

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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Coming...

Our **BIG C.E.S. Wrap-Up!**

Top Gun Contest Winners
Reviews Include
Jambo

...for Nintendo

pyx Joystick
...for Sega

Konami & Ultra announce new Titles

Konami and its subsidiary, Ultra Software, recently announced an ambitious lineup of new titles for the Nintendo Entertainment System, all set for release during the second half of 1988. (Please check next month's Availability Update for specifics.) Sequels & Original Games from Konami
Konami plans sequels to hit games, arcade conversions, and a totally new adventure. The sequels are TRACK & FIELD II (MSR \$39.95), SIMON'S QUEST: CASTLEVANIA II (\$39.95), and LIFE FORCE (\$36.95), which is a follow-up to "Gradius." The arcade conversion is BLADES OF STEEL (\$36.95), and the original title is THE ADVENTURES OF BAYOU BILLY (\$39.95). The New Games from Konami TRACK & FIELD II should be a big hit with fans of the original game, since it provides 15 new events: Triple Jump, Fencing, Freestyle Swimming, Skeet Shooting, Hammer Throw, Tae Kwan Do, Horizontal Bar, Pole Vault, Archery, Hurdles, Canoeing, High Dive, Hang Gliding, Gun Firing, and Arm Wrestling. A "training mode" permits one or two players, while "Olympic mode" is for one player only. SIMON'S QUEST brings back Simon Belmont, hero of "Castlevania", in a quest to discover the five body parts of Count Dracula and then have a duel to the death with the dreaded vampire. The game covers all of Transylvania, from the Forest Primevil and the Bridge over the River Die to the old Graveyard. The game is full of magic weapons, magic items for special help, and a wide variety of evil creatures ready to do the Count's bidding. The game also permits interaction with many of the game's characters, who can provide clues to help Simon in his Quest. According to a Konami spokesman, LIFE FORCE will offer spectacular graphics, more choices of weapons, and much more challenging play action than the original "Gradius." Once again, the player must defend his or her galaxy from aliens. The chief alien in this game is the nasty, omnivorous Zelos, a creature that will eat virtually anything, including entire galaxies. Surrounded by a floating armada of terror zones, Zelos is ready for an eating binge. The player can tackle Zelos alone or call on a friend for a team assault on the alien. More from Konami
As we mentioned in last month's issue, Konami also plans a Nintendo version of its arcade hockey game, BLADES OF STEEL. The game will allow one person to play alone or two people to play at the same time. Designed by the same programming group that came up with "Double Dribble," BLADES OF STEEL will feature not only fast-action skating, but also fist-fighting action when tempers flare on the ice. Konami's final new title for 1988 will be THE ADVENTURES OF BAYOU BILLY, an original action-adventure for the Nintendo system which will feature hand-to-hand combat, shooting sequences, and battling car chase scenes. The action will require both the standard hand controller and the Zapper, although both are not used at the same time. The story centers on Bayou Billy, the hero whose girlfriend has been abducted by the Gangster King of New Orleans. The player controls Billy in a variety of action sequences that take place in the bayous and in the streets of New Orleans, leading up to the final confrontation on the grounds of the Gangster King's New Orleans estate.

First Games from Ultra Software

The first two games on the schedule from Konami subsidiary, Ultra Software, have been announced previously. They are METAL GEAR and SKATE OR DIE (\$36.95 each). METAL GEAR, based on a Konami coin-op game, is a military adventure featuring puzzling mazes, multiple weapons and combat action. The story involves a terrorist leader who has activated the ultimate super weapon, Metal Gear. The player goes up against the terrorists as the best fighter in a covert unit known as "Fox Hound." SKATE OR DIE, based on a computer game for Commodore 64/128 and licensed from Electronic Arts, includes five skateboarding events for one player against the computer or two playing at the same time. This one has been very popular among C64/128 owners, and the wide variety of skateboarding action and antics should prove equally popular with NES owners. Newly Announced Ultra Games
Recently we hinted at the third Ultra game but were unable to reveal the title due to promises we had made to the two companies involved. Now we can tell you that the third game in Ultra's lineup will be the computer hit DEFENDER OF THE CROWN (MSR \$49.95), licensed from Cinemaware Corp. Quite unlike anything currently

MULTI-SYSTEM Software

BLOCKBUSTER (★★★/★★★1/2) is an updated version of the brick-bashing coin-op classic, "Breakout." Designed by Audiogenic Software Limited for Mindscape, the program offers all the coordination-testing fun of the arcade game, along with a few new twists. The game contains 80 screens and provides a design-your-own-screen option for adding up to 48 more. (All versions but the Commodore 64/128 allow you to save your custom screens to the program disk. The C64/128 construction option requires a blank, formatted disk.) Passwords appear after the completion of every ten screens, so you have the ability to start the game at more advanced levels when you gain experience.

Fast Action

The basic idea of **BLOCKBUSTER** is to bounce a ball into bricks in order to eliminate them. You control a paddle, referred to as a bat in this game, which can be maneuvered back and forth across the bottom of the screen. The screens themselves are not solid walls of bricks, but rather a variety of different configurations that bear more resemblance to "Arkanoid" than to "Breakout." The arrangements of bricks are set against black backgrounds against which tiny white "stars" streak vertically. Alien creatures also move around the screen, generally getting in the way and making pests of themselves. The game action moves fast, particularly in the livelier Atari ST and Amiga versions, but all the additional movement of objects on the screen makes the action seem even faster than it is. Adding to the sometimes wild array of moving objects are tokens which are released by some bricks when they're hit. These tokens can be caught and then spent to purchase special weapons, such as a magnet that makes the ball cling to your paddle, a ball-splitter that turns one ball into three, or even a laser or smart bomb!

Hypnotic Play Action

The play action is almost hypnotic, as you try to concentrate on your moving ball amidst all the activity on the screen. Excellent sound effects and music add to the charm of the game. As with all versions of the brick-bashing theme, **BLOCKBUSTER** requires plenty of concentration and excellent eye-hand coordination. As to control methods, we found the keyboard the most difficult to use. A joystick is much better, especially if you have a very responsive one with a short throw. We found the game easiest to control with a mouse, which seemed to quicken our response time and definitely gave us our highest scores. **BLOCKBUSTER** is a great version of a classic game and well worth adding to your library, particularly if you don't already have a "Breakout"-style game. (Solo play; Pause.) Versions reviewed: Commodore 64/128 (Joystick or keyboard; Blank disk required for construction feature; MSR \$29.95); IBM PC/PCjr/Tandy 1000 (Joystick, keyboard or mouse; CGA required; Installable on hard disk; MSR \$34.95); Atari ST and Amiga (Joystick or mouse; MSR \$39.95). Recommended.

Ferrari Formula One for Amiga

Electronic Arts is hitting the streets with its' detailed driving simulation, Ferrari Formula One for the Amiga. Sixteen courses are included as well as realistic conditions such as track conditions, wind tunnel, and more. Retail will be \$49.95.

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.

Time's Running Out - Vote for This Year's Inductee to Reader's Hall of Fame

Since Computer Entertainer has just completed its sixth year of publication, it's time for our readers to elect another inductee to the Hall of Fame. The rules are very simple. Send us your ballot on a postcard (or facsimile) with the following information: 1) List your THREE all-time favorite programs, including the system you play them on and the manufacturer (if known). Be sure to number them in order of preference, since this creates a weighting system for tabulating your votes. Entertainment programs for ANY home computer or videogame system (active or discontinued) are eligible. Programs already elected to the Hall of Fame are not eligible in your voting. (Last year's Honorable Mention winners ARE eligible, however.) 2) Print your name and address on the postcard. Ballots without name and address will NOT be counted. 3) Send the information to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411. Your ballot must be postmarked no later than May 31, 1988 and received at Computer Entertainer no later than June 10, 1988. Votes will be tabulated and the new member of the COMPUTER ENTERTAINER READERS' HALL OF FAME will be announced in our July, 1988 issue. Honorable Mention awards will also be announced at that time. 4) Only one ballot per person is allowed. Multiple ballots from the same person will be discarded. If more than one person at your address reads Computer Entertainer, each person may send one ballot.

Prizes for Readers, Too!

We want ALL of our readers to participate in selecting this year's new member of the Hall of Fame, so we're providing an incentive in the form of prizes. A random drawing from the Hall of Fame will be held on June 20, 1988, with the following four prizes to be awarded: 1) One gift certificate redeemable for \$50 worth of merchandise from Video Take-Out. 2) One gift certificate redeemable for \$25 worth of merchandise from Video Take-Out. 3) Two one-year renewals of the winners' subscriptions to Computer Entertainer.

Get Your Vote in Now!

What are you waiting for? Get that postcard into the mail right now, while you're thinking about it! Your vote counts, and you have the chance to win a Gift Certificate!

New for the GS from Sierra

The original KING'S QUEST and the real-life POLICE QUEST have been released in new versions for the Apple IIGS (MSR \$49.95 each). Both of the 3-D animated adventures feature digitized sound effects and stereo musical scores to take full advantage of the capabilities of the GS. The programs require 512K and a color monitor; a SuperSonic Multi-Channel Digitized Stereo Card is optional.

IBM Gunship Will Run on Monochrome

Microprose has added Hercules monochrome support to the PC version of Gunship so all you non-color owners can enjoy the game!

THERATING 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)

We'd Like To Learn More...

We've had so many of our readers ask about our other readers, that we thought we'd do an informal study of what our gamers are up to! Not only does it help us to serve your needs better, but we think it can be an eye-opener to the software companies out there as well.. So, once the information is compiled, we will print the results (should be an interesting comparison to the ownership chart we ran in our Special Edition last spring!)

We would really appreciate your taking a few moments to tell us about yourself!

Computer(s) Owned: _____

Game System(s) Owned: _____

My favorite system and why: _____

System(s) I still own but are sitting in the closet: _____

Primary use of the system I use the most: _____

Number of hours per week I use my system: _____

Number of hours per week I play games on my system(s): _____

Age(s) of people who use the system(s): _____

Computer you'd most like to own that you currently do not have, and why: _____

Game system you'd like to own that you currently do not have, and why: _____

Favorite game(s) you own and why: _____

How many new games per month do you purchase? _____

Do you feel the price of game software is too high? _____

What do you look for in a game in order to purchase it? _____

Would you like to see more educational games? _____

Would you like to see more adult/strategy-type games? _____

What most influences your purchase of a game (friend, advertisement, review, etc.)? _____

Do you own any additional accessories (such as mouse, joystick, roller controller, light gun, etc): _____

If you own a game system, are you interested in purchasing any of the new joysticks available (Nintendo or Sega) and why: _____

Game(s) that you are most looking forward to purchasing (not released yet) _____

What arcade game(s) would you like to see translated for your system that isn't currently announced? _____

Some readers have indicated that they have gone to a "two-game system" family. What about you? If not, are you considering it? _____

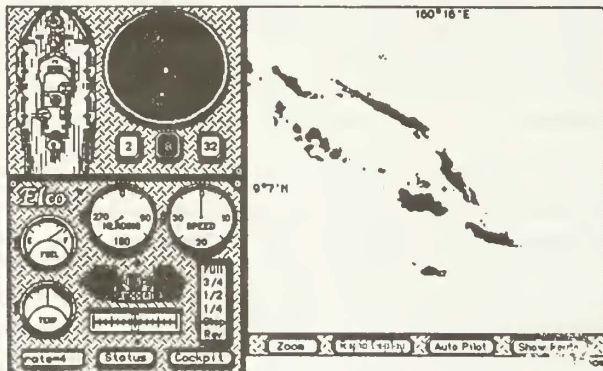
Any other comments you'd like to include: _____

We know you don't want to rip apart your issue, so, if you'd be so kind, just xerox the page, or write out your answers on a separate sheet of paper to return to us. Thanks!

Send to: *CE READER QUESTIONNAIRE, 5916 Lemona Avenue, Van Nuys, CA 91411*

MACINTOSH Software

PT-109 (★★★★★1/2) has just been launched by designers *Digital Illusions for Spectrum HoloByte™*. A torpedo boat simulation, it puts you at the helm of the famous PT boat that was skippered by then Lt. (j.g.) John F. Kennedy. There are several places of action which you can choose from including the Solomon Islands where Kennedy's boat actually saw duty, other Pacific Ocean locations, or the Mediterranean



for a total of forty-five different missions (both day and night) as well as five levels of play. Once you choose your individual patrol (or as part of a complete campaign), you'll get your orders. You'll need to choose the correct balance of armaments for your engagement. When you're ready, view the map and click on the "Show Route" option so you can check out your orders. You can choose to reach your destination by auto pilot, or by engaging rapid deployment. Once you're in enemy territory, you'll make use of your arsenal which can include torpedoes, depth charges, rockets, machine guns, etc. In addition to the map view, you'll have the cockpit view as you see the enemy planes and ships come into view. Want to get a closer look? Use your binoculars for detail. Your cockpit panel includes all the gauges needed including a radar screen, smoke screen, flares, radio messages to home base, and more. You can view any one of the four 90 degree views, allowing you to scope everything around you. With the mouse, all your controls are easily "clicked" for quick manipulation. You'll continually receive messages on your cockpit screen, as well as status reports being available. Included in a "Boat Credit" screen whereby you can check out the graphic display of the enemy craft you've destroyed as the crew paints a picture of the kind of enemy plane or ship



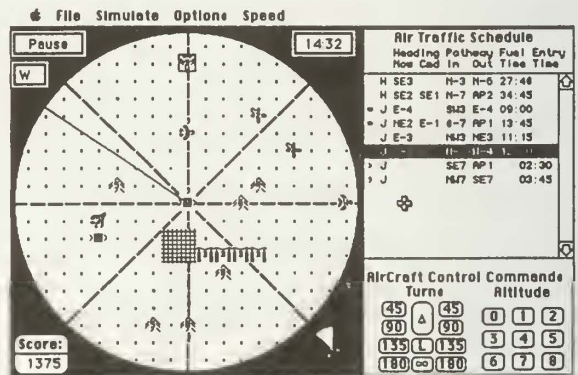
destroyed as well as noting how many torpedoes it took to do the job.

Simulation with Voice

The quality of this program reminds us of other Spectrum HoloByte programs such as GATO and Digital Illusion programs such as Sub Battle Simulator. The graphics are crisp and exacting, with a certain amount of voice simulation on such things as "General Quarters," etc. Other messages are visual only. The sound effects are extremely realistic from the sound of the PT's engines (which increase in whine as you increase your speed), to the sound of the splashing water as it hits the hull and splashes up over the deck in heavy seas. Of course, there are very realistic sounds with the explosions. Anyone who has

enjoyed other Spectrum HoloByte or Digital Illusions games will certainly want to add this to their library. If you haven't tried any of their programs, it's time you enjoyed the detailed gaming they offer! (one player; 800K disk included; requires 1 MB RAM on Plus, SE, or Mac II; coming for IBM and Apple IIGS) Recommended (MSR \$49.95)

AIR TRAFFIC CONTROL SIMULATOR (★★1/2/★★★1/2) is a different twist in the simulation genre and is the first program for *HJC Software Inc.* As you recreate the harrowing job of an air traffic controller, you are in charge of all the air traffic in your sector. The equipment at hand includes a radar screen, status panel, command panel, shift clock, and wind direction indicator. The schedule of arrivals, departures, and over-flights is constantly being revised, so you're constantly in the hot seat as thousands of lives are in your hands! Of course, you must deal with obstacles such as towers, hills, restricted



zones, and storms as your margin of error bringing your planes in is minuscule at best. As you scroll through the schedule of aircraft coming in, you will see the craft beginning to enter your sector map. You must be certain they are on course *and* at the correct altitudes. You have your choice of eleven game options which change your challenge. Everything from the number of aircraft in your schedule, current weather conditions, whether helicopters and/or propeller planes are included, to required aircraft distance and altitude separation for near miss can be regulated by you. An interesting feature allows you to playback your last game so you can analyze your performance.

Very Different

This "game" is quite different from anything else out there and, while it won't satisfy the action gamers out there, it should be fascinating to those of you who enjoy the more "thinking-type" simulation. You must constantly calculate where your planes are, where they need to be, and juggle your air space to get the aircraft down safely. While the graphics are nothing special, they do depict all the appropriate information. As we mentioned, this is really not a game of graphics but one of skill and concentration as you feel the pressures of what it's like to juggle all the air traffic around a busy airport. HJC Software has actually found something new to address as we're not aware of anything similar on the market. By the way, if you can't find the program in your local software outlet, write to HJC Software, PO Box 51816, Durham, NC 27717 (phone: 919-490-1277), attn: Robert S. Capon (one player; runs on 512, 512E, Plus, and SE; 400k disk)

Recommended (MSR \$49.95)

AMIGA Software

THE THREE STOOGES (★★★★★1/2) is the latest in *Cinemaware's* line of interactive movies and represents the company's first use of licensed material. Larry, Moe and Curly would be thrilled to see how perfectly the Cinemaware crew has captured their likenesses, their mannerisms, and their zany brand of comedy in this loving tribute to the three princes of slapstick. The thread that holds the game together is a sort of adventure: the Stooges are off to earn money in an attempt to save an old woman's orphanage from the threat of a thirty-day foreclosure from her mean landlord. And if they can earn more than enough to pay off the mortgage on the orphanage, they may have enough to repair the building and even marry the old woman's three lovely daughters! The three bumble their way through the streets of Stoogetown, a sort of boardgame layout, with the choice of "squares" to land on at the player's control (up to a point). Between game moves, a panel of six icons appears above the Stooges' heads. A moving hand cycles among the icons and can be stopped by pressing the joystick firing button. Some icons may lead to "found" money, others to a day lost in the quest, and others to a Stooges trivia quiz. Still others lead to a confrontation with the mean landlord at his "First National Bank & Distrust" or a chance to earn money in one of four arcade-style game sequences. As the game progresses, the hand moves ever more swiftly among the icons, making it more difficult for the player to choose the next move. However, the moving hand can be slowed by choosing the "Slapping Game" and doing well. The player controls Moe, using punches, fakes, slaps, and eye-pokes to knock a little sense into Larry and Curly. The familiar moves of the characters are punctuated with voices and digitized sounds lifted directly from the Stooges' films, adding authenticity and hilarity to the game sequence.

Arcade-style Slapstick

The other arcade-game sequences in **THE THREE STOOGES** are equally authentic and recognizable to any fan of the Stooges' film antics. One of **THE** quintessential moments in many a slapstick comedy bit is throwing pies, and the Stooges indulge in this kind of messy fun when they answer an ad looking for waiters. The player controls all three Stooges as they throw cream-filled pies and duck to avoid being hit by the returned volleys from the well-dressed party guests. In another arcade sequence, Curly is pitted against a boxing champ while Moe plays "Pop Goes the Weasel" on his fiddle to keep Curly fighting mad. Unfortunately, Larry breaks the fiddle and tries to eat the clock and find something—anything!—that will play the tune that keeps Curly punching. Clever use of a split-screen display lets the player control Larry's mad dash through city streets while keeping an eye on the progress of the fight and the amount of time left to return to the arena. Curly is featured in another wonderful arcade sequence, the Racker-Eating Contest. Using digitized pieces of a 1941 film short, the designers show Curly's laughable reactions to an oyster fighting him for the crackers in a bowl of oyster stew. The player directs Curly's spoon, trying to fish crackers from the stew before the meddlesome oyster snaps them up. The final arcade madness makes a game out of a hospital scene from the Stooges' first hit Columbia short, "Men in Black." Our heroes are racing the clock to get to the operating room when they find a string of midget racecars. Careening through the hospital corridors, the Stooges send wheelchair patients spinning, use nurses to run and scream, and up-end poor souls on crutches. While the object is to beat the clock and catch items thrown from the nurses' carts, it's awfully hard to resist the urge to wreak as much havoc as possible! The hospital chase was our favorite sequence, followed very closely by fighting the oyster for crackers in the stew.

State-of-the-Art Graphics and Sound

If you have never laughed out loud while playing a computer game—

not just smiled or giggled a little—you're in for a real treat with **THE THREE STOOGES**. Humor is an element in many games, and it even plays a starring role in some. But this game is good for some genuine belly laughs. If you're a fan of the Stooges' distinctive brand of humor, you will love this game without reservation. And if you don't quite understand the appeal of the Three Stooges, being part of the action yourself just may make a convert of you. Typical of Cinemaware programs, **THE THREE STOOGES** offers state-of-the-art graphics and sound—and then some. The combination of digitized pictures with high-quality animation brings the Three Stooges to life on your monitor screen, complete with sounds and music taken directly from their films. The game sequences blend humor with challenge and a few surprises along the way. What wonderful fun! (Solo play; Joystick; Pause; 512K; 2nd drive and/or extra RAM recommended.) Amiga version reviewed; also available for Commodore 64/128 at \$34.95. Recommended. (MSR \$49.95)

PORTS OF CALL (★★★) from *Aegis Development* is a simulation of the lucrative business of international trade which allows the player to make vast fortunes by operating a shipping business. For example, a company transports a load of chemicals to Africa for a decent sum, but then discovers that the Africans only export foodstuff that barely pays for the fuel costs, let alone the crew on the voyage to the next port. Worse yet, the contract is to somewhere you don't even want to go. The alternative is to load the ship with ballast, return to your home port and make nothing.

Tramp Shipping

PORTS OF CALL allows up to four players to compete in the world of tramp shipping, which is done by independent shippers not registered under the flags of the trading countries involved. Each player starts with \$5 million and a line of credit. Players can spend their money on a new ship, a used but high-quality ship, or one badly in need of repair. Cargo and a destination are selected, the ship loaded (and refueled if needed, with the price of fuel varying from port to port), and then one sets sail. The player can steer the ship in and out of the harbor or pay tug fees of \$5000-9000. The mouse operates the engine speed, including forward and reverse as well as the rudder. Getting from the dock to the harbor entrance is fairly simple, but docking a ship after a long voyage requires some skillful maneuvering and often results in some damage if the ship bumps the harbor walls. Ship repair is usually \$50,000 per repair, so it is best to pay the tug fees. Besides, the game proceeds much faster if one doesn't waste time steering.

At Sea

Once at sea, the captain usually needs only to choose his speed, basing his decision on fuel economy vs. the time allotted in the contract for delivery and extra days wasted at sea. The ship's daily position is plotted on the world map along with competitors' ships and other ships the player may own. Sometimes other ships cross your path and you must take evasive maneuvers. Checking the office regularly is almost a must, since employees are likely to embezzle large sums of money.

Realism

Although the authors did extensive research into the shipping business to make this a realistic simulation, I found that getting hijacked by pirates twice in a row in West Africa highly unbelievable. After all, this is the twentieth century! I was approached once to run guns to Germany and got caught at customs and had to pay a \$200,000 fine. And after losing badly and trading my good ship for a badly-in-need-of-repair tub, I decided to risk all for a gun-running contract from New York to East Africa. It sounded easy to make money in the allotted time period, but the ship got quarantined off the coast of Africa for cholera, and I missed the deadline and went bankrupt. **PORTS OF CALL** is one of the more entertaining business simulations that I've seen for the home computer market. The graphics and sound are adequate, but they don't need to be too fancy for a business simulation. (1 to 4 players; Mouse.) Available for Amiga.

Recommended. (MSR \$39.95)

—Jeffrey Stanton

COMMODORE 64/128 Software

BATTLEDROIDZ (★★★1/2/★★★1/2), from *Datasoft*, takes us into the future when the citizens are bored and looking for new, fresh entertainment. That entertainment takes the form of a series of 3-dimensional Warzones designed and synthesized by the Master Computer, Kronos Prime. As commander of a trio of BattleDroidz which must conquer each Warzone by capturing the energy keys that unlock the gate to the next zone, you must try and complete a horizontal line of Warzones, allowing entry to the next and more difficult level. Each Warzone is a completely unique landscape of digital hills, cliffs, and all sorts of pits which you can easily fall into. Of course, there are enemies out there in the landscape in the form of Cyborites, rather bizarre combat creatures. As you roll and pitch around the Warzone attempting to avoid the enemies while picking up the Energy Keys, there's a control panel below which indicates your energy level, score, time remaining in minutes, next bonus letter to go after, as well as how many Energy Keys remain in that zone for you to find. While your droidz are extremely maneuverable, you must watch for the pits and acid pools, as well as the black edges which you can easily pop into.

3-D Landscapes are Great

The screens are reminiscent of Marble Madness, although there are not the number of twists and turns. Your reflexes have to be quite good as the pits appear suddenly as you roll about the screen, making it extremely easy to plummet into the depths. It's a fascinating combination of action and strategy as you attempt to link a horizontal line of Warzones. This is a challenging exercise which should keep you occupied for hours. (one player; joystick required; reviewed on C64) Recommended (MSR \$24.95)

GLOBAL COMMANDER (★★1/2/★★★) places you in the year 2032 as the Global Commander of Earth. In this game from *Datasoft*, you are in control over economies, detente, resources, food supplies, and communications around the globe. As you begin, there's a map of the world as well as five icons representing satellites, information, in tray/out tray, radio, and U.N.N. Force. Control of the game is achieved through these icons. Under the Information Icon, for example, you get reports on missiles, technology capability, and natural resources for each country. The On Tray/Out Tray is used for communications as you can send and receive letters to and from UNN members. There are standard letters you can send through your out tray to various countries giving them letters of supports, allocation of food, and more. Your objective is to keep the world from blowing itself apart...no easy task as you must try and help the U.N.N. nations get along, give everyone military security, get along with all the countries, etc. Throughout the game you'll find constant information via memos which pop up for your review. They update you on everything from world events to who's getting along with who.

Interesting But Hard to Read

It's an interesting subject which is tackled with just the right amount of humor to make it fun; however, at least on our TV, we found it extremely difficult to read the various memos, menu selections, etc. While it could have been a quirk of our television, we haven't had this much problem in awhile being able to read text. You may want to take a look at it in the store if possible, before purchase. The premise is interesting and allows many many different ways to play. (one player) (MSR \$19.95)

IBM PC & COMPATIBLES

MISL SUPERSTAR SOCCER (★★★/★★★) has been converted for IBMers by *Mindscape* and allows you to play, coach, or be general manager of an indoor soccer team. As the player, you'll take control of either the goalkeeper or midfielder. As midfielder, you'll be passing to you teammates, as well as shooting the ball yourself. When shooting, you can use the indicator bar which indicates which side of the goal your shot will travel. You can use this as a good way of aiming. You can use bicycle kicks, dribbling, headers, etc. As coach, you'll set the lineup, substitute players, and call the plays. On offense, you'll have three choices...pass, shoot, or mix. In the defensive mode, you can defend, cover 1 or cover 2. All the strategies are covered in the booklet which comes with the game. As General Manager, you can improve your club with trades and recruitments as you work to turn your expansion club into a contender.

Good Play Action

We enjoyed this in its' Commodore version and find that the IBM version is good as well. The gameplay is challenging and fast, with many options available depending on how you want to play the game. The graphics are pretty good, with good-sized players. The combination of action play, as well as the statistical aspect of coaching and managing make it a good all-around game of soccer. (one player; two-player simultaneous; also available for C64/128)

Recommended (MSR \$34.95)

New in the Arcades

Galaga '88 is the newest from Atari Games, promising colorful new graphics, music score, and new features. Also from Atari Games is *Vindicators*, a galactic tank warfare game for one or two players. As team commanders of SR-88 Strategic Battle Tanks, you use futuristic throttle controls with thumb and trigger buttons to steer and command an arsenal of weapons against the evil Tangent Empire. You customize your tanks by picking up stars which can increase your shot range, power, speed, as well as smart bombs, etc. You can select your starting point, the more challenging, the more stars.

SNK is introducing *Lee Trevino's Fighting Golf* (the name has also been changed for the Nintendo version as Mr. Trevino is now endorsing the project) for the arcades which includes four golfers (one of them is Lee Trevino) and several course options.

Bally Midway has recently introduced *Blasted*, a new game in which players attempt to destroy the enemy, the menacing Killer Cyborg. It's designed by the team that produced Rampage...Brian Colin and Jeff Nauman. The game takes place in the apartment buildings, offices and factories of Scrapheap City. Using the telephoto scope on the "High Intensity Laser Rifle," the player scans the opposite side of the street for the enemy and blasts anything that moves. Featuring one or two-player simultaneous play, the game's radar screen has a wide-angle and telephoto view enabling the player to see the action through the eyes of his character.

MULTI-SYSTEM Software

ticated treatment of a familiar, futuristic theme. Cast as the Obliterator, last of a race of genetically enhanced fighters, the player must save Earth from certain destruction by an awesome alien spaceship. The Elders of the Federation have decreed that the Obliterator will be transported aboard the alien ship in order to disable its Plasma drive engines, bring down its battle shields, disable the ship's main weapons system, recover any alien computer datapacks that can be found, AND escape the alien ship before the few remaining Federation strike craft destroy it.

Aboard the Alien Ship

The player controls a large and fierce-looking, beautifully animated figure, the Obliterator, in the chambers and passages within the alien ship. Initially armed with a pistol and 25 shots, the Obliterator can find and use additional weapons located within the alien craft. As he searches the intricately drawn locations within the ship, he runs into a large variety of quick and deadly aliens. The Obliterator works under the handicap of not knowing the ship's layout or where the crucial items are to be found. He must be quick, and he must be clever. The instructions provided with the game offer only a general idea of what the player must do to succeed. Much of the game must be learned through trial and error, with lots of emphasis on the "error" component in the early going. Most of the game's action is controlled through icons (left, right, shoot, etc.) spread across the bottom of the screen. Some direct control of the Obliterator character is also possible by positioning the control cursor in the actual playing area. Learning to activate the correct icons quickly in crucial moments takes some practice, and this method of control guarantees some very low scores in the first few games. Once we became accustomed to the control icons, the game was much more enjoyable.

Richly Detailed Graphics

OBLITERATOR has the same richly detailed graphic appearance of earlier Psygnosis games, and it shares their reliance on an indirect method of control via icons. OBLITERATOR also has a very compelling musical score that adds a great deal to its sense of foreboding and suspense. Despite its use of a familiar save-the-Earth-from-aliens theme, OBLITERATOR has a certain freshness in its treatment of the theme that keeps it from being trite. And although we usually don't care much for indirect control schemes, the method works well in this game, helping to keep the primary emphasis on the strategy of the quest rather than the pure action of fighting the aliens. Most of all—and hardest to describe—we liked the feel of this game. We liked its gritty, hard-edged sense of realism. We rate this one the best yet from Psygnosis. (Solo play; Mouse; Joystick or keyboard control possible but not recommended.) Available for Amiga and Atari ST.

RECOMMENDED (MSR \$44.95)

Sierra Announces New 3-D Animated Adventure

MANHUNTER: NEW YORK is slated to be the next title in Sierra's popular line of 3-D animated adventures. Written by Dave and Barry Stryker ("The Ancient Art of War"), the futuristic sci-fi epic centers on a New York detective living at a time of alien invasion and world domination. The detective is hired by the alien dictatorship and charged with the task of finding and destroying a ring of human saboteurs who want to end the aliens' rule. Players of this new game will be able to choose whether to align themselves with good or evil. MANHUNTER will be developed for IBM and compatibles, with versions for Apple IIGS, Macintosh, and Amiga to follow.

AMIGA Software

EBONSTAR (★★★1/2) from *MicroIllusions*, set in deep space, is a gladiatorial arcade game for one to four players. The computer referee, Arch, is a huge, orbiting satellite whose energy beam can generate a synthetic black hole called the Ebonstar. It is Arch who can release an inexhaustible supply of enemy ships and drones that are bent on destroying you and your opponents. The basic object is to shoot energy bolts or rubber-like bullets at your opponents so that they are bounced toward and into the slowly moving black hole. These bolts can ricochet off the perimeter of the playfield. Arch releases deadly enemies throughout the game, such as Nemesis, which fires lethal fireballs at the closest player and explodes upon contact. Nemesis is protected by a shield when it is near the Ebonstar, but it can be killed after it drops its shield if the player deflects it into the black hole by repeated energy bolts. There are also other, less deadly foes, such as Quarks, TeleSpheres, Assassins, and Magnepods.

Playing the Game

Once can advance to higher levels by destroying the Ebonstar. This requires a precise shot at Arch directly opposite its maintenance beam, which is directed towards the center of the warped black hole. It isn't easy since it is always moving, but an accurate shot destabilizes the energy channel, and the star explodes. New opponents appear later in the game, along with special weapons which the player can catch. The Gyron, for instance, grants twenty guided missiles, and the Spark grants a lightning charge which destroys all enemies within a certain radius. Players' ships are controlled by two joysticks plus keyboard for the third and fourth players. You can set the controls for either relative or absolute response. That is, the game allows players to choose from left, right and thrust commands (relative), or just aim the stick in the direction you wish to travel (absolute), and the ship automatically thrusts to that position. There is also a tournament-play mode in which Arch doesn't throw in its own opponents against the competing human players. In addition, there is a team-play mode.

Intriguing But Not Addicting

EBONSTAR is a strategy-style game rather than a just a mindless shoot-'em-up. It is slow-paced and a much better game with multiple players than with just one against the computer. The graphics, while interesting, are simple and just fair. EBONSTAR is an intriguing game, somewhat difficult in solo play, but not addicting. (1 to 4 players; Joystick and keyboard.) Reviewed on Amiga.

MSR \$39.95

—Jeffrey Stanton

New Martial Arts Game for C64

Paragon Software has just released a Commodore 64/128 version of the action-adventure, MASTER NINJA: SHADOW WARRIOR OF DEATH (MSR \$29.95). As in the original game for IBM, the player becomes a ninja warrior who is sent on an adventurous quest to recover a precious magic sword stolen by an evil Japanese warlord. The player must guide the ninja through more than 25 chambers of the warlord's castle and do battle with the warlord's evil ninja warriors, Samurai guards, mystic ninja priests, black magic curses, and even deadly tigers. The player's character uses his martial arts fighting skills along with a variety of classic ninja weapons, such as knives, blinding powder, throwing stars, blow dart guns, and bow and arrow. Additional versions of MASTER NINJA are also planned for Amiga and Atari ST.

MULTI-SYSTEM Software

IMPOSSIBLE MISSION II (★★★1/2/★★★1/2) from *Epix* is a sequel to the original "Impossible Mission," a game of strategy and action. The sequel marks the return of Elvin Atombender, the psychotic scientist who is still determined to rule the world. As Agent 29 of the top-secret surveillance and counter-terrorist operation, Cobra Blue, the player has been assigned to infiltrate the eight towers of Elvin's Los Angeles fortress. Its rooms are patrolled by dangerous robots, some of its passages are locked, and surveillance cameras are everywhere. At the heart of the eight-tower complex is a very sophisticated computer system which is coded to launch missiles meant to destroy all of humanity. The player's task is to explore the eight towers, seeking security code numbers and weapons, in order to gain access to Elvin's mastermind computer.

Armed with His Wits

Agent 29 enters the complex armed only with his wits. He walks its corridors, rides its elevators, and enters its chambers full of unknown dangers. Never knowing what he may encounter next, Agent 29 uses his handy pocket computer as an aid in his quest, gathering security codes to help him open locked doors on the way to discovering the master computer. Or he can record the bits of music he may find in safes. The correct sequence of tunes, saved on the game's built-in recorder and played back, may also lead to Elvin's hideaway. Although the Agent may be fried by a robot's ray or pushed off a platform into oblivion, he keeps coming back for more. He doesn't have a limited supply of "lives," but he does have a pressing time limit to find and disable the computer before it launches its missiles.

Eight Games in One

Fans of the original "Impossible Mission" will certainly enjoy the sequel. The action is quite similar, with the agent riding elevators and moving platforms as he searches Elvin's complex. The graphic treatment of the agent is characterized by fluid animation as he runs through the corridors and rooms and does his familiar forward flip to jump over obstacles. As in the first game, strategy is the most important component. This means watching the on-screen map, keeping track of uncovered clues and security codes, and trying to outsmart Elvin's high-security installations. The use of the agent's pocket computer (a display across the bottom of the screen) is somewhat easier for the player in the sequel than it was in the original, and mastery of its use is essential to success in the game. We liked the idea of eight separate towers, each with its own theme and different level of difficulty. It's almost like getting eight strategy-maze-action games in one package. (Solo play; Joystick; Keyboard option in ST version.) Atari ST and Commodore 64/128 versions reviewed. Coming soon for IBM PC/compatibles and planned for Apple II, Apple IIGS and Amiga. Recommended. (MSR \$39.95)

PLATOON Coming to Computers, NES

The rights for games based on the highly successful movie about Vietnam, *PLATOON*, have been licensed to Data East for computer versions and to Sunsoft for the Nintendo Entertainment System. Data East's computer versions of *PLATOON* were designed by the British software company, Ocean. The program will be available for IBM (MSR \$39.95), Atari ST (\$44.95), and Commodore 64/128 (\$29.95). The program is to be a strategic military combat simulation. The player will command a platoon of five men and try to keep the men alive, keep their morale and sanity intact, and return them safely to base. The program will have six sections, each with its own set of objectives. We have seen a few excerpts from the game, and we liked what we saw—a combination of action, strategy, puzzle-solving, and the pressure of time limits for added excitement. A description of Sunsoft's NES version of *PLATOON* (\$39.95) is not yet available.

Computer, NES, Arcade Games Based on new Lucasfilm Movie, *WILLOW*

Lucasfilm Ltd. has granted licenses to Mindscape and Capcom to create games based on *WILLOW*, the new adventure-fantasy opening in theaters this month. Written by George Lucas and directed by Ron Howard ("Splash," "Cocoon"), the film follows the exploits of Willow, an unlikely hero in a battle that takes him beyond the peace of his village into a world filled with giant Daikinis, little brownies, and mythical fairies.

Action-Adventure Games

Mindscape's license with Lucasfilm is for *WILLOW: THE COMPUTER GAME* (MSR \$39.95), to be available first for IBM PC and compatibles (512K, CGA/EGA). Capcom's license covers coin-op and Nintendo versions of *WILLOW*, both expected to be available for Christmas this year. Described as an adventure game with arcade sequences, Mindscape's program will utilize digitized scenes from film footage and feature seven game sequences plus a game reset option that allows the player to create new maps, scenes and spells. The game will follow the storyline of the film, letting players join Willow and the baby Elora Dan on a trip through dungeons, woods, caves, and many dangers in order to find and destroy the wicked Queen Bavmorda. The content of Capcom's *WILLOW* game has not been announced, but a preliminary version of it will be shown in the Nintendo booth at next month's Consumer Electronics Show (CES) in Chicago.

Consumer Electronic Show Looms

We're barely back from the Big Apple where we covered the Konami Top Gun Face-Off (coverage in our June issue), and we're ready to hit the road again as we head for the Summer C.E.S. (Consumer Electronic Show) in Chicago (June 3-6). Our next issue will come to you after that show filled with information you've come to expect after the C.E.S. What Is C.E.S.? As we begin to get the sneak information for the show, it occurred to us that we have many new subscribers this year who may not be familiar with what a C.E.S. is! It's a HUGE trade show (no consumers allowed) which takes place twice a year for everything relating to the electronics industry. While we are covering the computer and gaming aspects of the show, there are also exhibits covering televisions, VCRs, audio, telephones, as well as all sorts of accessories from blank videotape to furniture entertainment centers. The upcoming show in Chicago (the winter show is always held in Las Vegas in January) is considered by the trade as the more important of the two shows because what we're seeing at the show is what you'll see on your dealer's shelves (hopefully) for Christmas purchases.

Massive Show

There are over 1,000 exhibitors - and that's not counting the dozens and dozens of companies who choose not to display at the show, opting for a private hotel suite somewhere in town where they invite key press and their customers (be it the buyer from Sears, Toys R Us or the like). The floor space for the show is something like 150,000 square feet (your feet feel square after walking the show) which translates into who knows how many football fields. All we know is that prior to every show we purchase the most comfortable shoes we can find! The subscribers who have been with us over the years find the issues following the shows to be packed with all sorts of great information as we go behind the scenes, getting a hands-on feel of many games that won't be out for months.

Next month promises to be as filled with information as ever as we are already getting calls from the manufacturers wanting to show us their newest titles! We know you'll look forward to it as much as we look forward to covering it for you!

King's Quest IV (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Sarge (CAP)
Sierra 3-D Tank Simulator (SIE)
Silpheed (SIE)
Stocker (CAP)
Train, The (ACO)
Ultima V (ORI)

INTELLIVISION

FEBRUARY
Super Pro Skiing (INT)
MARCH
x-Pole Position (INT)
Super Pro Decathlon (INT)
APRIL
Super Pro Wrestling (INT)
MAY
Super Pro Monster Truck Rally (INT)
JUNE
Karateka (INT)
JULY
Super Pro Volleyball (INT)
AUGUST
Super Pro European Bike Rally (INT)
SEPTEMBER
Flight Simulator (INT)
OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter I (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
SECOND HALF
Chess (INT)
Sea Battle II (INT)

ATARI 2600

MARCH
Commando (ACT)
MAY
Crossbow (AT)
JULY
Dark Chambers (AT)
Sprintmaster (AT)
AUGUST
Super Baseball (AT)
Super Football (AT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)

ATARI 7800

MAY
Desert Falcon (AT)
Hat Trick (AT)
Summer Games (AT)
Winter Games (AT)
AUGUST
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Impossible Mission (AT)
Super Baseball (AT)
SEPTEMBER
Super Huey (AT)
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)

ATARI XE GAME

MARCH
x-Fight Night (AT)
x-One on One (AT)
APRIL
x-GATO (AT)
Neuromancer (AT)
MAY
Desert Falcon (AT)
Food Fight (AT)
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)

NINTENDO

MARCH
x-Dragon Power (BAN)
x-Gunsmoke (CAP)
x-Ice Hockey (NIN)
x-R.C. Pro-Am Racing (NIN)
x-T&C Surf Designs (LJN)
APRIL
x-Ikari II/Victory Road (SNK)
x-Maj Lesgue Baseball (LJN)
x-Rambo (ACM)
MAY
City Connection (JAL)
R.B.I. Baseball (TEN)
JUNE
Dragon Ninja (TEC)
Freedom Force (SUN)
Jackal (KON)
Jeopardy (GT)
Metal Gear (ULT)
Predator (ACT)
Ultima (FCI)
Wheel of Fortune (OT)
Zombie Master (ACT)
JULY
Bad Street Brawler (MIN)
Bionic Commando (CAP)
California Games (MC)
Double Dragon (TW)
Dragon Ninja (TEC)
Gauntlet (TEN)
Indiana Jones-Temple/Doom (MIN)
Iron Tank (SNK)
Legendary Wings (CAP)
Marble Madness (MB)
1943 (CAP)
Super Mario Bros 2 (NIN)
Tecmo Baseball (TEC)
Tecmo Bowl (TEC)
World Games (MB)
Xenophobe (SUN)
AUGUST
Dr. Chaos (FCI)
Oalaga (BAN)
L Trevino Fighting Golf (SNK)
Skate Or Die (ULT)
Titan Warrior (CAP)
SEPTEMBER
Adventure of Link (NIN)
Bases Loaded (JAL)
Bubble Bobble (TAI)
John Elway's Quarterback (TW)
OCTOBER
Chester Field (VT)
Golgo 13 (VT)
Super Star Force (TEC)
Terra Cresta (VT)
NOVEMBER
Pro-Wrestling (TEC)
SECOND HALF '88
A-5 (VT)
Baby Gangster (VT)
Black Tiger (CAP)
Blades of Steel (KON)
Cobra Command (DE)
Cycle Shooting (TAI)
Hollywood Squares (GT)
Paperboy (MIN)
Password (GT)
Platoon (SUN)
Price Is Right (OT)
Rampage (DE)
Return of Donkey Kong (NIN)
Robo-Cop (DE)
720 (MIN)
Street Fighter (CAP)
Terminator (SUN)
U.S. Golf (NIN)
Video Aerobic Studio (BAN)
Willow (CAP)

NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)

NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)

NOVEMBER
Jinks (AT)
Nebulus (AT)
DECEMBER
F-16 Fighting Falcon (AT)
Ultimate Driving (AT)

SEGA

MARCH
x-After Burner (SEG)
x-Alien Syndrome (SEG)
x-Aztec Adventure (SEG)
x-Global Defense (SEG)
x-Zaxxon 3-D (SEG)
APRIL
x-Rescue Mission (SEG)
MAY
Maze Hunter 3-D (SEG)
Parlour Games (SEG)
Zillion II: Triformation (SEG)
JUNE
Alex Kidd: Lost Stars (SEG)
Fantasy Zone: The Maze (SEG)
Rapid Fire Control Stick (SEG)
Rapid Fire Light Phaser (SEG)
Space Harrier 3-D (SEG)
Wonder Boy: Monster Land (SEG)
JULY
Blade Eagle 3-D (SEG)
AUGUST

Miracle Warriors (SEG)
Monopoly (SEG)
SECOND HALF '88
California Games (SEG)
Cube Zone (SEG)
Phantasy Star (SEG)
Shanghai (SEG)
Summer Games (SEG)
World Games (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.

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CIN...Cinemaware
DE...Data East
DS...DataSoft
EA...Electronic Arts
EPY...Epyx
FCL...FCI
FIR...Firebird
GAM...Gamestar
GT...GameTek
HJC...HJC S/W
INF...Infocom
JAL...Jaleco
KON...Konami
LF...Lucasfilm Games
LG...Leisure Genius
LJN...LJN Toys
MB...Milton Bradley
MD...MicroDeal/MichTron
MI...MicroIllusions
MIC...MicroProse
MIN...Mindscape
NIN...Nintendo
ORI...Origin Systems
PAR...Paragon
SEG...Sega
SIE...Sierra
SIL...Silicon Beach S/W
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SSL...Strategic Simulations
SUB...Sublogic
SUN...Sunsoft
TAL...Taito
TEC...Tecmo
TEN...Tengen
TM...Thunder Mountain
TS...Three-Sixty Pacific
TW...TradeWest
ULT...Ultra
USG...U.S. Oold
UXB...UXB S/W
VT...Vic Tokai

Interplay Productions Newest Affiliate of Activision

Interplay Productions, developer of the Bard's Tale series of fantasy role-playing games, has become the latest affiliated publisher in the Activision stable. In the works is Neuromancer, based on the sci-fi novel by William Gibson and developed in conjunction with counter-culture guru, Timothy Leary. In addition to this program, Interplay is working on its first "Amiga original."

Atari 8-Bit Version of Newsroom!

Atari XE/XL computer owners can now join the desktop publishing craze with Springboard's Newsroom. This release is thanks to a letter-writing campaign sponsored by Antic magazine, an Atari enthusiast publication (you can make a difference!). At \$49.95, this program allows you to produce a two-column newspaper with graphics. It's got a built-in word processor as well as drawing tools, and over 600 pieces of clip art included in the program. Springboard also plans to release their Clip Art Collection Vol. 1, 2, and 3 for the Atari owners.

Epyx To Develop VCR Games

The VCR game market is becoming more and more popular and now with Epyx's entry, you know we'll be playing all sorts of sports games. In fact, one of the first three titles announced is VCR California Games. You'll compete in a race from San Francisco to San Diego in which your car breaks down but you have no money. How to raise the cash? Simple...become an ace surfing pro, race on the BMX bike, skateboard, sailboard, roller skate, and bodyboard. The VHS tape includes more than 200 events. The other two VCR games to be released are VCR Golf which includes quadrant segmenting, allowing variable results; and VCR Football. These three games will retail at \$20.00 each.

Coming This Summer from SNK

FIGHTING GOLF, which we sneak-previewed for our readers several issues ago, has been delayed again (please see Availability Update). The title has also been changed slightly because of a celebrity endorsement and will be released as LEE TREVINO'S FIGHTING GOLF. We have also been told that the game has been improved since the early version that we previewed, and Lee Trevino himself will be one of the characters in the game. The other new title coming from SNK is IRON TANK, which is an updated and improved version of the coin-op game known as TNK 3. Subtitled "The Invasion of Normandy," IRON TANK features armored combat warfare, with the player commanding the mightiest tank from the secret "Iron Snake" unit.

Activision Active With BBS

Activision has established a link to computer users by having on-line services, updates, new policies, and more. Accessible via Compu-Serve, The Source, Genie, and Q-Link, you can call Activision at 415-329-7674 for more information.

THE VIDEO GAME UPDATE

NINTENDO Software

SUPER PITFALL (★★★1/2/★★★1/2) from *Activision* brings back one of the best-loved videogame characters of all times—Pitfall Harry. The original “Pitfall” and its sequel, “Pitfall II,” designed first for the Atari 2600 and later translated to other game systems and computers, were two of the first games in a category now typically referred to as “action-adventure.” Pitfall Harry, jungle explorer, had a series of adventures in jungles and caverns, gathering gold and performing deeds of physical daring as he swung on vines, hopped over the backs of crocodiles, and avoided creatures such as scorpions, frogs, birds, and the rare cobra rattler. In **SUPER PITFALL** for the Nintendo system, many elements from the original “Pitfall” games are combined with new ones to create a game that is similar to its predecessors but different enough from them to be entirely enjoyable for anyone who likes this kind of game.

Over 270 Screens of Caves

SUPER PITFALL has a similar storyline to “Pitfall II”: Harry is off to explore a network of caves beneath the Andes Mountains to seek the fabulous Raj diamond. His other tasks include rescuing his niece, Rhonda, and his friend, Quickclaw the lion, who have become trapped somewhere in the depths of the caves. The subterranean maze covers over 270 screens—plenty to explore and lots to avoid, such as bats, scorpions, poisonous frogs, cavemen, lava pits and much more. He starts his trek with a gun and twenty bullets, with more loaded guns to be discovered in the caves. He climbs ladders, jumps from ledge to ledge, swims underground rivers, takes rides on floating balloons, and can even discover secret spots that transport him instantly to different locations within the caverns. In fact, there are many hidden objects within the game, and they remain invisible until he jumps up to grab them at just the right moment. **SUPER PITFALL** is great fun for gamers who love to explore and find hidden items, and it's a must for anyone who has enjoyed Pitfall Harry's previous adventures. (Solo or 2-player alternating; Pause.) Available for Nintendo Entertainment System.

Recommended. (MSR \$34.95)

CITY CONNECTION (★★★/★★★) is the first game to be released by *Jaleco* for the Nintendo system. The theme is a cops-and-robbers car chase around the world from New York to Tokyo via Europe—and you're the bad guy! According to the story behind the game, you broke into a paint store in New York City, stashed ten gallons of paint in your car, and then took off with the police in hot pursuit. The paint cans are now leaking, so your car paints a course as it travels the three-tiered highway in the game. To foil the cops, you shoot oil cans at the police cars and then bump them off the road for extra points. For all the lawlessness of the game's theme, **CITY CONNECTION** turns out to be a very cartoonish, cute-as-a-bug kind of game. Your little red car paints its paths, hops from level to level on the triple-decker highways, and periodically gets demolished when it runs into police cars or a pesky cat that keeps appearing out of nowhere. The action is fast, and it's accompanied by a familiar musical theme by Rachmaninoff. The cuteness of the game is likely to appeal to younger players, although there is certainly enough challenge for older players, as well. **CITY CONNECTION** is enjoyable in the short run, but we doubt that it has sufficient staying power to keep most gamers playing it over and over again. (Solo play or 2-player alternating; Pause.) Available for Nintendo Entertainment System.

MSR \$29.95.

SEGA Software

PARLOUR GAMES (★★★★/★★★1/2) from *Sega* is meant to appeal to a wide age range and provide a group of games that the whole family can play together. One to four people can play at Billiards, Darts, or World Bingo. Each of the three has several variations, which allows a lot of choice in just one cartridge.

Four Billiards Games

The Billiards game has four variations: Basic Game (play to a set number of points), Nine Ball, Five Ball, and Rotation. You can play by yourself, against the computer as an opponent, or with up to three friends or family members (except in Five Ball, which is a two-player game). You have a great deal of control over your shots, from aiming via a movable “image line” to setting the strike point for a variety of effects such as top spin (“English”) to selecting shot strength. The view of the billiards table is from overhead. Once you have set up your shot, a figure enters the screen and executes it. This part is especially fun if you have chosen the computer as an opponent at “expert” level, because you get to see some great shooting and how it is set up.

Four Variations of Darts

PARLOUR GAMES offers more variations of dart-throwing than we knew existed. (Obviously, our education at the sport of darts was sadly lacking!) The variations are 301, 501, Round the Clock, and Double Down with choices of light, middle, or heavy darts. Play begins by moving the on-screen character beneath the regulation dart board until he points to the number you wish to throw at. Then a secondary screen appears, showing a side view of the dart thrower. A moving power meter allows you to select the strength of your throw, and a moving arrow permits you to choose the moment of release. We found the mechanics of this set of games fascinating and quite easy to learn though difficult to perfect. Again, be sure to select the computer as an opponent for the pointers you can pick up.

Whole New Kind of Bingo

Sega's version of Bingo was new to us. Called World Bingo, the game has a Las Vegas feel because it combines a bingo-like game with a slot machine that selects the numbers. World Bingo includes a progressive style of betting, so the players can win “money.”

More Than We Expected

PARLOUR GAMES provides more variations and more fun than we had expected. The games are very well designed, with all but World Bingo requiring quite a bit of skill to really play well. Unlike so many video games, however, Sega's Parlour Games do not require lightning-fast reflexes. This will add to their appeal for adults not accustomed to playing video games—and it will even give them a chance to beat their kids at a game for a change! (One to four players.) Available for Sega Master System.

Recommended. (MSR approx. \$35-\$38.)

FCI Announces Two More Games for NES

Two more titles will be added to FCI's line of cartridges for the Nintendo system later this year: the arcade classic, **SEACROSS**, and **MAD MAX**. Prices and release dates were not available at presstime.

...continued from Page 1

available for the Nintendo system, DEFENDER OF THE CROWN is an adventure involving Normans vs. Saxons in the time of Robin Hood. The two-megabit cartridge will combine elements of role-playing adventure with arcade-style action in sequences such as swordfights, jousting, laying siege on castles, and archery contests. Both Ultra and Cinemaware promise that this one will not be a screen-by-screen duplicate of the computer versions, but instead will offer new elements especially for the NES version.

WHAT Kind of Turtles?

The final new Ultra title to be announced is TEENAGE MUTANT NINJA TURTLES (\$39.95). (No, we didn't make it up. This title is for real!) This one is based on an "underground" superhero-style comic book that has attracted a very devoted following. The comic books and the game involve four young turtles who mutated when they came into contact with radioactive slime in a New York sewer. (They had been accidentally dropped into an open manhole.) The mutant pets became very large, met up with a Ninja master, and turned into superheroes. You'll soon be familiar with the four "heroes on a half-shell" (as they were dubbed in a recent piece in USA TODAY) nearly everywhere because they've been licensed as action figures, characters for a TV cartoon special and series, and many other incarnations from lunch boxes to Halloween costumes. And, of course, there will be the video game from Ultra!

NINTENDO Software

MAJOR LEAGUE BASEBALL (★★/★★) is the latest baseball game for Nintendo (with more to come), this one from *LINTOys*. Prior to the game, you must choose your starting line-up from a roster which includes the 26 major league baseball teams. You can decide whether or not you wish to use a designated hitter. The Player Selection Screen contains all the players' statistics from which to choose your starting line-up. Once you're ready to play ball on defense, you have the ability to pitch a fast ball, change up, inside or outside, or a curve. If the ball is hit, you must send the closest fielder to get the ball with the directional pad. When you're at bat, you can swing away or bunt. You will automatically run to first base if the ball is hit. Further base-running is done by the control pad. If you want a pinch hitter, you can do that as well.

Pretty Ordinary

We've certainly seen our share of baseball games and this does not rank with the best. While the play action as pitcher and batter is pretty good, we really had a problem when switching from the infield screen to the entire field when the ball was hit. The entire screen goes "blank" (all green) and there is a slight pause before moving into the next screen. While this is the only "officially licensed" major league baseball game, that in itself doesn't guarantee that it will be the best. We'd just as soon hold out for the others we've seen bits and pieces of (such as R.B.I. Baseball and Bases Loaded). We think you may want to wait too. (one player; two-player simultaneous)
Not Recommended (MSR \$39.95)

BACK ISSUES AVAILABLE

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available (Vol1, #1,2,3, and 4 are available as xeroxed copies only at a cost of \$2.50 each). Send \$2.00 for each back issue you want. Buy six or more, and they're just \$1.50 each. Make certain you have a complete set!

More Changes in NES Lineup

As we approach the midpoint of 1988, many companies are making changes in their schedules of releases for the Nintendo system. New titles are added, some previously announced titles are dropped (either temporarily or permanently), and a few existing titles are discontinued. We expect to learn more of Nintendo's plans at CES, but we have found out that the previously announced DRAGON WARRIOR will not be released this year. The same is true of RETURN OF DONKEY KONG. A few new titles have cropped up on the Third Party Licensees' release lists, including GRAND PRIX by Data East, BLASTER MASTER by Sunsoft, and OPERATION WOLF and SKY SHARK by Taito. We have no details on these new games at this time but expect to learn more at CES. For those who may be collecting and like to keep track of such things, the list of officially discontinued titles for the Nintendo System now includes BURGERTIME and TAG TEAM WRESTLING by Data East, GRADIUS by Konami, ARKANOID by Taito, and MIGHTY BOMB JACK and SOLOMON'S KEY by Tecmo.

Nintendo to Discontinue Some Games

Just as we were going to press with this issue, we learned that Nintendo will cut down its library of game titles by discontinuing some of them. The games to be dropped are GUMSHOE, WILD GUNMAN, MACH RIDER, BASEBALL, SOCCER, SLALOM, VOLLEYBALL, BALLOON FIGHT, CLU CLU LAND, ICE CLIMBER, URBAN CHAMPION, DONKEY KONG JR. MATH, DONKEY KONG 3, MARIOBROS., and POPEYE. Although not actually being discontinued, DONKEY KONG and DONKEY KONG JR. will cease to be available as separate game cartridges. The two will be combined on one cartridge and re-released under the title DONKEY KONG CLASSICS.

Japanese Game Fanatics' Tip of the Month

Before we get to this month's new tip, let's take care of a bit of old business and give you the correct pass-key code for MIKE TYSON'S PUNCH-OUT. (The incorrect code, published in our March issue, works in the Japanese version of the game but not in the U.S. version.) To bring up a special opponent in the game, use the code "007 373 5963." Our thanks again to subscribers Peter Chin and Vance Allyene of Leigh's Computers in New York City, this time for the corrected code. We understand that quite a few of our subscribers called Peter and Vance as well as calling us when they couldn't get the first code to work. That's one way to get some of you video-gaming fanatics together!

This month's new tip adds a continuation feature to Activision's SUPER PITFALL for the Nintendo system, which is reviewed in this issue. When you reach the "game over" screen, press the "A" action button three times, then the "select" button twice, followed by the "start" button. This will enable you to pick up the action where Pitfall Harry lost his last life.

SEGA Tip

From reader Matt Neapolitan of Cookeville, TN, comes a tip for you Afterburners. At the beginning on Stage 1, push the lower right corner of your control pad (making the jet go in the upper right position) and keep your finger there. In this position nothing can hit your jet and you can get to Stage 12. When you come to the Flying Fortress, you can either attempt fighting it to get half of the plans or you can keep the controller the same and pass by.

SNEAK PREVIEW

NINTENDO Software

1943, from *Capcom*, made its way into our offices for a sneak look. While what we saw does not constitute enough to do a full-blown review (not all work was done but, more importantly, there were no instructions making it difficult to report on the nuances of the game), we did want to pass on some information to whet your appetite! As a sequel to their 1942 game released at the end of 1986, *Capcom* takes us forward one year to where the enemy is mobilizing for a battle off the coast of Valhalla Island. You must destroy Tokatu in this relentless shoot-'em-up over air and land. You'll take off from your aircraft carrier, after distributing your "power up." You can increase your offensive power, defensive power, energy level, and special weapons. You only have three of the "power ups" so careful thought to the distribution is critical. Once in flight, it's a numbing series of rat-a-tat-tat as you fire, fly, dodge, and attempt to beat the enemy.

Graphics Look Crisp

The graphics look as though they will be quite crisp and colorful and the gameplay is quite similar to its predecessor, 1942.

We'll have a full review when the finished product is in our hands!

LEGENDARY WINGS (★★★/★★★) is an upcoming action-adventure from *Capcom*, scheduled to be released this summer. We recently got an advance look at the game in its pre-release form. Because pre-release game cartridges typically come without instructions, we cannot give you a complete review, but only an advance "sneak preview" based on what we discovered through trial and error. The theme of **LEGENDARY WINGS** is a quest in which your character, a winged man borrowed from Greek mythology, seeks the fortress of Dark, a giant supercomputer-turned-evil. (In the two-player game, gamers cooperate by controlling two winged characters on the screen at the same time.) According to the story, Dark was created by mankind to rule the planet, which it did benevolently for many years. Now that Dark has become a ruthless tyrant, building great robot armies, its fortress must be found and the supercomputer destroyed. The job is up to you—or to you and a friend.

Vertical and Horizontal Scrolling

In the early screens of the game, your view is from above the winged character as he flies up the screen, shooting at the flying forces sent out by Dark. On the ground below, there are also small robot emplacements that shoot at your character. Fortunately, your winged man can shoot straight ahead or drop bombs. He can also pick up additional firepower, such as double-stream shooting ability, by shooting special items and then flying over them. This portion of the game is reminiscent of many vertically scrolling shooting games, such as "Zanac" or "Star Force." At some points in the game's landscape, your character can drop into what appear to be subterranean passages, where he encounters all kinds of enemy robots, along with the difficulties of barriers and obstacles to maneuver around. In these sections of the game, the action scrolls horizontally, and the winged character can stop flying to walk the floors of the passages. Of course, he continues to blast away at anything that looks remotely threatening.

Good But Not Great

What we saw of **LEGENDARY WINGS** looks good graphically, with some especially fanciful enemy creatures in some segments. There are menacing skulls that materialize from rocks and a creature with a gaping mouth that blows deadly gusts of wind. The scenery, too, is full

of strange things, including a number of items borrowed from mythology and ancient history. Based on what we saw of the game, the play action is an action-adventure with the emphasis very definitely on the action: plenty of shooting and dodging. At least in the portions of **LEGENDARY WINGS** that we saw, the graphic treatments are more original than the play action. Both in the vertical and horizontal segments, the moving and shooting was reminiscent of many other games we've played on the Nintendo System. Again, we must caution you that our impressions are based on a pre-release cartridge without instructions, so we could have missed a few important features. Based on what we saw, however, we would class this game as a good one, but certainly not a great one. (Solo or 2-player cooperative; Pause.) Coming soon for NES.

MSR \$34.95

New Game Titles from Sega

The pace of new title introductions from Sega has increased recently, which should make game-starved Sega owners much happier. In a short span of just a few months, new games added to the Sega lineup have included **AFTER BURNER**, **ALIEN SYNDROME**, **ZAXXON 3-D**, **RESCUE MISSION**, **PARLOUR GAMES** and **MAZE HUNTER 3-D**. Based on inquiries from our readers, one of the most eagerly awaited of the upcoming titles is **MONOPOLY**, which has been delayed again. According to a Sega spokesman, the game is now slated for late summer.

Activision Co-Founder is Back

Larry Kaplan, co-founder of Activision, who left in 1982, is back to create original video games for the Nintendo Entertainment System. The designer of several hits including **Kaboom!**, Larry has been at Atari, **Worlds of Wonder**, as well as a computer workstation manufacturer during his years away from Activision.

We'll be anxious to see what he has up his sleeve for this next generation of gaming!

SEGA Software

RESCUE MISSION (★★★1/2/★★★) is the newest light phaser game from *Sega*. Set in a jungle war setting, your buddies are trapped behind enemy lines and desperately need medical attention. It's you, the Army sharpshooter, and three medics who must make your way deep into enemy territory on a railroad handcart. You've got to get these medics through as you encounter everything from grenades, enemy infantry, land mines, rockets, boomerangs, tear gas bombs, just to name a few. The handcart will automatically stop in front of a wounded soldier so he can receive medical treatment. After treatment is finished, the handcart will start up again and "Special Items" will appear. Those special items include protectors such as a radio jammer, helmet, bulletproof shield, etc.; first aid kits, and smart bombs. Rounds include the jungle, swamp, village, bridge, and ammo depot.

Frantic Action

Milliseconds into the game the enemy comes at you, seemingly from everywhere! Immediately there are boomerangs being hurled, grenades, land mines and more. You must shoot fast and accurately or, before you know it, the men on the handcart turn into an angel and float up...their lives over! It will take every bit of concentration you have to ensure that you get the medics through safely. The graphics are colorful and crisp with good backgrounds. We enjoyed the game because we really have fun with our phaser...it just seems to add more realism to the game! (one player)

Recommended (MSR approx. \$40.00)

ATARI XE Game Software

GATO (★★★1/2/★★★1/2) is the latest cartridge for the *Atari XE* Game System. In this submarine simulation set during World War II. Once you get started, you can choose to begin your patrol, take an illustrated tour on how to play, or get a description and history of Gato-class submarines. Once you choose a patrol, a coded message appears giving you your objective. Once the message appears, you move on to the main control screen which consists of your instrument panel as well as your view either out of the conning tower (bridge) or, if you're under water, through the periscope. Switch to the Patrol Area Chart which gives you all twenty quadrants of your island/ocean environment. The map not only gives your position but that of your enemies as well (up through Level three only). You can also switch to the Quadrant Chart which gives you a detailed look at the quadrant you are currently in. In addition to the positions of the enemies, it also gives you locations of any islands, shoals, and reefs which you have to avoid. Pull up your radar screen and you can sweep the area. Your objective, of course, is to outmaneuver the enemy and torpedo as many of them as you can.

Quite Good

We've been a fan of the game of GATO for quite some time and this was a nice surprise when it arrived in our offices. This is really the first game for the XE Game System that has really used the keyboard and, in fact, we found control with the keyboard a bit easier than using the joystick. You can opt for either, although some commands must be done via the keyboard. This is not a really "fast" game, but it wasn't in its' earlier computer forms either. The graphics are quite good, with a decent sound rendition. Of course, the amount of various search, destroy, and rescue missions should keep you occupied for several gaming sessions (cartridge; also works in Atari XE/XL computer; one to four players)

Recommended (MSR \$22.95)

FIGHT NIGHT (★★★1/2/★★★1/2) is the latest adaptation for the *Atari XE* Game machine, again a familiar title to our computer owners. Originally designed by Sydney Software for Accolade, this is a whimsical look at the sport of boxing as you have the chance to go up against five different contenders who are real characters. These five opponents represent the five levels available in a straight-ahead boxing match. There are three rounds, three minutes each. Before going to the main event, however, you should take in some training where you can work on punching, footwork, and timing. In the Sparring mode, you can practice what you've learned. And, in the Tournament mode, you and a friend can become promoters (maybe the next Don King?) as you line up your best boxers to fight each other's champs in a round-robin.

Boxing Construction Set

In this mode you can create your own human or computer-controlled boxers with a variety of physical characteristics and fighting qualities. You choose from a variety of heads, bodies, legs, colors, and controls as well as choosing the power of your boxer's jab and punch. You can save up to 18 boxers (if you have a disk drive).

Straight-Ahead Boxing

While the men are "cartoonish" in physical attributes, it is still a straight-ahead boxing match, as you duck and punch with your joystick. While the construction set is not as detailed as we'd like to see it, it does add additional depth to the game. The main point here, however, is that there is no other boxing game available for the XE game machine. If you enjoy boxing, this should be pretty satisfying to you. (one player; two player simultaneous; joystick controlled)

(MSR \$22.95)

ONE ON ONE BASKETBALL (★★/★★★) is an adaptation of the award-winning *DR J AND LARRY BIRD GO ONE-ON-ONE*, in which you play against the computer or a friend on a half-court. The premise is pretty simple. When playing offense, maneuver around your opponent to make the shot. You're on a 24-second regulation clock so don't wait too long! On defense, guard against the open shot, try to steal but try not to foul. There are four levels of play and you can slow the action down to "slow motion."

Pretty Good

While the graphics in this version are nothing special as they are "sparse," the contest itself is pretty good. It will take you a moment to master the joystick action, but once you do you can go for the shattered backboard! Fatigue, hot streaks, and instant replay are all included, as in earlier versions. (one player; two player simultaneous; joystick controlled)

(MSR \$22.95)

PAPERBOY and 720 Coming for NES

Two popular arcade games by Atari-Namco have been licensed to Mindscape for production as video games on the Nintendo system. Release dates and pricing on the NES versions of PAPERBOY and 720 have not been announced, but we do not expect to see them much before the fourth quarter of this year.

Attention Collectors

Be sure and write in to us (no phone calls, please) and indicate what you're looking to buy, trade, or sell (rare and discontinued items only) with your name and address. Space permitting, we will print your request with your address so other readers can contact you directly should they be able to help you in your search.

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AVAILABILITY UPDATE

ATARI XELX

MARCH

x-Sons of Liberty (SSI)
x-Video Title Shop (DS)

FIRST QUARTER

Jewels of Darkness (FIR)
Paperboy (MIN)
Spy vs Spy 3: Arctic (EPY)
Trailblazer (MIN)
Ultima I (ORJ)

SECOND QUARTER

Bismarck: N Sea Chase (DS)
Hunt for Red October (DS)

ATARI ST

MARCH

Dive Bomber (USG)
x-Onunship (MIC)
x-Hunt for Red October (DS)
Metrocross (USG)
x-Sherlock: Riddle/Crown Jewels (INF)
Street Cat (USG)
x-Univ Military Sim (FIR)

APRIL

x-Blockbuster (MIN)
x-Obiliterator (PSY)
Rocket Ranger (CIN)
x-Spy vs Spy 3: Arctic (EPY)
Three Stooges (CIN)

JUNE

Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annala of Rome (DS)
Fire Zone (DS)
Napoleon in Russia (DS)
Platoon (DE)

SEPTEMBER

Beyond Dark Castle (TS)
SECOND QUARTER
Award Maker Plus (BAU)
B-24 (SSI)

Bard's Tale (EA)
BattleDroidz (DS)
Black Lamp (FIR)
Bubble Ghost (ACO)
Championship Baseball (GAM)
Death Sword (EPY)
Frank'n'Ermest Adv (POL)
Fright Night (MD)
Global Commander (DS)
Goldrunner II (MD)
Gridiron (BS)
Impossible Mission II (EPY)
Int'l Soccer (MD)
Jet (SUB)
Jinxter (FIR)
Karateka (BRO)
King of Chicago (CIN)
Leatherneck (MD)
Lock On (DE)
Music Construction Set (EA)
Omega Run (MD)
Plutos (MIN)
Q-Ball (MIN)
Rings of Triton (MD)
Shadow World (MD)
Shard of Spring (SSI)
Sinbad/Throne Falcon (CIN)
ST Art/Film Director (BRO)
10th Frame Bowling (ACC)
Thexder (SIE)
3D Helicopter Simulator (SIE)
THIRD QUARTER
Harpoon (TS)

COMMODORE 64/128

MARCH

x-Black Jack Academy (MI)
x-Blockbuster (MIN)
x-Dark Castle (TS)
Gamma Force-Pit/Thousand Screams (INF)
x-Gauntlet-Deeper Dungeons (MIN)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Metrocross (USG)
x-Panzer Striker (SSI)
x-PaperClip Publisher (EA)
x-Q* Bert (DE)
x-Questron II (SSI)
Sinbad & Throne/Falcon (CIN)
Street Cat (USG)
The Games-Winter Edition (EPY)
x-TNK 3 (DE)
x-Winter Challenge (TM)
Zorkquest: Egret Castle (INF)

APRIL

Arcade Game Construction Kit (BRO)
x-BattleDroidz (DS)
Dan Buntens's Sport of War (EA)

x-Death Sword (EPY)
Dive Bomber (USG)
x-Global Commander (DS)
x-Master Ninja (PAR)
x-Patton Va. Rommel (EA)
Red Storm Rising (MIC)
Rocket Ranger (CIN)
x-Rubicon Alliance (DS)
x-Three Stooges (CIN)
x-Tobruk (DS)

MAY

Where/Europe la C Sandiego (BRO)
JUNE
Android Decision (DS)
Annals of Rome (DS)
Fire Zone (DS)
4th & Inches Team Construc Disk (ACO)
Napoleon in Russia (DS)
Platoon (DE)
Sorcerer Land (DS)

SEPTEMBER

Beyond Dark Castle (TS)
NOVEMBER
Pete Rose Pennant Fever (GAM)

SECOND QUARTER

Bard's Tale III (EA)
Battle of Chickamauga (GDW)
Bionic Commando (CAP)
Black Tiger (CAP)
Bubble Ghost (ACO)
Circus Charlie (KON)
Crossbow (ABS)
Deathlord (EA)
Decisive Battles/Civ War V2 (SSG)
Destroyer Escort (MIC)
Dondra: New Beginning (SPE)
Druid I (FIR)
Ebonstar (MI)

Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
Galactic Invasion (MI)
Golden Path (FIR)
Goofy's Word Factory (SIE)
Gradius (KON)
Impossible Mission II (EPY)
Iron Horse (KON)
Jailbreak (KON)
King of Chicago (CIN)
Land of Legends (MI)
Lock On (DE)
Navcom 6: Gulf Defense (COS)
Old Scores (DS)
President Is Missing (COS)
Rampage (ACT)
Rockford (ARC)
S.D.I. (CIN)
Sky Travel (MI)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Star Rank Boxing II (GAM)
Street Fighter (CAP)
Street Sports Soccer (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Trojan (CAP)
Victory Road (DE)
War in S Pacific (SSI)
X-15 Alpha Mission (ABS)
THIRD QUARTER
Pool of Radiance (SSI)
Sarge (Cap)
Stocker (CAP)
Ultima V (ORJ)

AMIGA

MARCH

Bard's Tale II (EA)
x-Ebonstar (MI)
x-Ferrari Formula One (EA)
x-Graphics Studio (ACO)
x-Hunt for Red October (DS)
x-Jet (SUB)
Rocket Ranger (CIN)
x-Sherlock: Crown Jewels (INF)
Street Cat (USG)
World Tour Golf (EA)

APRIL

x-Blockbuster (MIN)
DeluxePhotoLab (EA)
DeluxePrint II (EA)
DeluxeProductions (EA)
Interceptor (EA)
x-Music Studio 2.0 (ACT)
x-Obiliterator (PSY)
x-Three Stooges (CIN)

MAY

Dive Bomber (USG)
JUNE
Alt Reality 2: Dungeon (DS)
SEPTEMBER
Beyond Dark Castle (TS)

SECOND QUARTER

Aargh (ARC)
Award Maker Plus (BAU)
BattleDroidz (DS)
Black Cauldron (SIE)
Bubble Ghost (ACO)
Championship Baseball (GAM)
DeluxeWrite (EA)
Donald Duck's Playgrd (SIE)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
GATO (SPE)
GFL Champship Football (GAM)
Global Commander (DS)
Gunship (MIC)
Into Eagle's Nest (MIN)
Jinxter (FIR)
Kampfgruppe (SSI)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Metropolis (ARC)
Orbiter (SPE)
Pinball Wizard (ACT)
Planatarium (MI)
Police Quest (SIE)
Road Warriors (ARC)
Rockford (ARC)
Silent Service (MIC)
Street Sports Basketball (EPY)
Superstar Soccer (MIN)
10th Frame (ACC)
Time Bandits (MD)
THIRD QUARTER
Apollo 18 (ACO)
4th & Inches Team Const Disk (ACO)
Harpoon (TS)
Power at Sea (ACO)
Train, The (ACO)

APPLE IIe/IIc

MARCH

x-Bard's Tale III (EA)
x-Dinosaurs Are Forever (POL)
Dive Bomber (USG)
Gamma Force-Pit/1000Screams (INF)
Home Video Producer (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
L.A. Crackdown (EPY)
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Star Rank Boxing II (GAM)
x-Strike Fleet (LF)
x-Ultima V (ORJ)
x-Wasteland (EA)
x-Where/Europe Is C Sandiego (BRO)
Zorkquest: Egret Castle (INF)
APRIL
Crossbow (ABS)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
x-Paperboy (MIN)
x-Springboard Publisher
SECOND QUARTER
Ancient Art of War (BRO)
B-24 (SSI)
Commando (DE)
Death Sword (EPY)
Decisive Battles/Civ War V2 (SSG)
Dress Zone (BAU)
Global Commander (DS)
Golden Path (FIR)
Hunt for Red October (DS)
Impossible Mission II (EPY)
Into Eagle's Nest (MIN)
Jinxter (FIR)
John Madden Football (EA)
King's Quest III-128K (SIE)
Knight Orc (FIR)
Old Scores (DS)
Panzer Striker (SSI)
Rampage (ACT)
Rubicon Alliance (DS)
Sky Travel (MI)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Sticker Maker (EPY)
Street Sports Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Soccer (EPY)
Super Battle Simulator (EPY)
Sub Star Ice Hockey (MIN)
Super Sunday (AH)
Swords & Sorcery (DS)
Test Drive (ACO)
The Games-Winter Edition (EPY)
Ultima I (ORJ)
War In S Pacific (SSI)
THIRD QUARTER
Card Sharks (ACO)
Pool of Radiance (SSI)

FOURTH QUARTER

Gunship (MIC)
APPLE IIGS
Defender of Crown (CIN)
DeluxePrint II (EA)
x-Fantavision (BRO)
x-Gauntlet (MIN)
Last Ninja, The (ACT)
x-Paintworks Gold (ACT)
x-Sherlock: Riddle/C Jewels (INF)
Teleworks Plus (ACT)

APRIL

Dark Castle (TS)
x-King's Quest (SIE)
x-Music Studio 2.0 (ACT)
x-Paperboy (MIN)
x-Police Quest (SIE)
Rocket Ranger (CIN)
Three Stooges (CIN)

JUNE

Mini Putt (ACO)
SECOND QUARTER
Bubble Ghost (ACO)
DeluxeWrite (EA)
Destroyer (EPY)
Dondra: New Beginning (SPE)
Drawing Table (BRO)
Dream Zone (BAU)
Ebonstar (MI)
Faery Tale Adventure (MI)
Fire Power (MI)

4th & Inches (ACO)
Galactic Invasion (MI)
Hacker II (ACT)
Hot & Cool Jazz (EA)
Instant Music (EA)
It's Only Rock'n Roll (EA)
King of Chicago (CIN)
King's Quest II (SIE)
King's Quest III (SIE)
Land of Legends (MI)
Leisure Suit Larry (SIE)
Newsmaker (BRO)
Pinball Wizard (ACO)
Print Shop (BRO)
S.D.I. (CIN)
ShowOff (BRO)
Silent Service (MIC)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Sub Battle Simulator (EPY)
3D Helicopter Simulator (SIE)
Title Shop Graphics Comp (DS)
Tomahawk (DS)
Video Title Shop (DS)
World Tour Golf (EA)
THIRD QUARTER
Card Sharks (ACO)
4th & Inches Team Construc Disk (ACO)
Silpheed (SIE)
FOURTH QUARTER
Futuremagic (EA)
Pirates (MIC)

MACINTOSH

MARCH

x-Ancient Art of War at Sea (BRO)
x-Beyond Dark Castle (SIL)
Fire Power (MI)
x-Sherlock: Riddle/Jewels (INF)
Where in World/C Sandiego (BRO)

APRIL

x-Air Traffic Control Sim (HJC)
x-PT 109 (SPE)

JUNE

Harpoon (TS)
SECOND QUARTER
Android Arena (SIL)
Award Maker Plus (BAU)
Citadel (MIN)
4th & Inches (ACO)
Hunt for Red October (DS)
Jet (SUB)
Jinxter (FIR)
Knight Orc (FIR)
Might and Magic (NWC)
North Atlantic '86 (SSI)
Orbiter (SPE)
Police Quest (SIE)
Roadwar 2000 (SSI)
S.D.I. (CIN)
Sinbad & Throne/Falcon (CIN)
Sky Travel (MI)
Ultima IV (ORJ)
THIRD QUARTER
AutoDuel (ORJ)
4th & Inches Team Const Disk (ACO)
Train, The (ACO)

IBM PC/Tandy 1000

MARCH

Alien Fires-2199 A.D. (PAR)
Dive Bomber (USG)
Gamma Force-Pit/Thousand Screams (INF)
Home Video Producer (EPY)
x-Hunt for Red October (DS)
x-Jinxter (FIR)
L.A. Crackdown (EPY)
x-Lane Mastodon Vs Blubbermen (INF)
Last Ninja, The (ACT)
Skyfox II (EA)
Street Cat (USG)
x-Twilight's Ransom (PAR)
x-Univ Military Sim (FIR)
x-Where/Europe Is Carmen Sandiego (BRO)

APRIL

Zorkquest: Egret Castle (INF)
APRIL
x-B-24 (SSI)
x-Blockbuster (MIN)
Crossbow (ABS)
x-DeluxePaint II (EA)
Harpoon (TS)
x-Harrier Combat Sim (MIN)
x-Rampage (ACT)
Rocket Ranger (CIN)
x-Star Command (SSI)
x-Superstar Hockey (MIN)
x-Urdium (MIN)

MAY

Futuremagic (EA)
Three Stooges (CIN)
Willow (MIN)
JUNE
Alt Reality 2: Dungeon (DS)
Android Decision (DS)
Annala of Rome (DS)
Apollo 18 (ACO)
Fire Zone (DS)
Graphics Studio (ACO)
Napoleon in Russia (DS)
Platoon (DE)
Sorcerer Land (DS)

AUGUST

Pete Rose Pennant Fever (GAM)
SEPTEMBER
Airborne Ranger (MIC)
Beyond Dark Castle (TS)
Red Storm Rising (MIC)
Stealth Fighter (MIC)
SECOND QUARTER
Award Maker Plus (BAU)
Bionic Commando (CAP)
Bob'n'Whost (MIN)
Bubble Ghost (ACO)
Card Sharks (ACO)
Championship Baseball (GAM)
Commando (DE)
Corporate Raider (COS)
Dan Buntens's Sport of War (EA)
Death Sword (EPY)
Dondra: New Beginning (SPE)
Ebonstar (MI)
Elite (FIR)
Faery Tale Adventure (MI)
Fire Power (MI)
4X4 Off-Road Racing (EPY)
4th & Inches (ACO)
Galactic Invasion (MI)
Global Commander (DS)
Gold Rush (SIE)
Hat Trick (CAP)
Impossible Mission II (EPY)
Jet (SUB)
King of Chicago (CIN)
Land of Legends (MI)
Lock On (DE)
Lord of Conquest (EA)
Manhunter (SIE)
Metropolis (ARC)
Operation Market Odn (SSI)
Phantasia (SSI)
PHM Pegasus (LF)
Pirates (MIC)
President Is Missing (COS)
Print Magic (EPY)
Rubicon Alliance (DS)
Side Arms (CAP)
Sinbad & Throne/Falcon (CIN)
Sons of Liberty (SSI)
Sporting News Baseball (EPY)
Spy vs Spy 3: Arctic (EPY)
Star Fleet 2 (INS)
Sticker Maker (EPY)
Street Sports Soccer (EPY)
Superstar Soccer (MIN)
Tag Team Wrestling (DE)
The Games-Winter Edition (EPY)
Victory Road (DE)
THIRD QUARTER
4th & Inches Team Const Disk (ACO)

APRIL

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...contd. on Page 9

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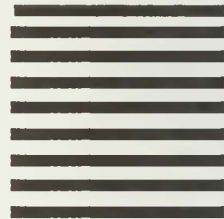
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Rare Game Collectors Forum

Our rare gamers are beginning to contact us (see April, 1988 issue for details) and these are our first gamers looking for collectors to contact:

Steven Burrage; 15 So. Magnolia Avenue, Orlando, FL 32801: Offers help with rare 2600 games, Vectrex games, and the Channel F System that Douglas Warner is looking for. He might be a good bet for John Vacopoulos, John Bonavita, and anyone else looking for rare software. He's also interested in getting unusual 2600 (including Starpath Super-charger games), 5200, Coleco, Odyssey, Emerson Arcadia, RCA Studio II, Channel F and Intellevision games (phew!), as well as old videogame magazines! Contact him directly if you can help with his shopping list!

Paul Steltenpohl; 1171 Hasenour Ave, Jasper, IN 47546: looking for 5200 software. Please contact him if you have software to trade or sell.

Al Backiel; 253 Rock Rd., Ridgewood, NJ 07450: Looking for the following 2600 cartridges: Kyphus, Chase the Chuckwagon, and Music Machine. Please contact him directly if you can help.

As we mentioned in the April issue, we'd like to put you rare game collectors together. Space permitting, we will continue to run this column every month at no charge to current subscribers. We cannot be responsible for any trades, sales, etc. as all transactions must be done individually between the gaming parties. Our intention is merely to have a forum where you can find one another. If you haven't written to us already (no phone calls please!), please do so right away so you can be included in our Rare Game Forum!

Happy Hunting!

Please Participate in our *Reader's Questionnaire*.
You're Important to Us! (See Page 3)

And, don't forget to vote for your choice to enter as our 1988 Inductee into the *Reader's Hall of Fame* (details on Page 2)

SuperPaint 1.1 Ships

Silicon Beach Software is shipping Version 1.1 of SuperPaint for the Macintosh. In addition to fixing any known bugs in Version 1.0, this version ensures compatibility to Apple's new MultiFinder™, the AppleShare® file server, and non-PostScript™ laser printers.

According to Silicon Beach Software, any current users who have not encountered the problems that Version 1.1 addresses should want for Version 2.0 before upgrading as that version will also improve graphics productivity substantially. Version 2.0 will also include AutoTrace™ – the capability of automatically tracing bitmapped graphics and converting them to true object-oriented images. For upgrades, contact Silicon Beach Software (address listed in your documentation) directly.

Pete Rose Baseball Being Developed

Pete Rose, the legendary baseball player, has teamed up with Gamestar to develop Pete Rose Pennant Fever (initially for the IBM and following for the C64). You'll be able to guide your own expansion team through a ten-season, 24-team league race for the Pennant, while using the "110%" playing style of Pete "Charlie Hustle" Rose. The game promises to put you "right on the field" with all the real-life game strategies employed by Rose. A General Manager option will also be included.

ALTERNATE REALITY: THE CITY for IBM, Amiga

With the release of versions for IBM and Amiga, DataSoft has now made ALTERNATE REALITY: THE CITY available for all computer systems used for gaming in the U.S. The graphically oriented role-playing adventure is to be part of a series of seven ALTERNATE REALITY games in which experience in each game is necessary for success in the next of the series.