

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

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Coming...

Our Year-End Wrap-Up
Reviews include
Where/Carmen Sandiego
Phantasy Star
...for Sega
Anticipation
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Spy vs. Spy
...for Nintendo
Battleship
...for Atari ST

Activision to Introduce Karate Action Game with New Twist

Coming next month from Activision is CHOP AND DROP (MSR \$29.95), a karate action game for Commodore 64/128. The company promises a game with sixteen different karate blows and a "brawling free-for-all," since there are three karate characters on the screen at all times. In the one-player game, the computer controls two fighters who may attack the player's character or each other. In the two-player game, the computer controls the third character. Action continues until one character is left standing, and that character can then move on to a bonus round where points are won by deflecting ever-increasing waves of deadly balls with a shield.

Lucasfilm Games Group Joins Forces with Industrial Light & Magic

In a move that hints at new directions in interactive entertainment, Lucasfilm's five-year-old Games Division has recently become part of Industrial Light & Magic (ILM), the Lucasfilm division best known for its cinematic special effects created for Lucasfilm's own movies (Star Wars, Willow, Indiana Jones) and for movies from other companies (Cocoon, E.T., Star Trek II, III & IV, Who Framed Roger Rabbit and others). The collaboration is expected to create state-of-the-art applications of interactive video, computer animation and computer simulation for games, education, and location-based attractions. One current project is an interactive entertainment environment at Lucasfilm's Luminaire Center in Houston, Texas, which is an entertainment-oriented retail complex scheduled to open in 1992.

Coming Soon from Psygnosis/Psyclapse

Soon game Atari ST and Amiga game players will be able to lead an elite force of Time Warriors against the supreme God of Evil, BAAL, in a new Psygnosis release on the Psyclapse label. Promising "an addictive mixture of strategy and arcade action," the company states that the game will feature eight-way, ultra-smooth scrolling with over 250 highly detailed screens and more than 100 monsters and 400 traps.

Newest Fantasy Role-Playing Game from Origin

TIMES OF LORE, the latest fantasy role-playing game from Origin, is now available for Commodore 64/128 and Apple II (MSR \$39.95). TIMES OF LORE was created by the British game designer, Chris Roberts, with musical soundtrack by Martin Galway, England's premier computer-game music composer. The game is completely joystick driven and includes fast, arcade-style combat action with increasing challenges as the player's skill develops. An MS-DOS version of TIMES OF LORE is planned for early 1989.

Mac Version of AUTODUEL Now Available

In other news from Origin, the company announced the recent release of AUTODUEL (\$39.95), the role-playing adventure based on the board game, Car Wars. The program requires 512K and a double-sided disk drive and will run on Macintosh 512E, Plus and SE. AUTODUEL also runs on Macintosh II with full color graphics.

Coming from Konami

What is it that's as much fun to play as a video game, requires no wires or TV, and fits in a shirt pocket? It's a hand-held game, of course, and it represents an entertainment category that's enjoying a surge of popularity. The latest company to announce its intention to enter that category is Konami, along with its wholly owned subsidiary, Ultra Software. The company is expected to have its first games ready in the spring of 1989, with TEENAGE MUTANT NINJA TURTLES among the first titles to be released.

MACINTOSH Software

THE MANHOLE (★★★★★) is an absolutely charming fantasy exploration from *Activision* whose single biggest drawback is the hardware requirements (see end of review) which will make it unworkable for many Macintosh owners. Designed for children of all ages, this program, as the packaging indicates, is "where Alice would go if the



White Rabbit had Hyper-Card." As you enter into this enchanted world, you can travel up or down the beanstalk to visit a sunken ship, a castle in the sky, inside a fire hydrant, or many, many other scenes

which are animated and "talk" as you visit with a myriad of fascinating characters. These sometimes very funny characters speak to you in

French and English (depending on the character) as they help you journey through everything from rooms, desk drawers, book cases, and more as you are given songs to sing, a story to hear, and more.



The 3D graphics which fill the screen beckon to you as you point and click to whatever takes your fancy. Click on the sunken anchor and the song, "Popeye the Sailor Man" pipes up. There is a tremendous amount of animation throughout the adventure which boasts over 600 interconnected screens!

A Delightful Fantasy

For anyone who has the hardware to run the program, it's a simply delightful fantasy which will enthrall virtually anyone who has an "Alice in Wonderland" heart. The characters are realistic, full of fun, and each brings something special to your adventure. With the "point and click" approach, anyone can roam through this world for hours finding all sorts of treasures to explore. (requires Macintosh Plus, SE, or Mac II; minimum 1 megabyte of memory; hard disk drive; hypercard; includes 5 disks which must be installed on your hard disk)
Recommended

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.

P51 MUSTANG FLIGHT SIMULATOR (★★★1/2★★★★) is the latest effort from *Bullseye Software* who brought us the award-winning Ferrari Grand Prix and Fokker Triplane Flight Simulator. Set during World War II in the European theatre, during the summer of 1944, this simulation is loaded with features that any flight simulation buff will really appreciate. There are several start locations from Leiston field, Dedbon, Wendling, Mount Farm, etc., all in England. There are also a couple of "miscellaneous" starting points including



Attacking a Ju88 at an enemy field

"Near Eiffel Tower" and "Air Race Course." You can then choose whether you wish to start on the runway, start on approach, return from escort (putting you at 16,500 feet returning from a B17 escort), etc. In choosing the other aircraft, you'll also choose whether they will engage in a dogfight (choose your ammunition), or "touch 'n' go." You can choose to "seek and destroy" enemy ground targets which include trains, trucks, and aircraft to strafe. There's a great replay feature which allows you to, at any time, "playback" the last four minutes of action from any of the 13 different camera angles which are available to you throughout your flight! Other "customizing" you can do includes stick sensitivity, performance enhancer, pilot stats, etc.

The Flight

Once you've got all your options set the way you want them, it's time to learn how to fly the Mustang. You'll find all your various views to be extremely helpful. Looking out your left side, you'll even see how the flaps actually move! If you shoot down another aircraft, you'll see the pilot bail out! The parachute opens as he floats to the ground! The instrumentation of the cockpit is very complete, giving you all the information and flexibility you need to take control. Digitized sound completes the package, giving it more realism. All the camera angles and the replay feature give the program a sense you're really there! And, if you've got a friend who's willing to bring his Macintosh over (the designer indicated that he did not wish to sacrifice his high frame

THE RATING SYSTEM:

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

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

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

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

COMMODORE 64/128 Software

rates so the program could be run over phone lines with a modem), a two-player feature is available by directly connecting your Macs with a cable. Then you can fly formations together, or dogfight against each other. A stickler for detail, as evidenced in his earlier programs, designer Donald A Hill Jr. has given us another gem for anyone who enjoys flight simulation (one player; two-player with two Macintoshes; runs on the Macintosh Plus or SE)
Recommended (MSR \$59.95)

MEAN 18 (★★1/2/★★★) has just been converted by *Accolade* for Macintosh golfing enthusiasts in which up to four players can tee-off on one of three courses: Pebble Beach, St Andrews, and the Augusta National. There are three types of play available: stroke, match, or best ball. As play starts, you get an overhead view of the hole so you can locate doglegs, traps, etc. Once you've chosen a club (the typical club for the shot is automatically provided so you can choose to use that one or override it), hitting the ball is a three-click process with your mouse. It will take a bit of getting used to, but works well once you've got it down. You can also move your golfer in order to aim your shot differently. If you tire of the three courses, there is a Course Architect included which allows you to design your own course with all the hazards possible.

Scrolling Very Slow

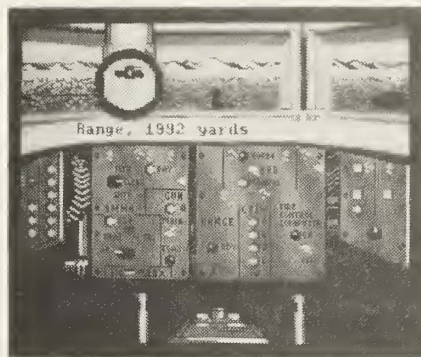
We found the screen scroll as it unfolds the hole in front of you to play quite slow making it a bit tiresome as you move from shot to shot. It takes several seconds to accomplish the full-screen graphics. We did like, however, the overhead approach when on the green. You look down on your golfer in a birdseye viewpoint. However, you may run into quite a bit of trouble knowing exactly where you are on the green and, therefore, correctly aiming the shot because, regardless of where on the green you are, the overhead shows the golfer on the left, and the hole to his/her right. It can disorient you and where your position really is. Overall, the graphics are not up to what we've come to expect on the Macintosh. They're good, but not as detailed as we'd like to see them. The sound effects are good as the club makes contact with the ball. Overall, the game is a slight disappointment from the earlier versions in other formats. (reviewed on Macintosh; requires 800K disk drive; requires 1MB memory; runs on SE, 512Ke, supports Mac II 16-color; also available for MS DOS, Amiga, Apple IIGS)
MSR \$44.95

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 (Vol I, #1,2,3, and 4 are available as xeroxed copies only at a cost of \$2.75 each). Send \$2.50 for each back issue you want. Buy six or more, and they're just \$1.75 each. Make certain you have a complete set! You can also purchase the *SPECIAL EDITION*, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is \$2.00.

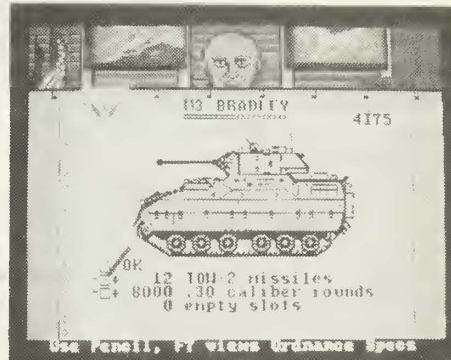
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STEEL THUNDER (★★1/2/★★1/2) is billed as a military simulation tank warfare game from *Accolade* which takes place in today's global hot spots - Cuba, West Germany, and Syria. You can operate one of four modern battle tanks and assume the role of tank commander, tank



driver, and tank gunner. Once the player accepts which mission and tank, and then outfits it, he begins his battle. The object of the various missions is to disable the enemy without incurring too much damage or blowing up an Allied tank. You have a cockpit

view of the action with scopes which help you identify the enemy, as well as their direction. There's also an overhead map giving the player's current position as well as overall battle situation. With a keyboard overlay to make it easy to remember which keys control which functions, you'll be able to use a night periscope, arm smoke grenades, drive the tank, etc.



Not Too Exciting

After going through several screens of choosing the tank, arming it, etc., the action moves to the inside of the cockpit. There you search out enemy tanks, aim and shoot. We found ourselves quickly bored as there just wasn't enough depth to the whole procedure. The graphics are okay, but nothing dazzling. After putting it away, we got the sense that it's not a game we would pull out again. (one player; joystick required)

Not Recommended (MSR \$29.95)

Of Interest to Game Designers

Any game designers (or aspiring ones) among our readers who are not already subscribing to **THE JOURNAL OF COMPUTER GAME DESIGN** should do so without delay. The bi-monthly publication, just beginning its second year, is published by designer Chris Crawford ("Balance of Power," among others). The journal is meant for professionals in the industry and offers a forum for the exchange of ideas among game designers. For a one-year subscription, send \$30 to The Journal of Computer Game Design, 5251 Sierra Rd., San Jose, CA 95132.

MS-DOS

PETE ROSE PENNANT FEVER (★★★★★★★★) brings yet another version of the great American pastime to the computer screen. With the input of the legendary Cincinnati Reds star, and now manager, *Gamestar* has come up with a beauty in an area they excel in – sports. We had the initial, “not another baseball game” reaction when it hit our doors, but this is definitely a “cut above.”

The Game

All the elements are there – seven different pitches as well as different speeds for the pitches (you can even “waste one” where it’s out of the strike zone but just close enough that you may lure the batter into swinging) – 23 different pitches in all; different batting styles including the ability to choose a bunt either to right or left field. Your fielding is totally in your control as well with the ability to let the computer automatically throw the ball to the base or take over yourself, choosing where to throw and the strength of the throw. You’re really in the middle of the action. Of course, since Pete’s a manager now, you can also take that position, filling out the lineup card, choosing substitutions during the game, giving your players a steal sign, etc. You can also choose to be the General Manager as you try and build a killer team – you’ve got 10 seasons to do it. You can draft rookies and buy free agents through your pool of money which is assigned to you at the beginning of each new season. The money available to you is based on how well you did the year before.

Great Graphics, Sound, Play

This has it all as the graphics are just terrific as you are down on the field (finally) as opposed to in an upper deck looking down on the action. This feature alone gives the game a great new feel, really putting you right in the middle of the game. Digitized voice and sounds, including the umpire calls, crack of the bat, etc., give it even more realism. And, finally and most importantly, the gameplay gives the player more flexibility and “feel” of the game than any other computer baseball game that we’ve tried out. Allowing the player virtually complete control over fielding, pitching, batting, and running make this the closest thing that any armchair baseball junkie could get to. You can almost feel that dust on your clothes as “Charlie Hustle” (Pete Rose’s famous nickname) takes us into an action-packed game. (one or two player; includes 2.5-1/4” disks and a 3-1/2” disk; supports CGA, EGA, Tandy 16-color; joystick optional; 512K RAM required; reviewed on MS DOS; coming for Commodore 64/128) Recommended (MSR \$39.95)

JACK NICKLAUS GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF (★★★★★★★★) brings yet another well-known sportsman to the computer software arena. In conjunction with *Accolade*



(who also distributes it), Nicklaus brings us his favorite and most challenging 18 holes of golf, as well as two tough courses that he designed: Castle Pines in Colorado and Desert Mountain in Arizona. You can choose to play from five men

and four women of varied skills, as well as choosing the pro, men’s, or ladies’ tee. Then you can choose to plan Championship Skins, a \$36,000 match with single hole prizes or stroke play. Prior to an actual match, you may want to practice at the driving range, a green, or practice a particular hole.

Teeing Off

Prior to your tee off, there’s an overhead view of the hole giving you the basic data you need such as par, distance from the tee, and a detailed look at the layout. Then you should look at the pin placement as it changes randomly each time you play. You will have to adjust the swing and placement based on wind, hazards, etc. If you’ve chosen to play as a beginner, your clubs are chosen automatically for you; if you’re playing as an expert, you’ll have to do the choosing yourself. Your swing and power are controlled with the space bar in a series of three moves. It’s simple to do, but mastering it is another thing.

Great Golfing

Certainly there are other computer golfing games out there, but *Accolade* has done a really nice job with this newest version. Throughout your game, Nicklaus gives on-screen hints as you work your way through some pretty tough holes. You’ve got a great deal of control over your game as you have the various levels of difficulty, random pin placement, skins scoring or stroke play. The graphics are very crisp, colorful and depict the golfing experience in a most realistic way – even to the additional bounces the ball makes far off in the distance as it hits the ground. These sporting games just continue to get better and better (frankly, we can’t wait to see the GS and Amiga versions!) (one to four players; supports EGA, CGA, Hercules MGA; 384K RAM required; reviewed on MS DOS; coming for Apple IIGS, Commodore 64/128, Amiga)

Recommended (MSR \$49.95)

GRAND PRIX CIRCUIT (★★★★★★) takes you into the world of Formula One Racing in a simulation from *Accolade*. There are eight different races/tracks available including Monaco, Brazil, Germany,



Japan, Detroit, Canada, Britain, and Italy. If you choose to race the “championship circuit,” you will race all eight tracks and your cumulative record will determine your

standings. Prior to that, however, you’ll want to take some practice laps (you choose the track) and then work on single races, again on the track of your choosing. Whether you’re choosing the single race or the circuit, you’ll first have to qualify as you race against the clock. Your time on the lap determines your position in a 10-car starting grid. There are three racing cars to choose from: a Ferrari; Williams V8 Renault; or the McLaren, a Honda Turbo. Then it’s on to the competition where speed is critical as you must successfully maneuver around the com-

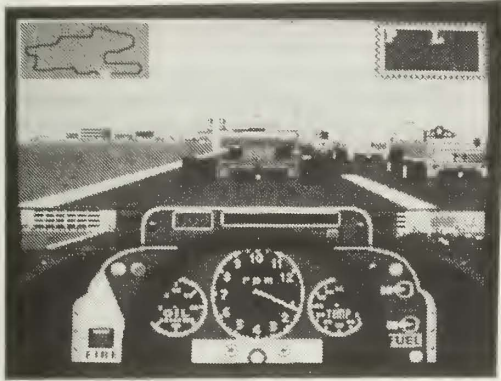
MS-DOS

petition while staying on the course. And, you'll have to make pitstops where you can change the tires, fixing damage.

Good Racing Action

The program features good, responsive action as you use your keyboard or joystick to maneuver. You sit low in the driver's seat looking through the cockpit window. Small screens show your location on the track, lap number, position, and race time. There are dual

rear-view mirrors in order to keep track on the competition that's behind you. As you turn, the steering wheel turns giving some sense of realism. While the two pro-



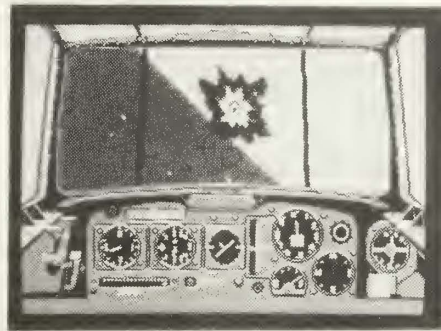
grams are a totally different approach to racing, the comparison to Accolade's own *Test Drive* seems inevitable as *Test Drive* offers superior graphics (especially the actual gearshift box which really gives the sense of reality) and more cars to choose from (in fact, both programs were developed by the same company, Distinctive Software Inc.). We liked this game for a good straight-ahead racing; however, the pitstop action is limited as you can only change tires (changing tires "fixes" whatever damage there is). If you already have a strong racing game you're happy with you may want to pass on this one; if you don't, it provides good racing action. (one player; requires 384k memory on MGA and CGA; 512k memory on EGA; joystick optional; reviewed on MS DOS; coming for C64/128) MSR \$39.95

SPACE STATION OBLIVION (★★★1/2/★★★1/2) is the latest in the *Epyx* Masters Collection of software for the advanced game player. Set in an eerie future world on Mitral, moon of Evath, the game is a race to find and drill into pockets of poisonous gas that threaten to annihilate this moon if pressure continues to build. The miners of Moitral, the Ketars, have fled, but they left their security devices behind. As a member of the elite Driller Federation, it's up to you to save Mitral from certain disaster in just four Mitral hours' time. Rove the surface of Mitral in your excavation probe, or perhaps you'll find the single reconnaissance jet left behind by the Ketars when they fled. Both vehicles are powered by Rubicon crystals, which must be replenished frequently to keep up their energy levels. The environment of Mitral is drawn in 3-D solids, and your movement through that environment is from a first-person perspective that really lets you become thoroughly involved in your quest. Everything is strange and unfamiliar, and objects sometimes have unusual properties. There are hidden floors that may appear when you shoot certain objects with your laser. There are elevator towers and even towers that can be knocked over to form bridges over otherwise impassable chasms. **SPACE STATION OBLIVION** is an adventure with many secrets and puzzles to be solved along with the added pressure of a time limit. The 3-D solid graphics are well done, adding a sense of reality to a very other-worldly setting.

We liked this one for its depth and the fun of exploring the unknown. (Solo play; Joystick or keyboard; Pause; 256K with CGA, EGA, Tandy or Hercules monochrome graphics.) MS-DOS version reviewed. Coming soon for Amiga, Atari ST; also for Commodore 64/128 at \$39.95.

Recommended. (MSR \$49.95)

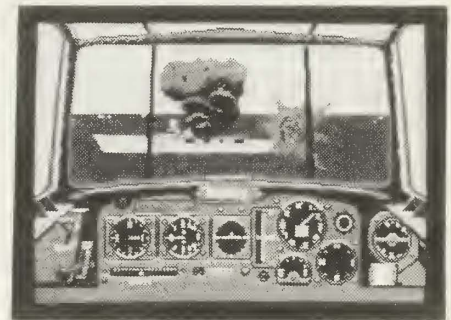
BATTLEHAWKS 1942 (★★★★★★) is a new flight simulation program from *Lucasfilm Games* which is built around naval air combat in the Pacific during World War II. But this is not just another in a sea of flight simulators: **BATTLEHAWKS 1942** is an extraordinary package that takes you into World War II in a way that no other program does—at least none that we've seen. Graphic realism is



several notches above the usual. High-resolution, digitally rendered images mean that planes and ships look like planes and ships instead of polygons that are more less shaped like planes and ships. Historical accuracy is excellent, no doubt due

at least in part to the participation of both Japanese and American pilots who flew missions in World War II. There are over a dozen training missions and thirty combat missions utilizing six authentic American and Japanese aircraft. We especially like the fact that the user can fly as an American pilot or a Japanese pilot. This ability to switch sides and

experience both gives the user an understanding that isn't possible when participation is limited to just one side. The other feature that we found fascinating in this program is its instant replay. In the heat of combat, a



"camera" that is independent of the player's aircraft records all the details, allowing the player to review performance from a choice of camera angles. And the manual provided with the program does much more than explain the basics of flight and outline the program options. It adds to the player's feeling of immersion in the World War II by including dozens of Navy archive photos, reminiscences by pilots on both sides, maps and drawings, and a lively history of the period. **BATTLEHAWKS 1942** is a carefully designed program executed with great style and attention to detail. Don't miss it! (Solo play; Joystick, mouse or keyboard; 348K; EGA, VGA, CGA, MCGA or Tandy graphics; Not copy protected; 5.25" & 3.5" disks included.) MS-DOS version reviewed. Coming soon for Amiga, Atari ST. Recommended. (MSR \$49.95)

MS-DOS

NAPOLEON IN RUSSIA-BORODINO 1812 (★★1/2/★★★) from *Datasoft* recreates the battle outside Moscow in which Napoleon had the opportunity to crush the Russian army. Instead, he let that army escape. The Russians then regrouped, counter-attacked and sent Napoleon back across Europe. In the game, the player has control of Napoleon's forces and the chance to rewrite history. The program was recently awarded the "Fire and Movement and Charles S. Roberts Award" for best pre-20th Century War Strategy Game. (256K, CGA/EGA, 5.25" & 3.5" disks included.) Recommended. (MSR \$34.95)

THE TRAIN: ESCAPE TO NORMANDY (★★★12/★★★1/2) from *Accolade* is a World War II simulation that casts the player as a member of the French Resistance movement who attempts to take a German-occupied train filled with the entire national art collection of France and deliver it to Normandy before the Third Reich can smuggle it to Berlin. A wonderful blend of action, intrigue, strategy and high adventure. (384K, EGA/CGA/Hercules MGA.) Recommended. (MSR \$34.95)

RACK'EM (★★★1/2/★★★) is a billiard simulation designed by *Artech Digital Entertainments* of Canada for *Accolade*. The program is about as fully featured as any pool fan could hope for, with a variety of games including snooker, 8-ball, 9-ball, standard 15 and straight pool at amateur or professional skill levels. There are also built-in classic trick shots, the ability to customize or create your own game, a "restore shot" feature, and you can even save your ten best shots to the game disk. (The MS-DOS version offers the additional option of playing bumper-ball or creating your own game with the bumper-ball construction set.) Setting up shots is done with the aid of "ghost balls" for aiming. You determine the strength of each shot, as well as the kind



of English to apply, if any. The program is fun to play with, particularly for those who occasionally prefer slow and precise to

wildly fast in their games. The graphics show the table setups clearly, and sound effects add to the realism of the simulation. (One or two players; Joystick on C64/128, Keyboard on IBM; MS-DOS version requires EGA, CGA or Hercules MGA.) Commodore 64/128 and MS-DOS versions reviewed.

MSR \$29.95 (C64/128) or \$39.95

New Conversions from Accolade

Apollo 28: Mission to the Moon has just been released for MS DOS while *Mini-Putt* has been made available for MS DOS as well as the Apple IIGS. Both programs are \$39.95 in their new conversions.

ROCKET RANGER (★★★★★★★★) for MS-DOS follows quickly on the heels of the release of the initial Amiga version (see review below) from *Cinemaware*, a company which has garnered quite a reputation for almost movie-like graphics and great computer versions of Saturday matinee serials. Our hero, Rocket Ranger, springs to life from those serials as he's given the task of crushing the Nazis in a scenario which is based on Hitler's army having won WWII (see full description under Amiga review).

Fine Adaptation

Naturally we were spoiled with the breathtaking graphics of the Amiga version, but the integrity of the graphics and certainly the gameplay has been adhered to in this MS-DOS version. All the elements remain as you fly through the air with your rocket pack, doing battle with the evil Nazi forces. Digitized sound effects and music and strong action complete the picture. (one player; contains both 5-1/4" and 3-1/2" disks; requires 384k RAM; CGA, EGA, or VGA; joystick optional; also available for Amiga) Recommended (MSR \$49.95)

AMIGA Software

ROCKET RANGER (★★★★★★★★) takes us into the world of the Saturday afternoon serial as our fearless hero goes against seemingly insurmountable odds in this *Cinemaware* gem. The game is set in 2040, one hundred years after the Nazis have won WWII. The world has faced a century of fascist terror as they have discovered lunarium, a type of atomic fuel, and, of course, rocket travel. Your mission is to find the many key German bases scattered around the world, destroying their sources of power, and stealing parts in order to build your own rocket ship. You make your journey unencumbered by any flying machine - just the rocket pack on your back. You're armed only with your rocket suit, ray gun, and secret decoder wheel. Of course, since this is a "movie," there's the gorgeous daughter of a famous scientist held captive by the enemy who you must rescue, the evil SS officer, etc.

Breathtaking, and Great Gaming

This is a real gem which shows off your Amiga for everything it's advertised to do. First, there's the movie-like graphics as well as digitized music and sound effects, all of which are quite dazzling. While it will take you a minute to get the hang of flying with just a rocket pack, that sensation is fabulous. At every turn, you'll find surprises and new challenges as it will play a little differently each time. For any Saturday serial lovers out there, it's as though those situations and heroes have jumped off the screen into your Amiga. If you don't remember the serials, fear not! That's only the basis for the plot. Anyone from six to sixty will be hooked on this game. This is one of those rare "Must Own" games for your Amiga library! (one player; reviewed on Amiga; also available for MS DOS)

Recommended (MSR \$49.95)

MicroProse Releases First Macintosh Game

Macintosh owners will be able to play *Pirates!*, a role-playing adventure. In the game, you can choose from six different time periods, nine types of ships, and over 50 different islands and nations to visit, trade with, or capture. Suggested retail will be \$54.95.

AMIGA Software

BATTLE CHESS (★★★★★1/2) by *Interplay Productions* may be the first computer game to inspire a young generation of space-age video game players to begin playing the classic strategy game of chess. Thus, it is fitting that this version of the game was inspired by the 3-D holographic chess game sequence aboard Han Solo's Millennium Falcon in the movie, *Star Wars*. Incidentally, that same sequence was the inspiration of the computer game, "Arehon."

Standard Chess Pieces, Positions

The Warriors in BATTLE CHESS stand in the classic chess positions on a three-dimensional playfield. Each chess piece in the game looks like a standard chess piece, although the Knight does not sit astride a horse. A piece is moved by clicking once on it, which causes its square to be outlined, and then clicking on the destination square, which initiates movement of the piece in a true-to-character form. For instance, if the piece is a Pawn, the soldier actually marches to his new position. When the armored Knight moves from his initial position in the back row, the Bishop and Pawn step aside to make room for his oversized body. The Queen glides with her hips swinging, and the King plods as if he were old and weary.

Animated Battles

When two pieces meet on a square, there is an animated battle whose outcome is predetermined by standard chess rules. Thus a lowly foot soldier can just as easily defeat the knight as the reverse outcome, depending on the circumstances of the move in a particular game. The difference between BATTLE CHESS and any of the more conventional computer chess simulations is in the animated fighting sequences. Some are absolutely priceless, even comical at times. When two Knights square off, the winner—after a few elanging sword blows—slices off the other's free arm, then his sword arm. You can hear his pain as he reflexively tries to kick and promptly loses his leg. He then begins a one-legged hop, Monty Python style, until the victorious Knight dispatches his opponent's head with one clean slash of the sword. The powerful Queen, on the other hand, uses sorcery to

kill an opponent. She waves her arms menacingly and casts a spell. The Pawn, for example, loses his sword and shield and then jumps back in attempt before she disinte-

grates him with a final zap. My favorite piece is the Rook (castle). This stone edifice transforms into a giant rock-creature who moves with slow, heavy steps. When he confronts the Queen (in a winning situation), he grabs her and holds her high in the air while she screams. Then he stuffs her into his gaping mouth and proceeds to eat her. I was checkmated by the Rook, and he stomped my King flat. The Rook picked my King up by his hair as if he were displaying a trophy, and as he turned the King was as flat as a cardboard cutout.

How Well Does It Play Chess?

Although I was serious at first about determining the program's chess playing ability, I soon began devising methods of either losing pieces intentionally to specific pieces, or else sacrificing others in order to capture a certain piece. Actually, there is an easier method since the program does have a chess setup mode in which you can devise your own chess problems. One could devise a demo game in which pieces could kill each other off in sequence. But once the novelty of the game begins to wear off, and you have seen all of the animation sequences, you do need to consider the program's chess playing ability. BATTLE CHESS has nine playing levels with response times ranging from five

seconds to over 21 minutes. You can force a move if you become impatient. I did some initial testing on the lower levels and found some of the openings from the game's 30,000-move library to be questionable. However, it did play a decent middle game, even at level one. Obviously, at much higher levels the game will defeat most amateurs. It is difficult to determine the program's tournament chess rating, and this program is not known to have competed in any major computer chess tournaments.

Usual Options

BATTLE CHESS has the usual options, such as setting up using the classic two-dimensional board (switches automatically to 3-D for actual play), saving and loading games in progress from a separate disk, taking back moves, and asking for a hint. The game can be played by modem or with two computers using a null cable. Two players can even battle against each other, using the screen as their board. BATTLE CHESS is not copy protected and can be installed easily on a hard disk by merely clicking on the "install to hard disk" icon. Protection is handled by asking the player questions about chess moves in specific classic games listed in the appendix of the manual. The manual is quite simplistic and covers the basics of how to play chess. Further instructions are provided on a pocket reference card. BATTLE CHESS is wonderful to play for both beginners and experienced chess fans. Graphics and animation are outstanding. Initially the game will fascinate many who might never have considered playing such a cerebral board game, and it may even teach some players the intricacies of strategic thinking. I would guess that most players who are not fond of chess will eventually tire of BATTLE CHESS and go back to playing arcade games. (Solo or 2-player; Mouse; Blank disks required for game-saving; Not copy protected.) Amiga version reviewed; coming soon for Apple IIGS, MS-DOS.

Recommended. (MSR \$49.95)

—Jeffrey Stanton

APPLE IIGS Software

MANHUNTER:NEW YORK (★★★★★★) is a 3-D animated adventure from *Sierra* and is now available for the Apple IIGS. The first-person, sci-fi adventure takes place in New York City in the year 2004 in a post-invasion world where aliens have taken over the world and subjugated all humans. The player becomes a Manhunter in this alien world, a human detective conscripted by the Orb Alliance to spy on and track fellow humans, reporting any subversive activity to the aliens. The playing field is a realistic representation of New York City, where your choice is to follow alien directives blindly or else work with fellow humans while not letting your alien bosses know what you're up to. The action is and involving, with beautifully drawn graphics and 20 new sound effects not found in the original MS-DOS version of the game. This chillingly realistic adventure by Dave, Barry and Dee Dee Murry (creators of "The Ancient Art of War" and "The Ancient Art of War at Sea" for Broderbund) is superb, sophisticated entertainment. (Solo play; Keyboard and mouse or joystick; Blank disks required.) Apple IIGS version reviewed; also available for MS-DOS. Coming soon for 128K Apple II, Macintosh; also planned for Atari ST, Amiga. Recommended. (MSR \$49.95)

WARLOCK (★★★1/2★★★★1/2) is the first-ever product for the Apple IIGS from *Three-Sixty*. It's a graphically detailed, arcade-style action-adventure designed by Infogrames of France in which a good witch enters the Underworld to recapture the stolen Karna stone. The game is full of a delightfully scary group of dark servants of the Underworld—zombies, carnivorous fish and fearsome gargoyles to name a few. There is a choice of three skill levels. The challenges are many and the fun and frustration seemingly endless in this tale of horror told with a lightly humorous edge—great fun for all ages. (Solo play; Joystick or keyboard; Pause.) 512K Apple IIGS version reviewed; also available for Atari ST and Amiga at \$34.95. Coming soon for Commodore 64/128 at \$29.95 and Macintosh at \$39.95. Recommended. (MSR \$39.95)

BUBBLE GHOST (★★★★★★) has now appeared in its newest incarnation for the Apple IIGS. The game, by *Infogrames of France for Accolade*, is graphically outstanding in the latest version. The charming originality of its play action is similar to earlier versions we've tested, with its impish little ghost puffing at bubbles to move them through the 35 rooms of a castle filled with Rube Goldberg-style

contraptions just waiting to puncture the delicate, soapy orb. This is a game of patience and precision, not one of high speed—definitely a refreshing change of pace from more typical arcade-style games. BUBBLE GHOST is loaded with personality, fun to play, and delightfully different. Hard disk users can install the non-copy-protected disk easily on their system. (Solo or 2-player alternating; Mouse; Not copy protected.) Apple IIGS version reviewed. Also available for MS-DOS, Amiga, Atari ST; for Commodore 64/128 at \$29.95. Recommended. (MSR \$34.95)

COMMODORE 64/128 Software

VICTORY ROAD (★1/2/★1/2) is the sequel to the very popular arcade hit, IKARI WARRIORS. Both are produced by *Data East* under license from SNK. The first game featured a pair of jungle guerilla fighters battling their way to an enemy village. The theme of the sequel enters the realm of fantasy, with one of the heroes from the first game facing the challenge of the Temple of Demons. There are five levels of play in which the hero uses guns, grenades and flame throwers to fend off the strange enemy creatures. Unfortunately, the appealing two-player cooperative mode from the arcade version of VICTORY ROAD does not exist in the C64/128 version. The solo game is only average in play value. We found it a bit sluggish, and some of the graphics have a sort of ragged-around-the-edges look that makes them seem not quite finished. Sound effects are adequate. Overall, we did not like this game nearly as much as the original IKARI WARRIORS. (Solo play; Joystick.) Commodore 64/128 version reviewed; also available for MS-DOS at \$39.95. Nintendo version available from SNK at \$42.95. Not recommended. (MSR \$29.95)

NEUROMANCER (★★★1/2/★★★) is an animated graphic role-playing adventure from *Interplay Productions*. Based on the award-winning, cyberpunk novel of the same name by William Gibson, this is futuristic role-playing quite unlike anything we've encountered before. It features well animated, cartoon-like graphics, an easy-to-use graphic interface with minimal typing, a wild, computer-adventure-within-a-computer-adventure storyline and heavy doses of humor. And the program features an original sound track by DEVO, complete with digitized vocalizing by the group during the opening screen of the game. (The quality of the digitized singing is amazingly good, though admittedly not serious competition for your CD player or cassette deck.)

Disappearing Cowboys

The year is 2058, and you are a cowboy-x-a hacker living among the techno-criminal subculture in Chiba City, Japan. The initial stages of the game involve exploring the streets of the city, making contact with people who may be able to help in your quest: finding out what has happened to the cowboys who have been disappearing from Chiba City. While you suspect that it may have something to do with Cyberspace, the electronic universe that ties all computer networks together, you can't be sure until you do a lot of dangerous detective work. For in the year 2058, hacking can get you into plenty of trouble, and a run-in with ICE (Intrusive Countermeasure Electronics or AI (Artificial Intelligence) can get you killed.

Wonderful Humor

The team at Interplay Productions responsible for NEUROMANCER has worked very hard to bring together a complex and challenging adventure that's easy to control. For all their hard work, though, we suspect that they had one heck of a good time putting this one together. It's the humor, particularly the hilarious "in-group" witticism, that gives them away. They make fun of themselves, of the software industry, and they even take a few potshots at other inevitabilities of modern life. For example, there's a paean to acronyms gone wild in the "first time PAX (public access computer network) user info." Our favorite of the many acronyms is "WHOOPEE" (World Holographic Organizational Obligation for Electronic Eavesdropping). And we nearly went into convulsions upon entering the House of Pong, where the Pong monks "spend days meditating on the mysteries of the One True Computer Game." Anyone who enjoys sophisticated adventuring with plenty of humor will definitely enjoy NEUROMANCER. And to any of our readers who are part of the software industry: don't dare miss playing this game! (Solo play; Joystick &/or keyboard; Blank disks required.) Commodore 64/128 version reviewed. Coming soon for 128K Apple II, Amiga, IBM/compatibles. Recommended. (MSR \$39.95)

SERVE & VOLLEY (★★★1/2) is a different kind of tennis simulation because it focuses strongly on the mental side of the game: its strategies and split-second decisions, rather than just hitting a ball back and forth over a net, Pong-style. The game was designed by Artech Digital Entertainments of Canada for Accolade. SERVE & VOLLEY offers what you might expect in a full-featured tennis simulation: three levels of difficulty, a choice of court surfaces (hard court, clay or grass) and a demo mode. Beyond these basics, however, SERVE & VOLLEY offers a few new twists in tennis simulation on a computer. The Commodore 64/128 version includes a training or tutorial option, which is a great help in learning the intricacies of shot-making in this game. Both C64/128 and MS-DOS versions feature what Accolade calls "Strobe-O-Stroke" graphics-action windows with animated racket movement which allows the player to plan each serve and stroke accurately. The Strobe-O-Stroke feature is actually



the heart of SERVE & VOLLEY, the one feature that really sets the game apart from other tennis simulations and gives it a cerebral emphasis. Strobe-O-Stroke, once you become accustomed to using it, allows you to

control spin, type and strength of stroke, and placement accuracy on each shot in the game. And it assures that you truly understand the finer points of each shot, including the important role of strategy. Another good feature in SERVE & VOLLEY is the seeded list of players whose strengths and weaknesses change as they play more. It's even possible to set up a tournament with eight of the seeded players. If you really appreciate the finer points of tennis and would like something more than just knocking a ball back and forth over a net, give SERVE & VOLLEY a try. (Solo or 2-player; Joystick on C64/128, keyboard on IBM; Pause; 256K MS-DOS version supports EGA, CGA, Hercules MGA, Tandy 16-color.) C64/128 and MS-DOS versions reviewed; coming soon for Apple IIGS.

Recommended. (MSR \$39.95 except C64/128 at \$29.95)

ATARI ST/AMIGA Software

ROADRAIDER (★★★1/2/★★★1/2) by Chris Gray ("Infiltrator") for *Mindscape* pays homage to the Mad Max series of movies in a game full of killer cars, slimy mutants, and the ruins of pre-biological holocaust society. As a former hot-shot bounty hunter, you decide to emerge from your seclusion and look for Dr. A. Noid, the menace who caused the biological disaster. There's a fat price on his head that may even be worth your facing the dangers ahead. The game involves several stages of three different challenges: renegade gangs and their killer cars in the city streets, abandoned buildings full of needed supplies and dangerous mutants, and the close-up competition in the arenas. Your car is tough, but it can be literally armed to the teeth if you can find, borrow, steal or buy the right parts for it. Then it's up to your speed and nerve to save the world from the further ravages of Dr. Noid's schemes. Graphics are crisp and well detailed in ROADRAIDER, and there are plenty of explosive sound effects. Although the theme has been used many times before, Chris Gray has done a nice job with it in ROADRAIDER. There's plenty of speed and more than enough shooting, bashing and smashing to make gamers happy. (Solo play; Joystick; Pause.) Atari ST, Amiga versions reviewed. Coming soon for Commodore 64/128. Recommended. (MSR \$39.95)

THE VIDEO GAME UPDATE

Ultra Software Announces New Titles for NES

Two classic arcade titles will be added to Ultra Software's line of games for the Nintendo system early in 1989. The amusing antics of Q*BERT are expected to be available to NES players in February, with the fast-action space challenges of GYRUSS to follow in March. Both games are expected to retail for about \$36.95.

ZELDA II Released by Nintendo, But in Short Supply

Nintendo finally shipped ZELDA II: THE ADVENTURE OF LINK (reviewed in this issue) to its dealers across the U.S. earlier this month, but in quantities that won't begin to satisfy demand for the game. Belying the hopeful guessing by many NES dealers that delays in the release of this game were due to massive stockpiling of cartridges in preparation for a release of huge proportions, Nintendo apparently will not have additional quantities of LINK to ship until late January to early February of 1989 (so, Nintendo, WHAT WERE THE DELAYS ABOUT since the numbers released apparently were tiny at best??). As we've told you before, if you see a game you want for yourself or for holiday gift-giving, don't hesitate. We're already hearing stories of the disappearance of all copies of THE ADVENTURE OF LINK from stores' shelves within an hour or less of its appearance. Supplies of Nintendo's other hot, new game, SUPER MARIO BROS. 2, should be somewhat better than LINK but by no means plentiful between now and Christmas.

FCI Begins Phone Counseling Service

Effective immediately, game players can get help with FCI games by calling 312-968-0425 (8:00 a.m. to 7:00 p.m., Central Standard Time). Members of the U.S. National Video Game Team will be available to give hints and advice on FCI's LUNAR POOL, ZANAC, MAGMAX and SEICROSS. They will also provide information about where FCI games can be purchased and answer questions about upcoming FCI games, including DR. CHAOS and ULTIMA.

Memory Feature: MagMax and Seicross

We have been informed by FCI that a translation problem led to the inclusion of a misleading statement on the back of game boxes for their two new releases, MAGMAX and SEICROSS. The memory feature in these games is NOT a password function that saves scores and positions even when the NES unit is turned off. The games save both score and position only if you activate the "pause" button while your NES is on. According to the company, future shipments of these titles will not have the misleading phrase on the box.

MagMax Poster Available

FCI is offering a poster for their new NES game, MAGMAX. The poster can be ordered by sending a check or money order for the \$2.00 postage and handling charge to FCI Poster Offer, 150 East 52nd St., New York, NY 10022.

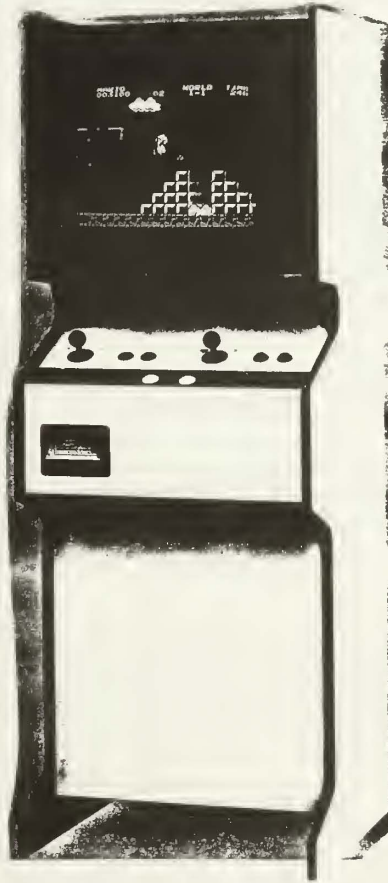
Free DOUBLE DRAGON Promotion from Sega

In a recently announced promotion from Sega that's bound to capture the attention of avid gamers, the company is giving away copies of its eagerly awaited upcoming release, DOUBLE DRAGON. The promotion, which runs from November 7 to December 31, 1988, requires the purchase of either a Sega system (Sega Base System, Sega Master System or SegaScope 3-D System) or three games from a specific list of 17 qualifying cartridges. All the rules for the promotion are printed on a special coupon which is available at Sega dealers. That coupon, along with dated proofs of purchase, must be mailed by December 31, 1988 to earn the free game. Although DOUBLE DRAGON has actually been released this month, it will not be available for purchase from Sega dealers until early 1989 because of this promotion.

Turn Your Game System into a Home Arcade

For the ultimate in arcade gaming at home—short of purchasing a genuine coin-op game unit—gamers can now place their Nintendo, Sega or Atari 7800 game system into the Pro-Play Home Arcade (MSR \$249.99).

Ruggedly constructed of vinyl-coated particle board and modeled after arcade cabinets, the Pro-Play Home Arcade by Eclectic Products is 70" tall and takes up 2'x2' of floor space. The upper portion accommodates your standard TV or monitor up to 23-1/2" wide (up to a 20"-screen TV), while the middle portion encloses your game console and provides a cut-out for cartridge-slot and operating-button access. Genuine arcade joysticks and fire buttons with full microswitch control are built into the sloping upper portion of the game console housing. Accessory items available include a software rack and extension audio speakers. Current availability of the Pro-Play Home Arcade is limited to a few key dealers in California, but the



company plans wider distribution of the unit in 1989.

NINTENDO Software

RACKET ATTACK (★★★★1/2★★★★) from **Jaleco** is a more realistic and lifelike tennis simulation than any we've seen in videogame cartridge form. In fact, RACKET ATTACK gives several computer tennis simulations some very serious competition. There are lots of choices, allowing for a wide variation in game possibilities. The program includes eight male and eight female players, each with his or her own strengths and weaknesses. There is a choice of three court surfaces: clay, grass or hard, each offering a slightly different kind of playing action on ground strokes. A full complement of standard tennis strokes is available, including lobs and smashes. The serve can be straight or sent from the racket with slice or spin. It's a fast-moving game, with some scrolling of the screen as players move around the court. Animation is superb, giving the look of real tennis players instead of cartoonish representations. And the sense of realism is heightened by a referee who calls out the score after every point and renders judgements on out-of-bounds shots. One-player and two-player versions are both excellent, but those who play against the computer will appreciate the password feature. When you defeat the computer-controlled player, you can obtain a password which allows the program to retain a memory of your character's achievements. If you win seven matches against the computer-controlled player, you will be declared champion and win a trophy. If you enjoy the game of tennis, don't miss RACKET ATTACK. It has realism, excitement,

variety and depth. (Solo or 2-player competitive; Password feature.) For Nintendo system only.
Recommended. (MSR \$44.95)

ZELDA II: THE ADVENTURE OF LINK (★★★★★) by Nintendo has finally arrived—surely one of the most eagerly awaited titles of the year for the NES. (Due to continuing shortages, however, many of you may have to wait a while longer to play this one.) Nintendo has programmed a worthy successor to the very popular **LEGEND OF ZELDA**, following it with an adventure starring a slightly more mature Link who now must recover the Triforce of Courage to awaken the sleeping Princess Zelda. He must defeat the guardians of six palaces and restore six precious crystals to their rightful positions in six statues. And though Link eventually defeated Ganon in the first game, the evil one's underworld minions seek to revive their master. Although the character of Link is recognizable in this second adventure, little else in the sequel is strongly reminiscent of the original game. While the **LEGEND OF ZELDA** had a certain fairy-tale quality, **THE ADVENTURE OF LINK** is more the quest of a boy on the brink of young manhood. There is much more combat in this game than in the first, and success at combat is one of the keys to advancement in the game. We can sense the seriousness of his quest, which is more difficult for Link and for the player directing his progress than in the original **ZELDA**. In the new game, Link has many opportunities to interact with other characters in the game, another key to success. Everywhere he goes there are people with hints, others wishing to help him regain strength, and even special characters who will teach him magic or swordsmanship skills. Even more than **ZELDA**, **THE ADVENTURE OF LINK** is a role-playing adventure in the classic mold. There are vast areas to explore, all kinds of terrain, experience to be gained, and many a creature to be fought. This is a game to be played over many weeks, a game that is not easily solved but that provides a tremendous amount of play value. (Solo play; Battery-backed memory in cartridge.) For Nintendo system only.
Recommended. (MSR \$49.95)

ADVENTURE ISLAND (★★★★★) is a whimsical action-adventure, one of the first two U.S. releases from Hudson Soft. Playing it will give you a sense of déjà-vu if you've ever played the original "Wonder Boy" on the Sega system, because the two games are almost identical. Here the hero is Master Higgins rather than a little boy, but he also has a young lady to rescue. The Princess Leilani has been kidnapped by the Evil Witch Doctor and hidden on Adventure Island in the South Pacific. As Master Higgins, it's up to you to save the day. Run and jump through the jungles, over chasms and across the clouds above the sea. Grab tropical fruits for energy and avoid or eliminate the Witch Doctor's guardian creatures. There's a skateboard to ride and a good fairy (the Honeygirl) for occasional invincibility. **ADVENTURE ISLAND** is a lighthearted, fun-to-play adventure that's definitely worth adding to your collection if you don't already have a Sega system and the "Wonder Boy" cartridge. (Solo play) For Nintendo system only.
Recommended. (MSR \$39.95)

MILON'S SECRET CASTLE (★★★★★) from Hudson Soft offers somewhat more serious adventuring than their "Adventure Island." Milon, the hero of the story, is charged with the task of restoring musical instruments to the Secret Castle and rescuing Queen Eliza. It seems that an evil warlord has kidnapped the queen and stolen the instruments, which were used by the people of the Castle to communicate with one another. Armed with his magic bubble, he braves the mazes and mysteries of the Secret Castle and the dangers presented by the warlord and his seven demon-monsters. Each demon-monster must be defeated in order to collect one of seven crystal balls. Along the way, there are many helpful items to be found, a couple of secret items which are crucial to the rescue of the queen, and a host of other problems and puzzles barely hinted at in the instruction manual for the game. (A little more information in the manual would have been nice.) Despite the shortcomings of the instructions, however, we really loved the game. It's one of those rare games that you like immediately and come to appreciate even more as you play. There's something irresistible about accidental discoveries that lead to secret doors and hidden keys—and before you know it, you've been playing for many hours! (Solo play; Continuation feature.) For Nintendo system only.
Recommended. (MSR \$42.95)

In The Arcades

Konami releases *Devastators*, a 2-player, interactive game in which the players go into battle in a combat-ready condition. At the beginning of the game, the players parachute into the desert to begin their first mission armed with a machine gun and limited supply of hand grenades. By destroying certain enemies, they can obtain more firepower with extra grenades and bazookas. Seven covert operations are involved in settings such as the forest, desert, sea, airport, etc.

Konami also releases *88 Games*, based on the Olympics, in which there are nine events including the 100m dash, long jump, 400m relay, skeet shooting, archery, javelin, and more.

Meanwhile, Atari offers *Cyberball*, an interactive two-screen action game for up to four players, based on a futuristic interpretation of football in the 21st century. The scenario finds the last human eliminated from the game, so that now only robots five times the size of humans can withstand the violence and destruction. You can play head-to-head with a friend, or against the computer. Two interactive screens allow each team to view and play the game from their perspective, with a choice of over 100 offensive and defensive plays.

Taito is releasing an action-packed driving game, *Chase H.Q.* in which the player is taken through a high-speed chase through down-



town streets and country backroads to run-down and capture criminals. You're in a turbo-powered sports car and you must locate the target vehicle, catch up to it, and put it out of commission by repeatedly crashing into it.

Play Doctor with The Software Toolworks

Described as "the world's first interactive medical movie," **LIFE & DEATH** (MSR \$49.95) from The Software Toolworks casts the player as a new surgeon about to perform two critical operations: an appendectomy and a Dacron graft of an aortal aneurysm. The program for MS-DOS and Macintosh lets the player talk with his or her patient, read charts, order lab work such as X-rays and ultrasound, and finally test scalpel skills in the operating room while monitoring on-screen EKG, blood pressure and other vital signs. No software company has tackled this theme before!

NINTENDO Software

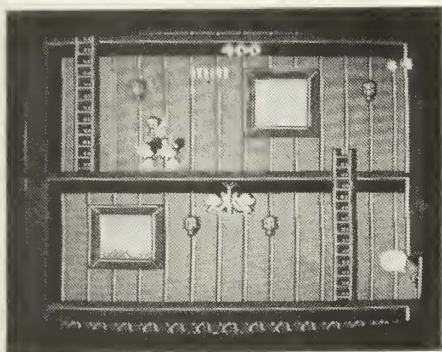
Mickey and Minnie Star in Their First NES Game

Capcom recently released MICKEY MOUSECAPADE for the NES. (MICKEY MOUSECAPADE was sneak previewed in our September,



1988 issue.) The game, which features Mickey and Minnie Mouse in a series of adventures, is the first in what will be a series of home video games resulting from Capcom's exclusive licensing agreement

with Walt Disney Company. Other projected Disney/Capcom collaborations for 1989 include DUCK-TALES, based on the number-one rated animation show currently in television syndication, and ADVENTURES IN DISNEYLAND, a mysterious adventure set in the Magic Kingdom.



SEICROSS (★★1/2/★★★) finds you in an enemy city where you must race your super space bike against suicide bikers as you attempt to rescue the captured people of Petras. In this action game from *FCL*, you must avoid danger zones, explosions, booby traps, etc., while picking up energy packs and destroying entire batteries of enemies. You can speed up or slow down your biker as you go after the enemy with your laser beam. The game includes a memory feature which saves score and play position and the difficulty level increases the longer you play.

Good Gaming; Disappointing Graphics

There's fast action in this horizontally-scrolling game as you quickly maneuver your biker through the hazards, bumping the enemy bikes, killing off whatever enemies you can. However, the graphics are not as crisp and clear as we've become used to and the objects are quite small. The sound effects are good, but this is one you may want to try out in the store before purchase, if possible. (one player; two-player simultaneous) (MSR \$39.95)

Nintendo Announces Results of 1988 Fiscal Year

According to figures recently announced by Nintendo Company Ltd. of Kyoto, Japan (parent company of Nintendo of America Inc.), the company's net sales for fiscal year 1988 (ending August 31) increased 11% over fiscal year 1987 (\$1.505993 billion for FY 88 over \$1.070925 for FY 87). Net income for FY 88 was \$223,029,629—a

19% increase over FY 87 net income of \$186,600,000. Operating income for FY 88 was up 6% over the previous year (\$358,607,407 over \$339,022,222). The consolidated results cover both the parent company and its U.S. subsidiary. Nintendo of America President Minoru Arakawa attributed the significant increase in net sales to a U.S. home video game marketplace that has grown more than 100% in the past year. Based on studies by the Toy Retailers Sales Tracking Service (TRSTS), Nintendo began the current year with approximately a 70% share of the market which has escalated to an 83% share in the most recent TRSTS study. Commenting on the demographics of video game players, Arakawa commented that "Where 80 percent of this industry was comprised of members of this group [8 to 15-year-old boys] during the early 1980s, today that group makes up 60 percent of our user base. Now, 15 percent (and growing dramatically), of our users fall into the 25 to 44-year-old age bracket." } Arakawa also cited recent market research showing that females now account for more than 20% of Nintendo's primary players, a figure that has increased significantly just in the past year. According to Arakawa, the increased participation of older players and female players in video gaming bodes well for the longevity of the market.

The Bit Vs. Byte Confusion

We've covered this issue before (exactly two years ago, to be exact), but it bears repetition based on the number of questions we're asked by subscribers. As one of our readers, Brian Johnson of Hammond, IN, has correctly surmised, the term "mega" as applied to videogame cartridges for the Sega and Nintendo systems does indeed refer to megaBITS, not megaBYTES, with an equivalency of eight bits to one byte. The computer world refers to memory (RAM or ROM) capacities such as 128K or 256K in a sort of shorthand that actually means 128,000 or 256,000 BYTES. Something like Mrs. Johnson's Atari 1040ST computer has one megaBYTE of memory (or 1,024K bytes or 1,024,000 bytes). However, the cartridges used in the Johnsons' Sega system, which also use the term "mega" as a sort of shorthand, actually have memory which is measured in bits. A one-mega Sega cartridge has 1024K BITS (1,024,000 bits) of memory. Divide that figure by eight, and you come up with 128K (128,000) BYTES, which is still pretty darned impressive for a game cartridge, especially when compared to the "old days" of videogaming when an 8K-byte cartridge was a big deal. As we've cautioned our readers many times before, though, try not to get too carried away by the numbers game. Although greater amounts of memory in a game cartridge may allow for more levels or screens or special features, the playability of a game is what counts. We've certainly played games with two or more megabits of memory that were not as much fun as some really good games with "only" one megabit of memory!

Late News Flash: Carmen Sandiego to Arrive Early

December should be a big month for Sega owners, marking the introduction of the first licensed third-party software for the system. Three titles are expected from Activision: RAMPAGE, CYBORG HUNTER and BOMBER RAID (originally announced as SUPER RIVER RAID). Parker Brothers, actually the first third-party licensee to be announced by Sega, was not expected to have anything ready for release until early 1989. However, just as we went to press with this issue we learned that Parker Brothers' first title, WHERE IN THE WORLD IS CARMEN SANDIEGO?, will be available early next month. Since advertising for this game is not scheduled to break until early 1989, the initial release will be without fanfare and may catch some Sega dealers unaware. As a result, you may have to search a bit to find the game next month. The program was licensed from Broderbund, the company that designed it and made it available on a number of home computer systems. It has been a very popular best-seller for Broderbund, and a good translation from Parker Brothers should make it a hit with Sega owners, too. We expect to be able to review the new Sega version of WHERE IN THE WORLD IS CARMEN SANDIEGO? in the December issue.

ATARI XE/LL
FOURTH QUARTER
Lancelot (DS)
Time & Magik (DS)

ATARI ST
OCTOBER

Alien Syndrome (MIN)
x-Art & Film Director (EPY)
x-Bismarck N Sea Chase (DS)
x-Chromo Quest (PSY)
x-Menace (PSY)
Operation Clean Streets (BRO)
x-Operation Wolf (TAI)
Out Run (MIN)
x-Sky Chase (MAX)
Space Racer (BRO)
x-Tetra Quest (MD)
NOVEMBER
Baal (PSY)
Deja Vu II (IS)
x-Elite (RAI)
Guardians of Infinity (PAR)
x-Karateka (BRO)
x-Road Raider (MIN)
Rocket Ranger (CIN)
Zero Gravity (MD)
DECEMBER
Harpoon (TS)
Thud Ridge (TS)

FOURTH QUARTER

Alcom (TAI)
Android Decision (DS)
Annals of Rome (DS)
Arkanoid (TAI)
BattleDroids (DS)
Battlehawks 1942 (LF)
BattleShip (EPY)
Beyond Dark Castle (TS)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Downhill Challenge (BRO)
Firezone (DS)
Prignt Night (MD)
Gladiator (TAI)
Ice Thrashers (EPY)
Jug (MD)
King of Chicago (CIN)
Lancelot (DS)
Master Ninja (PAR)
Napoleon in Russia (DS)
Omega Run (MD)
Orbit (SPE)
Qix (TAI)
Platoon (DE)
Rastan (TAI)
Renegade (TAI)
RoboCop (DE)
Shackled (DE)
Shadow World (MD)
Sorcerer Lord (DS)
Space Station Oblivion (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Talespin (MD)
TechnoCop (USG)
Tetra (SPE)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Wizard Wars (PAR)
FIRST QUARTER '89
Journey (INF)
Manhunter: New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
Zork Zero

COMMODORE 64/128

OCTOBER
Alien Syndrome (MIN)
x-Barbarian II (PS)
x-BattleShip (EPY)
x-Captain Blood (MIN)
x-Demon's Winter (SSI)
x-Dungeon Master's Asst (SSI)
x-Faery Tale Adventure (MI)
Fire Power (MI)
Heroes of the Lance (SSI)
Rampage (ACT)
x-Steel Thunder (ACO)
x-Take Down (GAM)
x-Times of Lore (OR)
x-Ocean Ranger (ACT)
x-Operation Wolf (TAI)
x-President Is Missing (COS)
x-Red Storm Rising (MIC)
x-Victory Road (DE)
x-Zak McKracken (LF)
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Caveman Ugh-Lympics (EA)
x-Dan Butten's Modern Wars (EA)
x-Deathlord (EA)
x-Mars Saga (EA)
x-Neuronancer (IP)
x-Pete Rose Pennant Fever (GAM)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
x-Twilight Zone (FR)
Warlock (TS)
DECEMBER
Chop & Drop (Act)
Flintstones (MI)
Johnny Quest (MI)
FOURTH QUARTER
Alien Fires (PAR)
Android Decision (DS)
Annals of Rome (DS)
Battle of Chickamauga (GDW)
Battles of Napoleon (SSI)
Beyond Dark Castle (TS)
Black Tiger (CAP)
Carrier Command (RAI)
Crossbow (ABS)

DESTROYER ESCORT (MIC)

Dive Bomber (USG)
Downhill Challenge (BRO)
Ebonstar (MI)
F-18 Hornet (ABS)
Firezone (DS)
Gal-actic Invasion (MI)
Gladiator (TAI)
Guerrilla Wars (DE)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Legend of Blackilver (EPY)
Lock On (DE)
Main Event (GAM)
Mind-Roll (EPY)
Predator (ACT)
Prime Time (FR)
PT-109 (SPE)
Qix (TAI)
Risk (VIR)
RoboCop (DE)
Rocket Ranger (CIN)
S.D.I. (CIN)
Sarge (Cap)
ZZO (MIN)
Sky Shark (TAI)
Sorcerer Lord (DS)
Space (ABS)
Space Cutter (RAI)
Space Station Oblivion (EPY)
Sports-A-Roni (USG)
Star Wars (BRO)
Street Sports Football (EPY)
Super Basketball (KON)
Super Hang-On (DE)
Swords & Sorcery (DS)
TechnoCop (USG)
Time & Magik (DS)
v-Trials of Lore (EPY)
Trojan (CAP)
Ultima V (OR)
Univ Military Simulator (RAI)
Vigilante (DE)
Virus (RAI)
Wizard Wars (PAR)
Zero Gravity (MD)
FIRST QUARTER '89
BattleTech (INF)
T.K.O. (ACO)
Thud Ridge (TS)
SECOND QUARTER '89
Journey/C128 only (INF)
Shogun/C128 only (INF)
Zork Zero/C128 only (INF)

AMIGA

OCTOBER
x-AutoDuel (ORI)
x-Battle Chess (IP)
x-Chromo Quest (PSY)
x-4th & Inches (ACO)
x-Global Commander (DS)
x-Menace (PSY)
Operation Clean Streets (BRO)
x-Operation Wolf (TAI)
Out Run (MIN)
x-Sky Chase (MAX)
Space Racer (BRO)
Space Harrier (MIN)
x-Street Sports Basketball (EPY)
x-Tetra Quest (MD)
TV Sports Football (CIN)
x-Warlock (TS)
NOVEMBER
Alien Syndrome (MIN)
Baal (PSY)
Balance of Power: 1990 (MIN)
Eliot (RAI)
Deja Vu II (IS)
Guardians of Infinity (PAR)
x-Road Raider (MIN)
x-Street Cat (USG)
DECEMBER
Harpoon (TS)
Jostons (MI)
FOURTH QUARTER
Apollo 18 (ACO)
Battlehawks 1942 (LF)
BattleShip (EPY)
Beyond Dark Castle (TS)
Bionic Commando (CAP)
Bubble Bobble (TAI)
Cosmic Relief (DS)
Captain Blood (MIN)
Dive Bomber (USG)
First Expedition (NS)
Prignt Night (MD)
4x4 Off Road Racing (EPY)
Games: Summer Edition (EPY)
GATO (SPE)
Gauntlet (MIN)
Gladiator (TAI)
Goldrunner II (MD)
Gunship (MIC)
Heroes of the Lance (SSI)
Honeycombers (FR)
Ice Thrashers (EPY)
Jack Nicklaus Golf (ACO)
Lancelot (DS)
Land of Legends (MI)
Lords of Rising Sun (CIN)
Master Ninja (PAR)
Metropolis (ARC)
Neuronancer (IP)
Orb aer (SPE)
Pintball Wizard (ACO)
Planetarium (MI)
Police Quest (SIE)
Power at Sea (ACO)
Prime Time (FR)
Qix (TAI)

AVAILABILITY UPDATE

RASTAN (TAI)

Renegade (TAI)
Shiloh: Grant's Trial (SSI)
Silent Service (MIC)
Sky Shark (TAI)
Sports-A-Roni (USG)
Star Wars (BRO)
Starglider II (RAI)
Street Fighter (CAP)
Street Sports Football (EPY)
TechnoCop (USG)
Tetra (SPE)
Time & Magik (DS)
Tower Toppler (USG)
Tracers (MI)
Train, The (ACO)
Trials of Honor (EPY)
Turbo (MI)
Twilight Zone (FR)
Twilight's Ransom (PAR)
Wizard Wars (PAR)
Zero Gravity (MD)
FIRST QUARTER '89
Journey (INF)
Manhunter: New York (SIE)
Monopoly (VIR)
Red Storm Over London (IS)
Risk (VIR)
Shogun (INF)
T.K.O. (ACO)
Thud Ridge (TS)
Zork Zero (INF)

APPLE II/IIe

OCTOBER
Shogun (INF)
Journey (INF)
Jug (MD)
Zork Zero (INF)
NOVEMBER
x-Amer Civ War Vol III (SSG)
x-Last Ninja, The (ACT)
x-Times of Lore (OR)
FOURTH QUARTER
Anc Art War/Sea (BRO)
Arkanoid (TAI)
Battles of Napoleon (SSI)
Bubble Bobble (TAI)
Card Sharks (ACO)
Crossbow (ABS)
Dive Bomber (USG)
Games: Summer Ed. (EPY)
Games: Winter Edition (EPY)
Gunship (MIC)
John Madden Football (EA)
Lancelot (DS)
Legend of Blackilver (EPY)
Mind-Roll (EPY)
Monopoly (VIR)
Platoon (DE)
Pool of Radiance (SSI)
Qix (TAI)
Rampage (ACT)
Renegade (TAI)
Risk (VIR)
Rubicon Alliance (DS)
Sky Travel (MI)
Sporting News Baseball (EPY)
Street Sports Basketball (EPY)
Street Sports Football (EPY)
Superior Ice Hockey (MIN)
Swords & Sorcery (DS)
TechnoCop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Victory Road (DE)
Wizard Wars (PAR)
FIRST QUARTER '89
BattleTech (INF)
Manhunter: New York (SIE)

APPLE I/IIeS

OCTOBER
x-Bard's Tale II (EA)
x-4th & Inches (ACO)
Journey (INF)
x-Last Ninja, The (ACT)
x-Mini Putt (ACO)
x-Skate Or Die (EA)
x-Zany Golf (EA)
NOVEMBER
Battle Chess (IP)
x-Bubble Ghost (ACO)
Dark Castle (TS)
Deja Vu II (IS)
x-Manhunter: New York (SIE)
x-Serve & Volley (ACO)
Shogun (INF)
x-Warlock (TS)
Zork Zero (INF)
FOURTH QUARTER
Art & Film Director (EPY)
Card Sharks (ACO)
Deja Vu (MIN)
Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Final Assault (EPY)
Flintstones (MI)
Sentinel Worlds I: Future Magic (EA)
Galactic Invasion (MI)
Games: Summer Edition (EPY)
Jack Nicklaus Golf (ACO)
King of Chicago (CIN)
Land of Legends (MI)
Pintball Wizard (ACO)
PT-109 (SPE)
Scooby Doo (MI)
S.D.I. (CIN)
Silent Service (MIC)
Siphreed (SIE)
Smbad & Throne/Falcon (CIN)
Sky Travel (MI)

Street Sports Football (EPY)

Superior Ice Hockey (MIN)
Sub Battle Simulator (EPY)
FIRST QUARTER '89
Red Storm Over London
Rocket Ranger (CIN)
Thud Ridge (TS)

MACINTOSH

OCTOBER
Anc Art War/Sea (BRO)
Fire Power (MI)
Guardians of Infinity (PAR)
Journey (INF)
x-Manhole (ACT)
x-Might and Magic (NWC)
x-PSI Mustang Fli Sim (BE)
Quarterstaff (INF)
Shogun (INF)
Zork Zero (INF)
NOVEMBER
x-AutoDuel (ORI)
Deja Vu II (IS)
x-Life & Death (ST)
x-Mean 18 (ACO)
Xenon (TI)
DECEMBER
Jostons/Mac II (MI)
TypeStyler (BRO)
Warlock (TS)
FOURTH QUARTER
Android Arena (SIL)
Carrier Command (RAI)
Faery Tale Adventure (MI)
4th & Inches (ACO)
40th & Inches Team Construc Diak (ACO)
Games: Summer Edition (EPY)
Harpoon (TS)
Hunt for Red October (DS)
Jet (SUB)
Lancelot (DS)
Romantic Encounters (MI)
S.D.I. (CIN)
Smbad & Throne/Falcon (CIN)
Sky Travel (MI)
Tetra/Mac II (SPE)
Time & Magik (DS)
Train, The (ACO)
Ultima IV (OR)
FIRST QUARTER '89
Manhunter: New York (SIE)
Red Storm Over London (IS)

MS-DOS

OCTOBER
x-Airborne Ranger (MIC)
x-Apollo 18 (ACO)
x-Battlehawks 1942 (LF)
x-Fire Power (MI)
x-4th & Inches (ACO)
Games: Summer Edition (EPY)
H-oneymooners (FR)
x-Jack Nicklaus Greatest 18 (ACO)
Main Event (GAM)
x-Operation Clean Streets (BRO)
x-Pete Rose Pennant Fever (GAM)
x-Rocket Ranger (CIN)
Space Racer (BRO)
x-Space Station Oblivion (EPY)
U.S.S. Ocean Ranger (ACT)
NOVEMBER
x-Arkanoid (TAI)
Balance of Power: 1990 (MIN)
BattleTech (INF)
Colony, The (MIN)
Deja Vu II (IS)
Dungeon Master's Asst (SSI)
Journey (INF)
x-Life & Death (ST)
x-Mini-Putt (ACO)
x-Napoleon in Russia (DS)
x-Rack 'Em (ACO)
x-Serve & Volley (ACO)
Shogun (INF)
Smbad & Throne/Falcon (CIN)
Skate Or Die (EA)
x-Thud Ridge (TS)
x-Time Bandit (MD)
x-Train, The (ACO)
TV Sports Football (CIN)
x-Visions of Aftermath (MIN)
Zany Golf (EA)
Zork Zero (INF)
DECEMBER
Flintstones (MI)
Harpoon (TS)
Johnny Quest (MI)
Neuronancer (IP)
Scooby Doo (MI)
FOURTH QUARTER
Alcom (TAI)
Android Decision (DS)
Annals of Rome (DS)
BattleShip (EPY)
Beyond Dark Castle (TS)
Bubble Bobble (TAI)
Captain Blood (MIN)
Card Sharks (ACO)
Carrier Command (RAI)
Chrono-Quest (PSY)
Commando (DE)
Crossbow (ABS)
Dan Butten's Modern Wars (EA)
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Dondra: New Beginning (SPE)
Downhill Challenge (BRO)
Ebonstar (MI)
Faery Tale Adventure (MI)
Firezone (DS)
Galactic Invasion (MI)
Games: Winter Edition (EPY)
Gladiator (TAI)
Guardians of Infinity (PAR)

Guerrilla Wars (DE)

Global Commander (DS)
Gold Rush (SIE)
Hul Truck (CAP)
Ice Thrashers (EPY)
King of Chicago (CIN)
Lancelot (DS)
Land of Legends (MI)
Leisure Suit Larry II (SIE)
Metropolis (ARC)
Mind-Roll (EPY)
Monopoly (VIR)
Pirates (MIC)
Platoon (SDE)
Police Quest II (SIE)
Pool of Radiance (SSI)
Power at Sea (ACO)
Qix (TAI)
Renegade (TAI)
Rubicon Alliance (DS)
Sarge (CAP)
Scavengers (NS)
Scruples (VIR)
Snake Arms (CAP)
Sierra 3-D Tank Simulator (SIE)
Siphreed (SIE)
Sky Shark (TAI)
Sorcerer Lord (DS)
Space Quest III (SIE)
Sporting News Baseball (EPY)
Sports-A-Roni (USG)
Star Empire (FR)
Star Fleet II (NS)
Starglider II (RAI)
Stockler (CAP)
Street Cat (USG)
Street Fighter (CAP)
Street Sports Football (EPY)
Street Sports Soccer (EPY)
Super Hang-On (DE)
Superior Soccer (MIN)
Tag Team Wrestling (DE)
TechnoCop (USG)
Time & Magik (DS)
Tower Toppler (USG)
Trials of Honor (EPY)
Twilight Zone (FR)
Uninvited (MIN)
FIRST QUARTER '89
Alien Syndrome (MIN)
Battle Chess (IP)
Legend of Blackilver (EPY)
Out Run (MIN)
Red Storm Over London (IS)
Red Storm Rising (MIC)
Risk (VIR)
Space Harrier (MIN)
Take Down (GAM)
Times of Lore (OR)
T.K.O. (ACO)

INTELLIVISION

OCTOBER
Super Pro Pool/Billiards (INT)
NOVEMBER
Choplifter! (INT)
DECEMBER
Super Pro Auto Racing (INT)
Super Pro Horse Racing (INT)
FOURTH QUARTER
Chess (INT)
Fight Simulator (INT)
Karateka (INT)
Sea Battle II (INT)
Super Pro Decathlon (INT)
Super Pro European Bike Rally (INT)
Super Pro Monster Truck Rally (INT)
Super Pro Skiing (INT)
Super Pro Volleyball (INT)
Super Pro Wrestling (INT)

ATARI 2600

OCTOBER
River Raid II (ACT)
NOVEMBER
Nebulus (AT)
DECEMBER
Crack'ed (AT)
FOURTH QUARTER
Dark Chambers (AT)
Pete Rose Baseball (ABS)
Sprintmaster (AT)
Super Baseball (AT)
Super Football (AT)
Tomcat F-14 Simulator (ABS)

ATARI 7800

OCTOBER
P-18 Hornet (ABS)
Super Skatboardin' (ABS)
NOVEMBER
Crossbow (AT)
Donkey Kong (AT)
Jonkey Kong Jr (AT)
Jinks (AT)
Mario Bros (AT)
Nebulus (AT)
DECEMBER
Ace of Aces
Fight Night
Skyfox (AT)
Touchdown Football (AT)
FOURTH QUARTER
Commando (AT)
Crack'ed (AT)
Dark Chambers (AT)
Hal Trick (AT)
Impossible Mission (AT)
Super Baseball (AT)
Super Huey (AT)

ATARI XE

OCTOBER
Airball (AT)
Dark Chambers (AT)
NOVEMBER
Jinks (AT)
Nebulus (AT) ...contd. on Page 1

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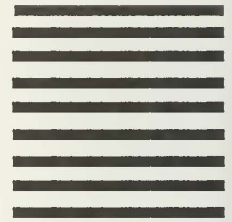


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Rare Games Collectors Forum

Russell Calvert, 1726 N. Honore, Chicago, IL 60622: looking for Atari 8-bit version (disk) of "Crush, Crumble, Chomp"

Jeff Silva, 4602 109th St SW, Tacoma, WA 98499: has over 80 ColecoVision cartridges (most with instructions). Willing to sell or trade for Nintendo titles he wants.

John Bonavita, PO Box 95, Haesite, NY 11743 looking for a Vectrex game system. He also has a list of ADAM software for sale.

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 is looking for Jungle Hunt for the C64.

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

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

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

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

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

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007:

"Complete" 2600 collection for sale: 420+ carts, plus many accessories, memorabilia. Also have rare 2600 and ColecoVisoin carts. Also looking for Bandai's "Stadium Events" for Nintendo.

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

Paul Steltenpohl, 675 Giesler Rd, #212, Jasper, IN 47546: looking for 5200 software.

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

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

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

Happy hunting!

Related Information...

For anyone looking for instructions to a game you already have, we may have the answer for that one too! Contact: Norman Castro, 809W 33rd Avenue, Bellevue, NE 68005. He has reduced size game instructions for all sorts of game titles for ColecoVision, Adam, Intellivision, 5200, and Nintendo! For a list, send TWO first class postage stamps. The instructions are \$2.00 per set; 10 for \$16.00 (plus shipping/handling). Brand new from Norman: Game instructions for the RCA Studio II Home TV Programmer Model 18V100.

And, thanks to John Bonavita who assures us Adam/Coleco is alive and well with NIAD (No. Indiana Adam User's Group; PO Box 1317, Lisle, IL 60532, attn: Lyle Marschand). Also, hard-to-find software for Adam and Coleco available through Telegames USA, Box 901, Lancaster, TX 75146.