjoyed the escapades of the Indiana Jones movies will appreciate this challenging action-adventure because it captures the spirit of the films. Even the familiar movie music is part of the game, adding another dimension to the fun of playing the role of Indiana Jones. The game itself has a variety of good action sequences, and we liked the fact that three difficulty levels are available. (Solo play; Joystick or keyboard.) Available for Atari ST only. Planned for C64/128, Nintendo System.
Recommended. (MSR $49.95)

BUBBLE GHOST (★★★★/★★★★) by _Infogrames of France for Accolade_ is an example of that rare breed: a truly original game. It's also just a bit wacky. Imagine—the spirit of a mad inventor haunts the halls of his old mansion. The inventor died in his bathtub while testing his latest invention, an electric bubble pipe. Now he spends eternity puffing at shiny bubbles, trying his best to move one of them unscathed through the 35 rooms of his old castle. And what a bizarre place! The old inventor filled every room with the results of his oddball tinkerings, leaving many a hazard likely to pop a delicate little bubble. The player

controls the movements and puffing of the ghost with mouse and shift key, trying desperately to keep the iridescent bubble from touching any walls or objects. When a bubble pops (inevitably), the ghost shakes his little white fist at the player and scowls. You have to see the ghost's reaction for yourself to appreciate how funny it is.

Wit, Flair and Style
BUBBLE GHOST is an utterly charming game. The graphics are beautifully detailed and very well animated. The game itself is refreshingly original and quite challenging. It requires precision and patience rather than speed. BUBBLE GHOST was designed and executed with wit, flair and great style. We love it, and we think that you will, too. (Solo or 2-player alternating; Mouse & keyboard; Pause.) Available for Atari ST only. Planned for C64/128, IBM/Compatibles, Apple IIGS, Amiga. Recommended. (MSR $39.95)

The COMPUTER ENTERTAINER READERS' HALL OF FAME Awards

The votes are in and counted, and our readers have selected this year's permanent member of the COMPUTER ENTERTAINER READERS' HALL OF FAME. Readers were asked to vote for their three all-time favorite entertainment programs. Results were compiled by assigning three points to each first-place vote, two points for second, and one point for third. This year's overwhelming readers' choice, cited by 55% of those voting, was THE LEGEND OF ZELDA by Nintendo for the NES. There were dissenters, of course, including one reader who commented, "We all know LEGEND OF ZELDA will win this year (boring game)." Honorable mentions go to the runners-up in the voting: METROID (Nintendo), SPACE HARRIER (Sega), MARBLE MADNESS (Electronic Arts for Amiga, Commodore 64/128), and CALIFORNIA GAMES (Epyx for C64/128). Readers voted for a wide variety of entertainment programs (over 200 in all)—one or two of which even WE had never heard of! Just over 60% of the votes went to computer games, with the others going to video games. All systems were represented in the voting, including a few of the discontinued ones. A seventh member of the HALL OF FAME will be added next year as Computer Entertainer completes seven years of continuous publication. And now, a round of applause for the six games that have earned their way into the COMPUTER ENTERTAINER READERS' HALL OF FAME:

> SUPER MARIO BROS. (Nintendo for NES)
> GUNSHIP (Microprose for C64/128)
> FLIGHT SIMULATOR II (SubLogic for all systems)
> ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari ST, Atari XE/XL, C64/128)
> ZORK TRILOGY (Infocom for all systems)
> THE LEGEND OF ZELDA (Nintendo for NES)

Acclaim to Enter Interactive VCR Game Market

Diversifying beyond its current involvement with games for the Nintendo Entertainment System, Acclaim Entertainment has announced its intention to enter the interactive VCR game market. As part of the new venture, Acclaim announced the signing of an exclusive agreement with Interactive VCR Games, Inc., the company that launched VCR gaming with NFL QUARTERBACK.

IBM PC & COMPATIBLES

THE LAST NINJA (★★★★/★★★★) now comes to IBM and compatibles from _Activision_ with its blend of martial arts action and oriental adventure. This new version lives up to the excellence of the initial C64/128 game with superb graphics, fluid animation, varied combat, and an adventure storyline that sets the player on a quest to avenge the slaughter of his brother White Ninjas at the hands of the Shogun Kunitoki. THE LAST NINJA is one of the finest examples of martial arts gaming we've ever seen. Its combination of realistic fighting sequences with the challenge of recovering sacred scrolls and killing the Shogun is set into more than 130 screens with a wide variety of scenes, weapons, and puzzles to solve. No martial arts fan should miss this one. (Solo play; Joystick or keyboard; Pause; 512K RAM, CGA/EGA required; 5.25" & 3.5" disks supplied.) MS-DOS version reviewed (IBM PC/XT/AT/PS2/Tandy); also available for C64/128 ($34.95) and coming soon for Apple II ($34.95) and Apple IIGS ($39.95).
Recommended. (MSR $42.95)

MULTI-SYSTEM Software

ZORKQUEST: ASSAULT ON EGRETH CASTLE (★★★/★★★) is the latest in the new Infocomics series from _Tom Snyder Productions and Infocom._ Infocomics are not games, but rather interactive entertainment meant to be enjoyed much as one would enjoy a book or movie. Simple graphics are spiced with cinematic techniques such as pans and zooms, and the stories can be followed along different paths that allow you to see portions of the action from the perspectives of different characters in them. This fantasy is to be the first in a ZORKQUEST series, and it sends a small band of travelers to the castle of an evil wizard for an adventure centered around a magic amulet. This is the second of the Infocomics that we've seen, and we found it somewhat less entertaining than the very humorous LANE MASTODON. Somehow it lacks the richness of its namesake interactive fiction series. And it didn't move fast enough for us. Even though there is some user control over the speed of the program, we found ourselves wishing that we could set a faster speed than the maximum permitted by the program. (Even the fastest speed seems suitable only for the average to slightly slower-than-average reader.) (Solo use; Keyboard.) Available for Apple II, C64/128, MS-DOS.
Not recommended. (MSR $12.00)

APPLE II Software

SOKO-BAN (★★★1/2/★★★1/2) from _Spectrum HoloByte's_ International Series is now ready to tempt Apple II owners into many hours of addictive puzzle-play. The game is originally from Japan, where a soko-ban is a warehouseman, and its simple premise is to direct a warehouseman to push crates one at a time into a storage area within a maze of a warehouse. Scoring is based on the number of moves, the number of pushes, and the time required to stow all the crates. Strategy is the key and efficiency is the aim. There are fifty levels, any of them selectable by having the warehouseman choose his level while he's on an elevator. The Edit mode of the game allows the player to design and save up to 49 additional levels. As simple and banal as the game sounds when described, it turns out to be fascinating to play and almost impossible to stop playing! SOKO-BAN packs a lot of entertainment value in a reasonably priced package that's equally appealing to gamers of all ages. (One to four players; Joystick or keyboard; Pause.) Apple II version reviewed; also available for C64/128, IBM/compatibles.
Recommended. (MSR $29.95)

MOVED??

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

A Note about the Availability Update

One of the most difficult and time-consuming tasks in creating this newsletter every month is the maintenance of the Availability Update. And although we try to make it as accurate as possible, we know there are errors every month—even if we aren't sure exactly what the errors are! We must rely on a combination of news releases from software manufacturers plus their sending of review copies of titles as they are released. It is simply impossible for us to call every manufacturer every month to learn of each change that may have occurred. Sometimes titles "slip through the cracks," and we show an available title as unreleased. Sometimes titles are cancelled entirely, but we don't find out about the cancellations until the title has appeared for many months in the Availability Update. And, quite frankly, some manufacturers are more cooperative than others in providing the material we need to keep you informed. Occasionally a reader will call or write to point out an error, and we really do appreciate the information. We have been maintaining the Availability Update—complete with the inevitable errors—for more than six years. Have you ever noticed that NO publication has even attempted anything like it during that period? And with good reason: no publication wants to devote the man-hours required to fill just a page or a page-and-a-half!

New WIZARDRY Scenario Available for MS-DOS Systems

The newest installment in one of the best-loved fantasy role-playing series is now available in an MS-DOS version. Sir-Tech's WIZARDRY IV: THE RETURN OF WERDNA (MSR $59.95) supports EGA, CGA and Tandy graphics. Although the program is supplied on 5.25" disks, a 3.5"-disk version is available from Sir-Tech. The story is a reversal of the usual, because the player takes the evil role of Werdna as he attempts to escape prison, wreak revenge on his captors, and recover the amulet taken from him. And his jailers are none other than hundreds of adventurers developed by players of earlier WIZARDRY scenarios. The designers warn that this program is for expert players only.

Interesting New Game from Broderbund

Broderbund is readying Shufflepuck Cafe, a simulated air-hockey game for the Macintosh (msr $39.95) in which the player is pitted against nine different opponents, one at a time. All the opponents are regulars at the Shufflepuck Cafe, a seedy saloon reminiscent of the bar in _Star Wars_. Each opponent has his own unique style and all the game elements are adjustable, including paddle size, bounce, surface characteristics, and hit strength. You can even create your own opponent.

ULTIMA V Now Available for IBM

This month Origin Systems announced the release of {ULTIMA V: WARRIORS OF DESTINY for IBM and 100% compatibles (MSR $59.95). Greatly enlarged and enhanced beyond previous Ultima games, ULTIMA V features increased graphic detail, a more extensive cast of characters with more opportunity for interaction, and a variety of new battle options. The IBM version of ULTIMA V supports Tandy 16-color, EGA, CGA, and Hercules monochrome graphics modes and is available on 5.25" and 3.5" disks. The program is distributed by Broderbund.
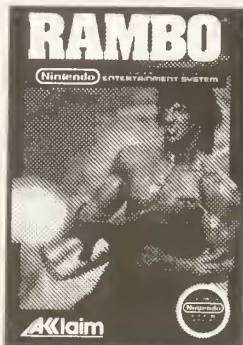
Promised WILLOW Review Sabotaged by Bad Disk

The review of WILLOW by Mindscape for IBM/Tandy, promised for this issue, does not appear due to a bad second disk. We didn't think you'd want a review of the game's introduction, which is all we were able to see before the game crashed.

THE VIDEO GAME UPDATE

NINTENDO Software

RAMBO (★★★/★★★) takes a different approach to this familiar macho super-hero. Instead of creating yet another shoot-everything-that-moves game, the _Acclaim_ design team has crafted an adventure game spiced with action, one that requires as much thinking and planning as it does joystick dexterity. Some players may be disappointed that this RAMBO isn't violent enough for their tastes, but we enjoyed the addition of a quest to the expected heroics. The theme of the game is Rambo's mission to Vietnam, supposedly to photograph POWs still there after the war, but of course it becomes a rescue mission. But before Rambo ever reaches a POW, he encounters many dangers in the jungles of Vietnam, from cobras to enemy soldiers. He has more to do than simply avoid danger and fight enemies, however, as he can discover weapons and converse with many of the characters he meets. The dialogue in this game gives it an added dimension, and it is often [critical to Rambo's success since important orders and even hints may be part of a character's remarks to Rambo. The action-adventure format, as opposed to a straight-out action game, suits the Rambo character and story well and actually gives the player more of a sense of becoming the Rambo character. (Solo play; Pause; Continuation feature with password.) Available for Nintendo System only.
Recommended. (MSR $39.95).

DOUBLE DRAGON (★★★★/★★★1/2) from _Tradewest_ is one of the most eagerly awaited titles of 1988 for the Nintendo System, largely due to the coin-op's tremendous popularity in the arcades. Like the coin-op game, the Nintendo version of DOUBLE DRAGON features the fighting twin brothers, Billy and Jimmy Lee, in a quest to save Billy's kidnapped girlfriend from the Black Warriors. Unlike the arcade version, this DOUBLE DRAGON does not permit cooperative play with the two brothers fighting side-by-side, but instead offers the option of head-to-head competition for one player against a computer-controlled opponent or for two players against each other. (In the standard two-player game, both players take turns at confronting the gang of bad guys.) In the standard game, fighting action against groups of Black Warriors takes place in four settings: city slums, an industrial area, the forest, and in the hideout of the mysterious Shadow Boss (who turns out to be none other than Billy's twin brother, Jimmy). The action builds in intensity as Billy defeats one Black Warrior after the other, bringing into play chains, whips, and even barrels that can be thrown. And not all the action occurs on the ground level, since there are areas where the characters can climb and fight on ledges.
Very Good Fighting Game
DOUBLE DRAGON is a very good fighting game with many challenges and enough variety to keep the player interested, especially in the one-player and head-to-head games. Its repertoire of 11 separate fighting moves combines the elegance of the oriental martial arts with the savvy of street fighting. And the graphics are beautifully drawn and

very well animated. DOUBLE DRAGON unquestionably outshines its fighting-game competition (particularly the one-dimensional "Renegade"). However, coin-op fans who are especially devoted to the two-player DOUBLE DRAGON of the arcades that lets them play cooperatively with a friend will not be pleased with this Nintendo version. The lack of a cooperative mode won't be missed by many players, though, so it's not enough of a negative to complain about too strongly. However, we do have one very strong complaint about DOUBLE DRAGON, or rather about its instruction booklet. It was sent off to the printer before anyone bothered to finish it! There is not a single reference to the head-to-head mode of the game in the booklet. The selection screen offers four choices: one or two players in Mode A or Mode B, but the instructions don't mention this and don't ever explain Mode A and Mode B. It's reminiscent of the earlier days of video gaming when Coleco always had a piece in their booklets about the "fun of discovery." ColecoVision owners soon learned that the "fun of discovery" meant that it was up to them to figure out the parts of the game that Coleco neglected to mention in the instructions. ALL features of a game should be documented clearly in the instructions. (Solo, 2-player alternating or 2-player competitive; Pause.) Available for Nintendo System only; separate version planned for Sega System (by Sega).
Recommended. (MSR $44.95).

FREEDOM FORCE (★★★1/2/★★★1/2) is the latest from _Sunsoft_, and we think it's their best game yet. And they've made the best use yet of the Zapper light gun by building a game around a theme that's as topical as the evening news: the taking of hostages by terrorists. A group known only as the "Unknown Guerillas" has taken over a passenger jetliner sitting on the tarmac at an airport, and there are innocent citizen aboard. As either Rad Rex or Manic Jackson, your job is to terminate the terrorists with extreme; prejudice. (No matter how violent the action, the word "kill" never appears in a game for the Nintendo System.) The action moves through a series of scenes: exterior of the aircraft, jetway loading ladder, ticket counter lobby, airport entrance, and finally the Unknown Guerilla hideout. You must shoot the guerillas and avoid shooting the innocent hostages, making your way through fiercer opponents as play progresses. The game is very realistic, complete with splotches of red that appear on the chests of the terrorists when you shoot them. It's a game that will appeal to players of all ages for its sharpshooting action and topical storyline. (Solo or 2-player alternating; Pause; Zapper required.) Available for Nintendo System only.
Recommended. (MSR approx. $35-$40).

ZILLION II: THE TRI FORMATION (★★★1/2/★★★) from _Sega_ bring's back Zillion's White Knights—you and your friends Apple and Champ—for another round of dangerous exploration in labyrinths built by the evil Norsa Empire. It seems that the Norsa Empire's base that you destroyed in the original ZILLION game was not the end of Baron Ricks after all. In the second game, Champ and Apple are trapped again, and it's up to you to infiltrate the] eight-level Norsa Battle Fortress to find them and get rid of the Norsas for once and for all. As J.J., Commander of the White Knights, you have your familiar Zillion Laser along with a new tool, the Tri Formation, a three-wheeled cycle. The Tri Formation is equipped with nuclear turbo for airborne feats and has the ability to transform into a flying suit of armor, the Armorater. Play alternates between levels with corridors and those with multi-story rooms as you face ever more dangerous opponents in your search for Champ and Apple. When you find your friends, you can change places with each of them once so that they can continue the battle against the Norsas. (Usually, this is done when your life energy level is very low.)

More Action, Less Strategy

ZILLION II has very crisply detailed graphics, good sound, and play action that is somewhat similar to the first ZILLION game. The sequel relies more on action and less on strategy than the original game. As a fast-action shooting game, ZILLION II is a good one, but we missed the strategic elements of the first game. Those who liked ZILLION primarily for its strategy/adventure emphasis may not enjoy the sequel as much as the original. (Solo play; Continuation feature.) Available for Sega System only.
MSR approx. $36-$40.

ALEX KIDD: THE LOST STARS (★★★/★★★) is another sequel to a popular game by _Sega_. In the first game, Alex saved Aries, the Miracle World, from the evil Janken the Great and learned that he is actually the Crown Prince of Aries. In the second game, the adventure-some young prince finds himself repeating a quest undertaken by one of his ancestors: recovering Aries' twelve stars, which have been stolen by a mysterious evil figure known as Ziggarat or Jiggarat. (The instructions are a little confusing on this point. The character is referred to by both names.) A wizard opens a magic doorway for Alex, sending him on a quest through six alternate worlds. Two complete circuits of these worlds are required to find the 12 Miracle Balls in which Ziggarat hid the stars—two in each world. Alex walks, runs, swims, and flies through the fantastic Toy World, Machine World, World of Make Believe, Water World, Monster Worlds and The Giant's Body. After he completes each circuit of six worlds, Alex must enter the Shrine of Ziggarat to restore six stars to the skies over Aries.

Brilliantly Colorful Graphics

The strange worlds of ALEX KIDD: THE LOST STARS are populated with quite an array of unusual characters and tricky challenges, all painted in some of the most brilliantly colorful graphics we've seen in a Sega game. There is some use of voice synthesis: the introduction, a dog that barks, and Alex crying "ouch" each time he runs into something that saps his life meter. (We grew tired of hearing the "ouches" after a while.) The challenges are many, and they start immediately. (The first game started out a little more gradually.) Alex's fans will certainly enjoy the inventiveness of some of the difficult spots, especially in the Toy World. But we don't think that the sequel has quite the overall flair of the original game. We found ALEX KIDD: THE LOST STARS to be a good game, but not as inspiring as

ALEX KIDD IN MIRACLE WORLD. (Solo play; Continuation feature.) Available for Sega System only.
MSR approx. $40-$44.

SPACE HARRIER 3-D (★★★/★★★★) becomes the latest in the 3-D line from _Sega_ and brings the popular title into an entire new dimension. By now most everyone knows the premise of the game as

you take on the role of the intergalactic warrior (a humanoid with extra-terrestrial capabilities) Space Harrier. You must enter the Land of the Dragons which is under attack from evil creatures which fill the sky and landscape. Euria, a magnificent white dragon, is being held prisoner in a diabolical trap and you must set him free. You must fight through stage after stage (thirteen in all) with a captain of the Evil King doing battle against you at the end of each stage.

Great Graphics

Your perspective is behind your Space Harrier as he runs on the ground or flies through the air, shooting at all the enemies who swerve, and move all around as they approach you from the background of the screen. The gameplay is non-stop as you race through the levels, the difficulty factor becoming higher and higher. Obviously, the 3-D effect you get because of the glasses makes this version even more spectacular than its' 2-meg predessessor, also available for the Sega system. The colors are bright and vibrant, the movement great, and the 3-D effect when the Space Harrier is killed is something as he tumbles to the ground. The next and obvious question for those of you who already own the original Space Harrier is whether to spend the rather hefty price to buy this new version. What should be pointed out is that while there are new enemies and new settings, the game is basically the same. And, while the 3-D effect is stunning, the 2-meg version is no slouch in this area either! It becomes a truly personal decision as to whether you wish to buy the new version; we see this version really appealing to those who don't already have the the original. There are too many great _new_ titles coming to buy a second version of essentially the same game. For anyone who has recently purchased a Sega, this is the Space Harrier you should purchase (as long as you have the 3-D glasses!) (one player; pause; no continuous feature; 2-meg; requires SegaScope 3-D glasses)
Recommended (MSR approx. $50.00)

The EPYX 500XJ Joystick makes another appearance in the newest version which is compatible with the Sega Master System. By now many of you are familiar with the basic design of the _Epyx_ 500XJ: a short-throw, steel-shaft stick rising from a base with a rounded bottom which is sculpted

sculpted to rest in the palm of the left hand. The fingers of the left hand curl naturally around the base, with the index and middle fingers positioned over the curved firing bars. (This is strictly a right-hander's stick.)

Internal microswitch construction is sturdy and responsive, giving the tactile and auditory feedback that many gamers favor. The Sega version of the EPYX 500XJ also includes Auto-Fire, which gives continuous firing on some games when a firing bar is held down. We like this joystick, as we have the earlier versions for other systems. Not everyone agrees with us, for there are some gamers who definitely dislike the feel of the 500XJ's unusual base in their hand. But we find the 500XJ to be quick and responsive, often helping us to achieve much higher scores than with other controllers. That was certainly the case with the Sega version, as we improved our performance markedly on several games by switching from Control Pad to EPYX 500XJ. The 500XJ carries a 2-year warranty. (Sega version reviewed; also available in versions compatible with Nintendo System and with Atari and Commodore computer and game systems.)
MSR $24.95.

About the NEC PC Engine

The new Japanese game machine by NEC, the PC Engine, has received some favorable press lately. Unfortunately, an article about it in another publication gave the impression that its arrival in the U.S. market might be imminent. As a result, we received a flurry of calls from some of our readers demanding that we tell them exactly when and where the PC Engine would be available in the U.S.! We checked with our best game sources on this one, and there are absolutely NO plans to export this game machine to the U.S. at this time. If and when this situation changes, you can be sure to read about it here. Even without the PC Engine, there are more new and exciting gaming developments on the horizon than you or we can even imagine right now. It is the nature of technology to move forward—in the U.S. as well as in Japan—and we are aware of several secret projects related to gaming, although we do not have any details for you right now. Just keep reading Computer Entertainer, and we'll keep supplying you with the real news—not just wishful thinking.

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Rare Games Collectors Forum

The list of rare game collectors is growing...New this month are:
Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in selling his collection of 2600 games (he has 230 titles) which include 7 Supercharger games; also has Texas Chainsaw Massacre and Halloween. Write for list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has rare Odyssey 400 for sale. Also has 30+ page history of videogame history ($4.50 + $1.00 s/h). Looking for Intellivision games, original Intellivision keyboard & Aquarius printer.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Starship, Space War, Steeple Chase, Home Run, Realsports Baseball, Video Chess, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gavitar, Quadrun.

And, again from earlier...
Rodney Risbrook, 2673 W 33rd St, #2E, Brooklyn, NY 11224. Selling 5200 (includes Star Raiders, Defender, Berzerk, AC adaptor, and joysticks). $62.00 includes postage (money orders only)

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: looking for Vectrex games: Star Castle, Fortress of Narzod, Polar Rescue, and Pole Position. Has World Series Major League Baseball for Intellivision computer adaptor. Willing to trade or sell.

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: Has several rare cartridges available for 2600, 5200, 7800, ColecoVision and Intellivision (including rare Tutankham and Super Cobra for Intellivision). Write to him with your request.

Martin Herzog has told us they offer a mail order catalog for Canada only for 2600, 5200, 7800, and even have the new 2080 Atari STs. Write to Mr. Herzog at Atari Canada, 90 Gough Rd., #1, Markham, Ont. L3R 5V5.

Paul Steltenpohl, 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software.

Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Chase the Chuckwagon, and Music Machine.

Steven Burrage, 15 S. Magnolia Ave., Orlando, FL 32801: Looking for unusual software for virtually every game system. Also has some rare 2600, Vectrex, and Channel F games.

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month.
Happy hunting!

Related Information...
For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact:
Norman Castro, 809 W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are $2.00 per set; 10 for $16.00 (plus shipping/handling).

JAPANESE GAMER'S TIP OF THE MONTH

In Konami's Contra, before the title screen, use the control pad and press up, up, down, down, left, right, left, right, and B,A. This will give you 30 men! You will know when this tip works when the screen shows "Rest 30" after the main screen. This tip also works on 2 players. Just select 2 players after the tip above. After all 30 of your men are gone, your other two "continues" will still have 30 men when you start.

(thanks to Jeffrey Turner of Jackson, MS for this tip!)

Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)

INTELLIVISION
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
THIRD QUARTER
Karateka (INT)
Super Pro Decathlon (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Wrestling (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600
JUNE
x-Calif Games (Epyx)
x-Commando (ACT)
JULY
Dark Chambers (AT)
Sprintmaster (AT)
AUGUST
Super Baseball (AT)
Super Football (AT)
SEPTEMBER
Pete Rose Baseball (ABS)
Tomcat F-14 Simulator (ABS)
OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)

ATARI 7800
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
OCTOBER
F-18 Hornet (ABS)
Super Skateboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Donkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
THIRD QUARTER
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)

ATARI XE GAME
JULY
Ace of Aces (AT)
Commando (AT)
Crossbow (AT)
Crystal Castles (AT)
Mario Bros (AT)
AUGUST
Choplifter (AT)
Eagle's Nest (AT)
Karateka (AT)
SEPTEMBER
Crime Busters (AT)
Mean 18 Golf (AT)
Summer Games (AT)
OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)
THIRD QUARTER
Desert Falcoon (AT)
Food Fight (AT)
Necromancer (AT)

NINTENDO
JUNE
x-Double Dragon (TW)
x-R.B.I. Baseball (TEN)
JULY
Donkey Kong Classics (NIN)
Gauntlet (TEN)
Iron Tank (SNK)
Metal Gear (ULT)
Super Mario Bros 2 (NIN)
AUGUST
L Trevino Fighting Golf (SNK)
Legendary Wings (CAP)
SEPTEMBER
Adventure Island (HS)
Bases Loaded (JAL)
Battlefield Napoleon (BRO)
Bomberman (HS)
Cobra Command (DE)
Dr. Chaos (FCI)
Galaga (BAN)
Golgo 13 (VT)
Indiana Jones-Temple/Doom (MIN)
Jeopardy (GT)
Life Force (KON)
Msgmax (FCI)
Milo n'a Secret Castle (HS)
Pac-Man (TEN)
Seicross (FCI)
Wheel of Fortune (GT)
Xevious (BAN)
OCTOBER
Adventure of Link (NIN)
Adventures/Bayou Billy (KON)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Ghostbusters (ACT)
Jackal (KON)
John Elway's Quarterback (TW)
Mickey Mouse (CAP)
1943 (CAP)
Racket Attack (JAL)
Sesame Street 123 (HT)
Sesame Street ABC (HT)
Simon's Quest (SUN)
Skate Or Die (ULT)
Superman (KS)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
NOVEMBER
Guerilla Wars (SNK)
Operation Wolf (TAI)
Paperboy (MIN)
Rampage (DE)
Sky Shark (TAI)
Track & Field II (KON)
Ultima (FCI)
DECEMBER
Blades of Steel (KON)
Blaster Master (SUN)
Dr. Jekyll & Mr. Hyde (BAN)
Legacy of the Wizard (BRO)
Robo-Cop (DE)
Street Fighter (CAP)
Teenage Mutant Ninja Turtles (ULT)
Tetris (TEN)
WWF WrestleMania (ACM)
Xenophobe (SUN)

SEGA
JULY
x-Alex Kidd: Lost Stars (SEG)
Blade Eagle 3-D (SEG)
x-Space Harrier 3-D (SEG)
Wonder Boy: Monster Land (SEG)
x-Zillion II: Triformation (SEG)
AUGUST
Monopoly (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Adaptor (SEG)
SEPTEMBER
Kenseiden (SEG)
Miracle Warriors (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Shinobi (SEG)
Spy Vs. Spy (SEG)
Thunder Blade (SEG)
OCTOBER
R-Type (SEG)
NOVEMBER
Double Dragon (SEG)
Poseiden Wars 3-D (SEG)
Rambo III (SEG)
Y's (SEG)
DECEMBER
A.L.F. (SEG)
Fantasy Zone: The Maze (SEG)

NOTE: Programs noted "x" have shipped as of press time but may not yet be distributed nation-wide. Projected shipping dates are provided by manufacturers and subject to change. We must rely on mfrs for all shipping information; therefore, it is possible some titles have shipped and we have not been notified, resulting in errors in the Update.

ATARI 2600 Software

COMMANDO (★★★/★★★1/2) comes to yet another system in this latest version by *Activision* for the Atari 2600. COMMANDO is the classic man-on-man military action game in which the player guides a lone Commando through hostile territory to reach the enemy stronghold. Armed with a machine gun that never runs out of ammunition and a few hand grenades, the Commando faces overwhelming odds against enemy soldiers likely to appear from any direction. Given the limitations of the Atari 2600, graphics are sparser than in any other version of COMMANDO, but they are good for this system and offer as much detail as can be expected. Play action is smooth and responsive, capturing the essence of the original coin-op game quite well. COMMANDO fans who don't already have one of the other home versions of the game will be pleased with the job Activision has done with this one. (Solo or 2-player alternating.) Atari 2600 version reviewed. Also available for Nintendo from Capcom; for Apple II, C64/128, IBM from Data East.
Recommended. (MSR $19.95)

CALIFORNIA GAMES (★★★1/2/★★★1/2) brings the fun and flair of the *Epyx* computer hit to the Atari 2600, complete with the music of "Louie, Louie," but with four events instead of six. Foot bag (also referred to by the trade name Hacky-Sack in California) involves keeping a small bag in the air by hitting it with feet, knees and head, with extra points awarded for stunts. Half Pipe Skateboarding also involves stunts, with a skateboarder building up speed moving back and forth on a U-shaped ramp. And BMX Bike Racing is a wild downhill with jumping ramps and every obstacle imaginable. The Surfing event demands that you keep your board on the face of the wave as long as possible without wiping out. All the events require plenty of practice and lots of finesse with the joystick. Graphically, the Epyx designers have achieved their usual very high level. Animated characters show a surprising amount of detail for this system. The only weak spot in the graphics is the representation of the wave in the Surfing event, which is simply too large a piece of animated scenery for this system to handle realistically. However, the surfer on his board looks great. CALIFORNIA GAMES is a must for the 2600 gamer's library. (1 to 8 players.) Atari 2600 version reviewed; also available for C64/128, IBM/compatibles, Apple II. Additional versions coming for Nintendo system from Milton Bradley and for Sega System from Sega.
Recommended. (MSR $24.50)

ATARI XE/XL
THIRD QUARTER
x-Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)
Napoleon in Russia (DS)
Ultima I (ORI)

ATARI ST
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Black Lamp (FIR)
x-Bubble Ghost (ACO)
Cosmic Relief (DS)
Fire Zone (DS)
x-Leatherneck (MD)
Lock On (DE)
Napoleon in Russia (DS)
Platoon (DE)
x-Road Runner (MIN)
Sorceror Land (DS)
x-Warship (SSI)
JULY
x-Dive Bomber (USG)
x-Goldrunner II (MD)
x-Indiana Jones/Temple (MIN)
x-Int'l Soccer (MD)
King of Chicago (CIN)
Shackled (DE)
Shiloh: Grant's Trial (SSI)
x-Speed Buggy (DE)
Starglider II (FIR)
AUGUST
Captain Blood (MIN)
Heroes of the Lance (SSI)
Master Ninja (PAR)
Sinbad/Throne Falcon (CIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Bard's Tale (EA)
BattleDroidz (DS)
Battleship (EPY)
Downhill Challenge (BRO)
Final Assault (EPY)
Fright Night (MD)
Global Commander (DS)
Gridiron (BS)
Harpoon (TS)
Ice Thrashers (EPY)
Impossible Mission II (EPY)
Jet (SUB)
Karateka (BRO)
Music Construction Set (EA)
Omega Run (MD)
Rings of Triton (MD)
Scruples (LG)
Shadow World (MD)
Sports-A-Roni (USG)
Star Wars (BRO)
Technocop (USG)
Trials of Honor (EPY)
FOURTH QUARTER
RoboCop (DE)
Tower Toppler (USG)

COMMODORE 64/128
JUNE
Android Decision (DS)
Annals of Rome (DS)
x-Bard's Tale III (EA)
Black Lamp (FIR)
Cosmic Relief (DS)
Crossbow (ABS)
Enlightenment (FIR)
Fire Zone (DS)
x-Master Ninja (PAR)
Monopoly (LG)
Napoleon in Russia (DS)
Neuromancer (IP)
x-Platoon (DE)
x-Road Runner (MIN)
x-Roadwars (ARC)
x-Rockford (ARC)
x-Sinbad & Throne/Falcon (CIN)
x-Sky Travel (MI)
Sorceror Land (DS)
Tower Toppler (USG)
x-Zorkquest: Egreth Castle (INF)
JULY
Alien Fires (PAR)
x-Clubhouse Sports (MIN)
4th/Inches Team Const (ACO)
x-Karnov (DE)
x-L.A. Crackdown (EPY)
Lock On (DE)
Main Event (GAM)
x-Mainframe (MI)
Mosea #1 (FR)
Pool of Radiance (SSI)
Rocket Ranger (CIN)
S.D.I. (CIN)
x-Stocker (CAP)

(column 2)
U.S.S. Ocean Ranger (ACT)
Zak McKracken (LF)
AUGUST
Battles of Napoleon (SSI)
Captain Blood (MIN)
Heroes of the Lance (SSI)
Indiana Jones/Temple (MIN)
720 (MIN)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Predator (ACT)
Prime Time (FR)
OCTOBER
Rampage (ACT)
Steel Thunder (ACO)
NOVEMBER
Pete Rose Pennant Fever (GAM)
Twilight Zone (FR)
DECEMBER
Flintstones (MI)
Jetsons (MI)
Johnny Quest (M I)
THIRD QUARTER
Battle of Chickamauga (GDW)
Battleship (EPY)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Dan Bunten's Sport of War (EA)
Deathlord (EA)
Decisive Battles/Civ War V2 (SSG)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
P-18 Hornet (ABS)
Paery Tale Adventure (MI)
Past Break (ACO)
Final Assault (EPY)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
King of Chicago (CIN)
Land of Legends (MI)
Legend of Blacksilver (EPY)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
Rack 'Em (ACO)
Red Storm Rising (MIC)
Risk (LG)
Sarge (Cap)
Scruples (LG)
Serve & Volley (ACO)
Space (ABS)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Stocker (CAP)
Street Fighter (CAP)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Ultima V (ORI)
FOURTH QUARTER
Carrier Command (FIR)
Guerilla Wars (DE)
Ice Thrashers (EPY)
Mind-Roll (EPY)
Robocop (DE)
Street Sports Football (EPY)
Super Hang-On (DE)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)
Univ Military Simulator (FIR)
Victory Road (DE)
Vigilante (DE)

AMIGA
JUNE
Alt Reality 2: Dungeon (DS)
Black Lamp (FIR)
Cosmic Relief (DS)
Enlightenment (FIR)
x-Gettysburg Turning Pt (SSI)
x-Rocket Ranger (CIN)
Tracers (MI)
Turbo (MI)
x-World Tour Golf (EA)
JULY
x-Bard's Tale II (EA)
Battle Chess (IP)
x-DeluxePhotoLab (EA)
4th & Inches (ACO)
4th/Inches Team Const (ACO)
Master Ninja (PAR)
Questron II (SSI)
Starglider II (FIR)
x-Sub Battle Simulator (EPY)

(column 3)
x-Superstar Ice Hockey (MIN)
Twilight's Ransom (PAR)
Univ Military Simulator (FIR)
AUGUST
Captain Blood (MIN)
First Expedition (INS)
Gauntlet (MIN)
Heroes of the Lance (SSI)
Shiloh: Grant's Trial (SSI)
Wizard Wars (PAR)
SEPTEMBER
Beyond Dark Castle (TS)
Honeymooners (FR)
Lords of Rising Sun (CIN)
Prime Time (FR)
TV Sports Football (CIN)
Twilight Zone (FR)
NOVEMBER
Deja Vu II (IS)
Guardians of Infinity (PAR)
THIRD QUARTER
Apollo 18 (ACO)
BattleDroidz (DS)
Battleship (EPY)
Bubble Ghost (ACO)
Dive Bomber (USG)
Final Assault (EPY)
4X4 Off-Road Racing (EPY)
GATO (SPE)
Global Commander (DS)
Gunship (MIC)
Harpoon (TS)
Ice Thrashers (EPY)
Land of Legends (MI)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Rockford (ARC)
Silent Service (MIC)
Star Wars (BRO)
Street Sports Basketball (EPY)
T.K.O. (ACO)
10th Frame (ACC)
Time Bandits (MD)
Train, The (ACO)
FOURTH QUARTER
Games: Summer Edition (EPY)
Sports-A-Roni (USG)
Street Sports Football (EPY)
Technocop (USG)
Tower Toppler (USG)
Trials of Honor (EPY)

APPLE IIe/IIc
JUNE
Anc Art War/Sea (BRO)
Commando (DE)
x-King's Quest III-128K (SIE)
x-Questron II (SSI)
x-Superstar Ice Hockey (MIN)
x-Test Drive (ACO)
x-Zorkquest: Egreth Castle (INP)
JULY
x-Soko-Ban (SPE)
x-Spiderbot (EPY)
Star Rank Boxing II (GAM)
Twilight's Ransom (PAR)
AUGUST
Battles of Napoleon (SSI)
Demon's Winter (SSI)
Dungeon Master's Asst (SSI)
Last Ninja, The (ACT)
Rampage (ACT)
SEPTEMBER
Pool of Radiance (SSI)
Wizard Wars (PAR)
THIRD QUARTER
Card Sharks (ACO)
Crossbow (ABS)
Decisive Battles/Civ War V2 (SSG)
Dream Zone (BAU)
Global Commander (DS)
Hunt for Red October (DS)
John Madden Football (EA)
Monopoly (LG)
Old Scores (DS)
Risk (LG)
Rubicon Alliance (DS)
Scruples (LG)
Sky Travel (yMI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Swords & Sorcery (DS)
The Games: Summer Edition (EPY)
The Games-Winter Edition (EPY)
FOURTH QUARTER
Gunship (MIC)
Legend of Blacksilver (EPY)

(column 4)
Mind-Roll (EPY)
Platoon (DE)
Street Sports Football (EPY)
Technocop (USG)
Tower Toppler (USG)
Univ Military Simulator (FIR)
Victory Road (DE)

APPLE IIGS
JUNE
x-Defender of Crown (CIN)
Mini Putt (ACO)
Questron II (SSI)
Sky Travel (MI)
Superstar Ice Hockey (MIN)
Tomahawk (DS)
JULY
Bubble Ghost (ACO)
Deja Vu (MIN)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
King of Chicago (CIN)
Last Ninja, The (ACT)
AUGUST
S.D.I. (CIN)
NOVEMBER
Battle Chess (IP)
Deja Vu II (IS)
THIRD QUARTER
Card Sharks (ACO)
Dark Castle (TS)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
Final Assault (EPY)
Fire Power (MI)
Galactic Invasion (MI)
Land of Legends (MI)
Pinball Wizard (ACO)
Serve & Volley (ACO)
Silent Service (MIC)
Silpheed (SIE)
Sinbad & Throne/Falcon (CIN)
Sub Battle Simulator (EPY)
FOURTH QUARTER
Futuremagic (EA)
Games: Summer Edition (EPY)
Pirates (MIC)
Street Sports Football (EPY)

MACINTOSH
JUNE
Anc Art War/Sea (BRO)
Harpoon (TS)Sky Travel (MI)
JULY
x-C Yeager Adv Flt Trainer (EA)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
x-Tetris (SPE)
Univ Military Simulator (FIR)
AUGUST
Colony (MIN)
OCTOBER
Guardians of Infinity (PAR)
NOVEMBER
Deja Vu II (IS)
THIRD QUARTER
Android Arena (SIL)
AutoDuel (ORI)
Fire Power (MI)
Hunt for Red October (DS)
Jet (SUB)
Might and Magic (NWC)
Orbiter (SPE)
Police Quest (SIE)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Train, The (ACO)
Ultima IV (ORI)
FOURTH QUARTER
Carrier Command (FIR)
Games: Summer Edition (EPY)

IBM PC/Compatibles
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annals of Rome (DS)
Empire (INS)
Fire Zone (DS)
Graphics Studio (ACO)
King of Chicago (CIN)
Lock On (DE)
MISL Soccer (MIN)
Napoleon in Russia (DS)
Paperboy (MIN)
Shadowgate (MIN)
x-Skyfox II (EA)
Sorceror Land (DS)

(column 5)
Superstar Soccer (MIN)
Uninvited (MIN)
Visions of Aftermath (MIN)
Warship (SSI)
Wizard Wars (PAR)
x-Wizardry IV (SIR)
x-Zorkquest: Egreth Castle (INF)
JULY
Apollo 18 (ACO)
Card Sharks (ACO)
4th & Inches (ACO)
4th & Inches Team Const (ACO)
x-L.A. Crackdown (EPY)
x-Last Ninja, The (ACT)
x-PHM Pegasus (LF)
Star Empire (FR)
Star Fleet II (INS)
x-Ultima V (ORI)
Victory Road (DE)
Wargame Construc Set (SSI)
Zak McKracken (LF)
AUGUST
Captain Blood (MIN)
Guardians of Infinity (PAR)
Heroes of the Lance (SSI)
King's Quest IV (SIE)
Pete Rose Pennant Fever (GAM)
Pool of Radiance (SSI)
Scavengers (INS)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Carrier Command (FIR)
Red Storm Rising (MIC)
Sinbad & Throne/Falcon (CIN)
Starglider II (FIR)
Stealth Fighter (MIC)
Twilight Zone (FR)
OCTOBER
Honeymooners (FR)
Main Event (GAM)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
Deja Vu II (IS)
TV Sports Football (CIN)
THIRD QUARTER
Bionic Commando (CAP)
Bubble Ghost (ACO)
Commando (DE)
Corporate Raider (COS)
Crossbow (ABS)
Dan Bunten's Sport of War (EA)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Dungeon Master's Asst (SSI)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Futuremagic (EA)b
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Global Commander (DS)
Gold Rush (SIE)
Harpoon (TS)
Hat Trick (CAP)
Ice Thrashers (EPY)
Land of Legends (MI)
Lock on (DE)
Lords of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Monopoly (LG)
Pirates (MIC)
Power at Sea (ACO)
President Is Missing (COS)
Rack 'Em (ACO)
Rubicon Alliance (DS)
Sarge (CAP)
Serve & Volley (ACO)
Side Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Sporting News Baseball (EPY)
Stocker (CAP)
Street Sports Soccer (EPY)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Three Stooges (CIN)
Train, The (ACO)
Trials of Honor (EPY)
Victory Road (DE)
FOURTH QUARTER
Battleship (EPY)
Guerilla Wars (DE)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
Mind-Roll (EPY)
Platoon (DE)
Police Quest II (SIE)
Scruples (LG)
Space Quest III (SIE)
Sports-A-Roni (USG)
Street Sports Football (EPY)

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