

Computer Entertainer

the newsletter

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** Top Sellers are the result of telephone polls with a selected group of retailers and distributors throughout the country

COMING...

REVIEWS include...
Enduro Racer
Outrun
...for Sega
Gangster Town
...for Nintendo

About Lucasfilm Ltd.

There has been a certain magic attached to the name "Lucasfilm" ever since the wonders of Star Wars splashed across movie screens ten years ago. George Lucas started the company in 1971 in northern California to produce his own films, but Lucasfilm, Ltd. has since become one of the most well-known and respected independent film companies in the world. Today the company comprises several divisions. Industrial Light & Magic has been responsible for some of the most impressive special effects seen on movie screens in recent years, including effects for the Star Wars and Indiana Jones films, as well as Dragonslayer, E.T.—The Extra-Terrestrial, Poltergeist, Star Trek II, III, and IV, Cocoon, The Goonies, Back to the Future, Golden Child, and others. Sprocket Systems is the post-production division which has received Academy Awards for its sound work in Star Wars, Raiders of the Lost Ark, and E.T.—The Extra-Terrestrial. Other divisions include Animation, Licensing, Theater Operations (responsible for the THX Sound System Program), and, of course, Film Production.

Lucasfilm Games

That leaves the one division of most interest to our readers, Lucasfilm Games. In this month's issue, we give you a sneak preview of the division's latest creation, MANIAC MANSION for Commodore 64/128 and Apple II, to be released soon and distributed exclusively by Activision. Many of you will recall the first two programs created by Lucasfilm Games, RESCUE ON FRACTALUS! and BALLBLAZER, which were to have been distributed by Atari. We remember them very well, because we were fortunate to be present at their public unveiling on May 8, 1984. Unknown to any of us at that time, though, Atari was about to be purchased by Jack Tramiel (July, 1984), and it was to be another year before the two games would finally be released and distributed by Epyx. Two additional Lucasfilm Games, THE EIDOLON and KORONIS RIFT were also released through Epyx later that year. Early this year, the fifth Lucasfilm Game, .H.M. PEGASUS, was released through Electronic Arts. Each of these Lucasfilm Games creations has offered something special and different from other computer entertainment products on the market, and MANIAC MANSION is also a pioneering effort. Currently, the Lucasfilm Games division is engaged in a technical collaboration with Apple Computer and The National Geographic Society to develop applications of interactive and optical technology in education. The Games division is also developing a large-scale, network-based game ("HABITAT") with Quantum Computer Services (QuantumLink).

THEXDER Coming from Sierra

Already a hit game in Japan (over one-half million sold), THEXDER will soon be available from Sierra for Apple IIGS, Amiga, IBM (MS-DOS), and Atari ST (MSR \$34.95 each). The action game features a robot character for whom the game is named, and the character has the ability to transform itself into a jet plane. Thexder faces battles with over 20 kinds of aliens in a variety of battlefield settings, including caves, vast cargo holds, and spaceship interiors. The game is said to feature detailed animation and graphics plus music perfectly choreographed to reflect the action during play. (See Availability Update for projected release dates.)

Dark Castle Sequel

The designers at Silicon Beach Software are hard at work on a sequel to the dynamic Dark Castle. Named *Beyond Dark Castle*, it promises to be even better than its predecessor. The folks at Silicon Beach have told us they expect it to ship in October.

FLASH!..Hot New Secret Title Planned by Sega

According to our sources, Sega is working on a hot new flight simulation arcade game which company insiders think will be even more popular with gamers than OUT RUN! The coin-op version could debut as early as this fall, with a home adaptation for the Sega Master System already in the works. The cartridge version is expected to be ready for early 1988. *AFTERBURNER* in both coin-op and home formats will mark the first time ever that an arcade game and its home cartridge translation have been released so closely to each other.

IBM PC & COMPATIBLES

LEISURE SUIT LARRY AND THE LAND OF THE LOUNGE LIZARDS (★★★★/★★★★) brings out the humorous side of *Sierra* as they release their first adult-oriented adventure game. Our hero is a hapless 40-year-old who's still single (for good reason), looking for a blind date. Before you can take on the guise of Larry, you must answer five questions, proving you're old enough to play the game as the themes are adult situations (don't assume, just because you're over 18, that you're going to know all the answers!). If you fail, you have to start all over again.



The Quest

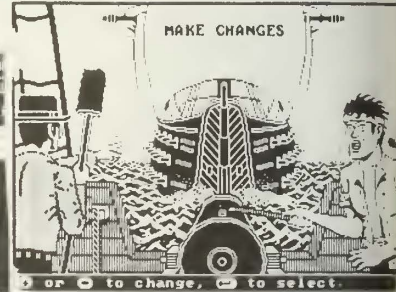
As you take over the character of Larry, you'll be outside the Lost Wages Bar. By using the arrows on your number keypad, as well as typing in commands, you'll be able to go into the bar, check your inventory, etc. The game understands about a thousand words (including many of your four-letter favorites) and you can either type in full sentences or two word commands. Once inside, you can saunter over to the bar, order a drink, talk with one of the ladies (try one of your smooth pick-up lines and see if it works!), the bartender, or just go exploring. By the way, watch the facial expressions of the person you're talking to as you can pick up hints from whether that lady smiles at you or frowns as you talk. See the jukebox? Put a quarter in and do a little dancing. There's a lot going in Lost Wages with over fifty, graphically-animated screens. Drop into the casino and you can play a game of blackjack or slots! Sit down at the blackjack table for as long as you like. Perhaps there's a gorgeous woman there who you can hit on. By the way, the casino is nine stories tall so take a ride up the elevator for some more action! There's a liquor store where you can pick up some dirty magazines, the disco, even a hot tub under the stars. You can move easily around town, either by walking or you can go to a taxi stand and pick up a cab. Remember, you've only got one night to find the girl of your dreams and seduce her so get busy!

Hilarious

The premise of this "game" is hilarious as you let your mind be as free and open as possible, finding that the authors, Al Lowe (Bop-a-Bet, Black Cauldron, Kings Quest III) and Mark Crowe (King's Quest series, Space Quest, Black Cauldron) have come up with some really silly, rude, and downright dirty puzzles for you to solve. There's certainly no socially redeeming value to the game, which is what makes it so much fun. There are so many activities you can become involved in, with the screen animating them as you go, that you could even get side-tracked in your quest for the ultimate woman (at least for a moment or two). The graphics and animation are great and add tremendous dimension to your night on the town. Obviously, because of the subject matter, this game is targeted for adult men. Of course, a woman might get a kick out of playing the swinging male just to try out some lines you like. Regardless, it's just good fun with a great deal of depth as you can go back time after time, approaching the game differently each time. (Reviewed on IBM; coming for Amiga, IIGS, Atari ST, Macintosh; 256k IBM/Tandy and MS-DOS compatibles; comes packaged with both 5-1/4 and 3-1/2" disks; supports EGA, CGA and Hercules Graphics card; hard disk and joystick optional) Recommended (MSR \$39.95)

ANCIENT ART OF WAR AT SEA (★★★★/★★★★), created by the authors of *Ancient Art of War*, takes you to the mid-19th century to engage in some of the most famous battles in sailing warfare. There are eleven naval campaigns in this *Broderbund* program, in which you can change such variables as the wind and weather. To choose your campaign, a scroll will open and you'll move through the various choices. You also have a choice of opponents - from the infamous

Blackbeard to John Paul Jones and Horatio Nelson (a total of five opponents are available). When you're ready to "Go to War," you'll have a birdseye view of the entire area, the dark seas representing rough waters which are dangerous for frigates to sail through. At the bottom of the screen, there are two ports - one a repair port and the other a supply port. Between the ports are two white crowns. If the enemy reaches a white crown and defeats any white squadrons at that crown, you will have lost. As you scroll through the map, you'll see your squadrons represented in white, the enemy in black. Throughout the campaign, there are messages on your screen, giving you enemy sightings, and other information needed. You will command an entire fleet, giving orders to individual ships, including firing of cannons and hand-to-hand combat! Once you decide to zoom in to attack an individual enemy ship, there is an exploded view of the two ship decks as you engage in hand-to-hand combat.



Ye Olde Options Shoppe.



Game Generator

There is a very powerful Game Generator included in the program in which you can create your own scenarios and campaigns. This almost limitless generator allows detailed map-making, as well as details on designing your Navy. In addition, you can set your own rules and, finally, write your own story which will appear on the opening scroll. All in all, a very satisfying experience to anyone with an imagination as the possibilities are virtually limitless.

A Fine Game

Ancient Art of War (reviewed in March, 1985) was considered one of the finest tactical and graphic wargames as you battled some of history's most brilliant minds on land, based on a 2500-year-old book, *The Art of War*. This program carries on in the same rich tradition, this time taking the battles to sea. The graphics are colorful and detailed, allowing you to feel you are truly in the fight. The scrolls that open up the game are quite nice, as you roll through them reading the scenario. The gameplay is varied, with no two games the same, avoiding the problem of boredom. It satisfies the desire for tactical strategy, as well as actual gaming. By the way, Broderbund has included a very lovely book which not only includes all the documentation you need, as well

THE RATING SYSTEM:

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

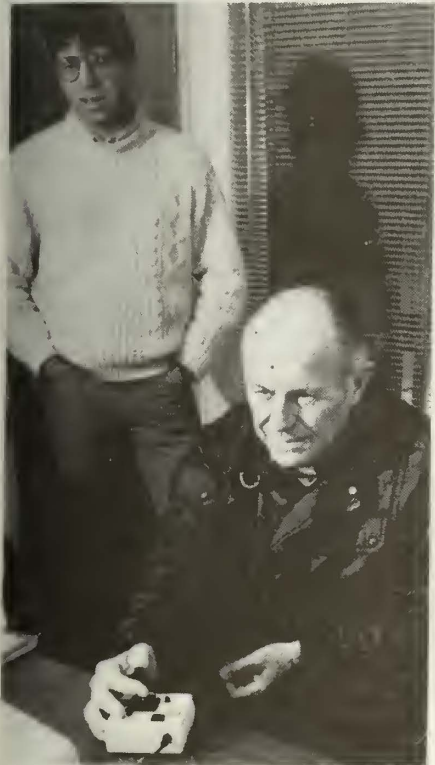
★ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play and entertainment value)

★ = 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)

as game screens, but also a planning guide, as well as a brief history of the age of the fighting sail which includes sailing terms, detailed descriptions of several campaigns including maps. It's an enjoyable afternoon of reading! All in all, this is a fine game which will keep you riveted to your computer for hour after hour of ocean-going battles. (one player; keyboard or joystick; requires graphics card; 256K; MS-DOS or PC DOS 2.0, 2.1, 3.0, 3.1; Broderbund has listed all compatibles on the back of the package which the program has been tested with and is compatible with)
Recommended (MSR \$44.95)

CHUCK YEAGER'S ADVANCED FLIGHT SIMULATOR (★★★1/2/★★★★) is just that! This *Electronic Arts* program is not for the novice flyer! Co-designed by General Chuck Yeager, it includes his flight training and aeronautic expertise. You'll choose from fourteen different aircraft, from a Cessna 172 Skyhawk up through the X-1 and experimental aircraft such as the SPG-12 Samurai. Within the documentation you can become familiar with the various planes, including wingspan, weight, a brief background, as well as the silhouette of the plane.

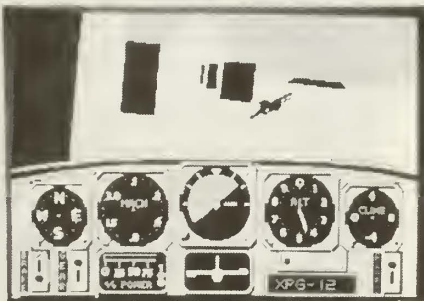


Brig. General Chuck Yeager at controls of his new game

against the clock or computer-controlled competitors. Every time you complete a course, the program creates a competitor whose performance matches what you just accomplished!

Windows Full of Options

You'll find you have dozens of choices via the easy-to-use windowing. The Basic Menu (the first place you should head) lists the eight basic flight lessons plus the commands that allow you to either observe or actually fly the particular lesson. The location menu allows you to instantly relocate your plane to another part of the Simulator world, such as several different approaches to the airport, etc. The Eye menu lets you choose among ten different points of view such as a rear view of your plane, front, sides, from a chase plane, the control tower, and satellite (!) giving you a vast selection of



The Test Flight

An absolute must to become familiar with the program, you should take your chosen plane, head down the runway, and take off. Take the plane through its paces, from speed to maneuvers as you test the plane to its limits. The first level gives you basic flying skills such as takeoffs and landings. In the second level, you'll learn how to roll, stall, etc. If you make it to the third level, you're ready for formation flying as General Yeager takes you through 3-D-like terrain full of obstacles. You can pull off all sorts of aerobatic stunts, even storing your own stunt flying patterns on the Flight Recorder.

Airplane Racing Too

Once you're ready, you can race over one of six different race-courses. You can race

viewpoints of the particular plane you have chosen. The Maneuver menu lists the various stunt maneuvers while the Zoom Menu allows you to magnify your view anywhere from 1x to 256x! All your options are controlled via these windows.

A Real Winner

Anyone who enjoys flight simulator programs will love this one! There is so much depth to this game with all the various planes and their abilities available to you, as well as racing, formations, or just flying. Through programming that allows a super-fast frame rate, this program really gives you the sense of streaking through the skies at Mach 3. You really have the sense of Yeager's direct involvement in the development of this program as it takes on the feel of test piloting – more the excitement of flying than the dryness of simply looking at dials on your screen to keep your plane from crashing. Flight simulators have proven to be one of the most popular genres for the computer. This program takes this genre further than it's been before and at a very reasonable price for everything that's packed into it! (one player; IBM and compatibles, although we tested it on an Epson Equity II and it didn't work; supports CGA, EGA, and fully compatible graphics adaptors and requires DOS 2.0 or higher; planned for Commodore 64/128)
Recommended (MSR \$39.95)

APPLE II Software

TOP FUEL ELIMINATOR (★★★1/2/★★★★1/2) is the latest sports game from *Gamestar*, and takes you into the fast-paced world of drag racing. Before actually racing, it would be a good idea to choose the Time Trials where you can practice on eight raceways on the Top Fuel circuit. Once you have a feel for the game, you can move on to the racing season. There are nine events which make up the racing season, paralleling the real drag racing season – everything from the Winter Nationals to the South Nationals, West Nationals, and World Event. Each event is made up of several races: a qualifying session, first round, semi-final round, and final round elimination which determines the champion for that event.

The Pit Area and The Race

Before you can burn rubber, you have the opportunity to fine-tune your dragster in the pit area. This is where, as many racers know, the race is won or lost. Begin by choosing the *Question Mark Icon* where you'll be given all the track information, critical to enable you to correctly adjust your racer. This information constantly changes, so check before each race. As you play more, you'll become more and more adept at knowing how to interpret the information. Among the options to choose are the *Clock Icon* where you can adjust your ignition timing, critical for producing the correct horsepower. Within the *Fuel Can Icon*, you can adjust the nitro-methane mixture – this one will need some practice and a few blown engines before you have a real feel for the correct adjustments. Now it's on to the *Clutch Icon* where you adjust your clutch for the track conditions. The *Tire Icon* allows you to choose tire pressure for the correct traction on the track. The *Wing Icon* is designed for you to adjust the wing-shaped device located over the real wheels. This is just one more critical adjustment based on track information. The *Engine Icon* allows for adjustment of the supercharger speed. Once you've gotten through all that, it's time for the staging light. As the "Tree" counts down the seconds, your engine revs to 5000 rpms. When the succession of yellow lights count down to the green, timing is everything as you want to take-off at just the right second – not before and not after. After the quarter-mile is run (whether or not you crash, blow your engine, or make it to the finish line), a performance analysis of your driving will appear. This information should be watched carefully so you can learn from your mistakes so your next time in the pit area is used to advantage. Once the Performance Analysis is finished, a Ladder Chart appears showing the standing of each driver in the event up to that point.

Good Action and Strategy

Just as in the real world of drag racing, the race itself takes just a few seconds. The real gaming, as well as strategy, lies in the pit area where you must make the adjustments needed to win. It's that aspect that gives this game its depth. Of course, a steady hand is necessary for the race itself as you're moving a fast speeds. One wrong move and you're against the wall. The graphics are good with both a birdseye view at the top where you look down at both dragsters as they race down the quarter-mile, as well as the lower screen where you're in the driver's seat. In the overview, you'll see the dragsters pull out their parachutes at the end of the race to slow down. Anyone who enjoys racing will be happy to see a racing game which is just a little different from the rest! (one player; joystick or keyboard; reviewed on Apple II; coming for Commodore 64/128)
Recommended (MSR \$29.95)

COMMODORE 64/128 Software

VIDEOTITLESHOP(NA/0 0 0 0) is a fascinating utility which **Datasoft** has just released for Commodore 64/128 owners. With this program, you can design your own title screens, as well as borders, backgrounds, and more for your movies you've shot on your home VCR. Included in the package are detailed instructions on how to set up your computer and VCR so that you can transfer your masterpieces (the documentation warns that you may have to add additional cables to properly set it up) once you've created them. There are various font styles and sizes available, allowing for variety in your titles. And, in the tradition of Hollywood, you can program "wipes," "fizzles" (where the current page dissolves with the second page appearing underneath), "fades," etc.

Paint Program Also Included

A computer-art program, **MicroPainter Plus** is included on the disk as well, allowing for creation of borders, solid and patterned backgrounds, designing of intricate graphics, and importing of picture backdrops from other graphic arts programs. You can superimpose your created text over the graphics for a truly original opening screen. For any of you who are lamenting the fact that you don't have art skills, the Datasoft artists have created supplement disks covering major events such as Holidays (Christmas, New Years, Halloween, etc.), Festivities (birthdays, weddings, graduations, parties, etc.); borders; business (sales meetings, product reviews, etc.); school events such as sports, academics, music/art/drama; and vacations (snow, beach, boat, plane trip, etc.). There is information regarding these supplement disks included in the documentation.

Tremendous Potential

If you enjoy adding your own creative touch to home movies, you will find the potential of this program almost endless. Because it is easy to use, as well as versatile, you'll probably find yourself using it for more and more projects as you become accomplished. You may even find yourself using it for sales presentations and the like for business purposes. There's a lot of power packed in this little program! (reviewed on Commodore 64; coming for Atari XE/XL) Recommended (MSR \$29.95)

CALIFORNIA GAMES (★★★★/★★★★) opens to the strains of Louie Louie with a big, bold, California license plate announcing the title. Right away you know you're in the world of **Epyx's** massively successful "Games" series. There is such a mystique about the California scene with its unique people, language, and sports that started here that this program seemed almost inevitable.

The Events

There are six events, all with the definite California overtone. As in past Epyx "Games," you can choose to play all the events, one event, practice, etc. The first event is the very popular Southern California pasttime, Half Pipe Skateboarding. You must ride your board back and forth on the ramp, performing stunts, spinning around, and landing back on your board as you sail down the sides. All this is done in the shadow of the famous Hollywood sign. Once you try the skateboarding, it's on to Foot Bag in a park next to the Golden Gate Bridge. As simple as it looks, it isn't as you juggle a bag with your feet,

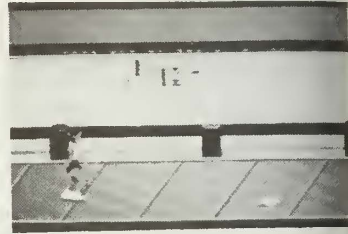


attempting to keep it in the air as you try to perform stunts such as the half axle, double arch, and more. The trick is to use as many different stunts as possible for the highest score. Then it's on to the venerable hot weather sport, surfing. It's competition surfing at its toughest as you try and stay as close to the curl of the wave as possible, maneuvering your board in



and out of the tube. Watch out, though, or you will wipeout! Your score is determined by the length of your ride, number of turns, and speed of the turns. A panel of judges on the beach judge you when you're done. As soon as you get yourself dried off, it's time for some roller skating down the Venice boardwalk. Just getting the timing of the joystick for

a smooth stroke will take you a minute while you avoid cracks, bouncing beach balls, even shoes discarded on the walk. You're not done yet...you've got to head for the BMX (Bicycle Motocross) course as you race over jumps, bumps, and dips at in the California desert. Finally, there's the Flying Disk competition (commonly known as the Frisbie). Hugly



popular in California (and elsewhere, of course), this is a game of timing as you try for accurate throws to the catcher at the other side of the field. Difficult catches garner you additional points. You'll need some practice at this event to get your timing down!

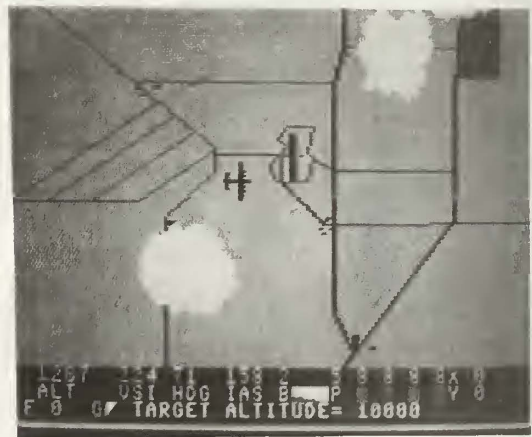
Choose a Real Sponsor

Epyx did some interesting co-promotion with this game as they have involved several companies especially known in California. You can choose to represent such sponsors as Ocean Pacific T-shirts, NHS Santa Cruz Skateboards, Spin Jammr Flying Discs, Kawasaki Jet Skis, and more. It's a co-promotion idea that we haven't seen to this point. Epyx promises to give away over 3000 prizes valued at over \$80,000 through an Instant Winner Game packaged inside each game box this fall.

In the Fine Tradition

We thought Epyx had run the well dry for additional games in their "Games" series; however, this one is unique and loads of fun in its own right. While it carries on the tradition of the earlier programs in this series, this has a light-hearted look at the crazies in California. Throughout the events, you'll encounter language begun in California (and, in some cases, spread elsewhere) such as *aggro* (a dare-devil dude executing aggressive moves on the ramps and waves of California), *radical* (outrageous), and more. There's a "California Spoken Here" list of words and definitions included in the package (we're not that strange, are we??). All the events have great action, with everyone here picking one or two favorites. The graphics are up to the normal Epyx excellence with crisp, bright colors, very defined detail and even a seagull occasionally flying through some of the scenes, with that gull call which is so familiar to anyone who's spent any time at the beach. All in all, it's another terrific effort that you'll enjoy for hours on end. (one to eight players; joystick required; reviewed on Commodore 64; coming for Apple II, IBM, Amiga, and Apple IIGS.) Recommended (MSR \$39.95)

B-24 (★★★/★★★1/2) is billed by **Strategic Simulations Inc.** as both a flight simulator and combat simulator as you fly a B-24 bomber in



March, 1944. Your target is Ploesti, Rumania, the major supplier of oil for Hitler's army - and it's one of the most heavily defended sites, as well. Before you can head out on your bombing mission, you must first learn to fly this big plane...it's tough just to get it off the ground! Once you manage to get into the air, you'll have to worry about fuel leaks, a heavy tail, and failure-prone superchargers. The game provides for two easier scenarios where you can practice taking off, flying in formation against flak and enemy fighters, etc. Once you have the feel of the plane, it's

time for one of 19 missions over 12 refineries. Once you've taken off, you must join your fighter escort as quickly as possible. There's a map included which gives you information regarding terrain, as well as exact locations of the refineries. The game allows you to fly in real time, or up to sixty times faster. A single mission takes about 1/2 hour, while the entire campaign takes about ten hours. You can pilot one B-24 or act as group leader where you command forty B-24s on bomb runs to 14 targets.

A Little Different

We're not used to seeing a graphic-based SSI game and, while this is not full-blown graphics, it does give you a very nice feel of actually being airborne in the B-24—even the drone of the engine is there for you. It is not a heavy strategy game which is more usual for SSI, but it still requires a good deal of thought and plotting to be successful. You'll find that you'll be using several keyboard commands as you fly your plane, actually drop your bombs, lowering and raising the landing gear, etc. The joystick is used for banking your plane left or right, or pitching the nose up or down. It's an interesting departure for SSI and one that anyone who enjoys simulators will find fascinating. (one player; joystick required; reviewed on Commodore 64; coming for Apple II and IBM)

Recommended (MSR \$34.95)

AMIGA Software

EARL WEAVER BASEBALL (★★★★★★★★) begins a new *Sports Legends* line of sports simulation software from *Electronic Arts*. It's an auspicious beginning as just about every aspect of the great American pastime is included. Using the capabilities that the Amiga is known for, this game is layered with all sorts of variations. You can play a straight-ahead game with any of the eight teams that are built-in to the disk (additional data disks are planned), draft your own team, play in a home-run derby, manage...the possibilities are almost endless.



All the elements of the actual game are here including 32 existing, historical and fictional parks, or you can modify a park's dimensions. You can run the bullpen, hold conferences on the mound. You can even call for an instant replay of the last play (regular or slow-motion)! Okay, in over your head and need advice? No problem, as you can just ask Earl's advice. A manager screen pops up with Earl Weaver's likeness and he'll expound with his angle on how to approach that particular situation. As you begin the game, you can choose to just manage as the computer controls the players, play and manage, or let Earl Weaver call the managing shots with the computer handling the players. There are four difficulty levels, league/non-league play (in league play you



The Co-Designers

have to worry about injured players not being available for a given number of games). As the manager, you obviously must choose your starting lineup (you can print it out if you have a printer connected). Once your team takes the field, you'll have to decide whether you want your players to play deep or shallow, guard the lines, direct pitch-outs, and more. While on offense, you've got to determine whether your batter should bunt, take, steal, squeeze—in other words, everything

you'd have to deal with in the actual game. Once you're playing, there is a split screen with a high view from behind home plate (looks like the press box view to us), as well as a close-up from behind the batter showing the batter and pitcher. All the information you need is up on the screen as balls, strikes, who's at bat, etc., are all shown. If you need additional statistics based on the stats, just pull down that window.

Cheers, Announcers – The Works!

There is so much packed into this baseball game that it's really hard to give it justice on paper. There is an announcer throughout who keeps you abreast of who the pitcher is, announcing each new batter as they reach homeplate, as well as announcing the instant replay when you ask for it (this feature was absolutely fascinating to us). Of course he announces strikes, balls, etc. but there's a real air of reality here. Meanwhile, there is the sound of cheering from the stands, the crack of the bat against the ball...using the sounds the Amiga is renowned for. The gameplay is excellent as you definitely have the feel of a real game. You can play with the mouse, a joystick, or keyboard. We found that the joystick or mouse was the most advantageous way to play as we could easily move our players, as well as the diamond-shaped cursor which has to be moved to the base you wish to throw to. The fact that the game is tied into Earl Weaver is much more than a promotional one as he was very involved in the designing of the game so you're going to get his true management style. In the spirit of true fun, we received a very interesting promotional package from Electronic Arts with the game (no, this isn't why we love the game!). The cardboard drink/food carrier (you know the type from the ballpark) included a box of crackerjacks, "Chew" bubblegum, as well as a baggie labeled "souvenir dirt kicked by Earl Weaver" (!?*) You think this job is easy?? In any event, this has to be the definitive baseball game available today for any home computer. Amiga owners should make this a "must-own" for their gaming library. (One player; two-player simultaneous; joystick, keyboard, or mouse used for control; reviewed on Amiga; coming for IBM)

Recommended (MSR \$49.95)

MULTI-SYSTEM Software

THE GUILD OF THIEVES (★★★1/2/★★★★1/2) is a graphics and text adventure by *Magnetic Scrolls* for *Firebird Licensees*. Although it is technically a sequel to *THE PAWN*, taking place in the mythical Kingdom of Kerovnia, it is not necessary to have played *THE PAWN* to understand and enjoy the sequel. A great deal of time seems to have passed since last we saw fair Kerovnia, now a bit seedier and rather run-down at the heels. The new game is different from its predecessor because it is somewhat easier to get into and its goal is definitely less noble. Your job in *THE GUILD OF THIEVES* is to earn your way into this society of lawbreakers that has become the new "elite" of Kerovnia. The Guildmaster sets you to the initial task of ransacking a nearby castle—and it all goes downhill from there! Entry to the castle is easy enough, though the Gatekeeper is obviously suspicious and trains a watchful eye on you. The activities in the castle are bizarre, to say the very least—caged bears and betting on rat races in these staid old halls, of all things! The puzzles will challenge your adventuring abilities, and the offbeat humor will certainly keep you entertained. As in *THE PAWN*, the accompanying graphics on their roll-down scrolls are beautifully detailed. (Text only in the Apple II version.) The game is thoroughly entertaining, from the story itself to the accompanying issue of "What Burglar" magazine which fills in some of the background of the story. Fans of *THE PAWN* will definitely want to add *THE GUILD OF THIEVES* to their adventure collection. (Solo play; keyboard; plus mouse where applicable; Blank disk required for game-saving.) Atari ST, Amiga, Macintosh, Apple II versions reviewed; coming soon for C64/128, Atari XE/XL, IBM.

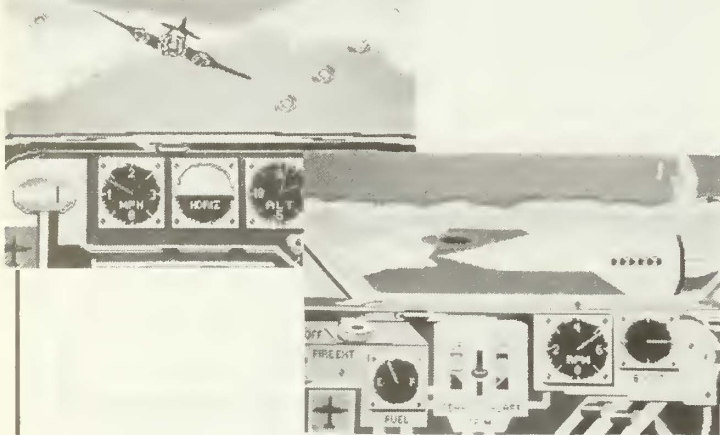
Recommended. (MSR \$44.95, except \$39.95 Apple, C64/128, Atari XE/XL.)

BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been covering the computer and dedicated game field for five years. Most issues are still available (Vol 1, #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!

ATARI XE/XL Software

ACE OF ACES (★★★★★★★★) has just been converted for game-starved Atari XE/XL owners by Artech Inc. of Canada, for Accolade. This World War II combat simulation places you in the cockpit of the Mosquito, a maverick RAF fighter bomber of WWII. A historically-accurate jump into the past, this plane was known as the fastest plane in the sky. Included in the game is a practice session in which you familiarize yourself with the aircraft and its controls. Then it's on to an action mission, one you choose from four missions available, in which you must maneuver in dogfights, disable a POW train by bombing it without killing the British and American POWs, and drop bombs on Nazi U-Boats. Prior to taking off on one of these missions, you will receive an Intelligence Report which advises you of the enemy's position(s), weather conditions, and recommended target sequence. You must make the correct decision regarding how many machine guns, rocket and bombs you should carry to successfully carry out your mission. Once you take off, there's a great deal to keep track of since



you're both pilot and navigator. There are three views from the cockpit — straight ahead and out beyond both wings. Status reports are available at any time and will include the reason for crashing if that's your destiny (they will even play "Taps" for you). In order to become "Ace of Aces," you must complete all four missions successfully.

A Great Game

Atari owners, so desperate for games, will jump at almost anything new. This time, however, you'll be jumping at a really fine game with loads of action and great flight simulation. The mood of the game is set off with introductory music and terrific black-and-white photos. You'll have the sense of flying your Mosquito as you grab your joystick and "fly." The sound effects, as well as the graphics are excellent, adding to the realistic feel of the game. If you enjoy flight games, this one's definitely for you. If you've been holding off on flight simulators, this is the perfect one to try out because of all the combat action included. (one player; joystick required; requires 64k and disk drive; also available for Commodore 64/128)

Recommended (MSR \$29.95)

New Professional Basketball Game

Avalon Hill is putting the finishing touches on *NBA*, a statistical basketball computer game, licensed by the National Basketball Assn. You'll be able to take control of players such as Dr. J, Kareem Abdul-Jabbar, Michael Jordan, and more as you pick the starting line-ups, send in substitutes and call for fast break or full-court press. It's from the designers of Super Sunday who promise twenty teams from the 59-60 Boston Celtics to the four top teams from the '85-'86 season. It will also include a stat-keeper program to keep track of how well each team is doing. An animation feature will allow the play to be re-enacted by all ten players. Three modes of play are included: head-to-head, solitaire, and autoplay. Planned for the C64, IBM, and Apple II series, it will retail for \$39.95.

ATARI ST Software

BARBARIAN (★★★★★★) is the latest entry from Psygnosis. This British import lets you become Hegor the Barbarian, the famous dragon slayer. Trained by his father, Thoron, in the ways of weaponry and slaying fearsome beasts, Hegor is heir to both a throne and a curse. Thoron, powerful embodiment of all that was good, was matched in evil by his dark twin, Necron. Although Thoron slew Necron in a mighty battle and reduced him to a crystal, Necron's soul lived on in that evil gem. Necron's soul sent the great beast Vulcuran to kill Thoron as Hegor watched. The young Barbarian vowed to avenge his father's death. Necron, fearing Hegor's power, vowed to kill the son as he did the father. At this point, the game begins with the player controlling the actions of Hegor as he ventures into the underground world of Durgan to kill Necron and become King.

The Way to Durgan

Armed with the sword that Thoron trained him to use so well, Hegor sets off with revenge in his heart. The closer Hegor comes to Necron's dark lair, the more monsters and hellish creatures the evil one sends out to stop the Barbarian. And the way to Durgan is full of traps, so that Hegor must be ready to leap out of harm's way. The action is full of spine-tingling suspense and sudden dangers. However, the player feels a step removed from the action because he or she does not control Hegor's actions directly. Icons in a strip across the bottom of the screen are used to control Hegor's movements and actions. For example, Hegor is made to run or walk by clicking on the appropriate icon. The same is true for stopping, jumping, climbing up or down, attacking, defending, getting or putting down an object, or using an object from inventory. (Alternatively, these actions can be controlled from the keyboard. Joystick control is possible, but not recommended.) Although we liked the game, we found ourselves wishing for more direct control of Hegor so that we could have felt that we were more involved in the action. Also, in the heat of a fast-breaking and dangerous situation, it is all too easy to activate the wrong icon, such as causing Hegor to run when we wanted him to attack. Aside from the control mechanism, which will be objectionable to some players and not to others, we enjoyed the game. Certainly the graphics are among the best we've seen on the ST, with exquisitely detailed characters and scenes and superb animation. The voice synthesis adds a good touch of realism, especially in the fighting sequences. We would suggest trying this one out before purchasing it to determine whether or not the control scheme bothers you. (Solo Play; Pause; Mouse &/or keyboard &/or joystick.) Reviewed on Atari ST; also available for Amiga. MSR \$39.95

Second Volume of Adventure Book in Preparation

Author M.K. Simon, whose *KEYS TO SOLVING COMPUTER ADVENTURE GAMES* is reviewed in this issue, must truly love solving adventures. He is already working on Volume II, with a projected publication date early in 1988. At this point, the games scheduled for inclusion are *ARAZOK'S TOMB*, *BREAKERS*, *BUREAUCRACY*, *DEJA VU*, *ENCHANTED SCEPTERS*, *ESSEX*, *FELLOWSHIP OF THE RING*, *GOLDFINGER*, *GUNSLINGER*, *HIGH STAKES*, *HOLLYWOOD HIJINX*, *INDIANA JONES*, *MOONMIST*, *SHADOWGATE*, *SPACE QUEST*, *STATIONFALL*, *THE LURKING HORROR*, *THE PAWN*, and *UNINVITED*.

DARK CASTLE Coming Soon

Watch for the first releases from Three-Sixty next month: versions of *DARK CASTLE* for Amiga, Atari ST, and IBM. (A Commodore 64/128 version is set for early next year.) The action-adventure is licensed from Silicon Beach Software, which created the game originally for Macintosh. Although we haven't seen any of the new games yet, we spoke to someone who has, and we were told that they look great.

APPLE II Software

ROADWAR EUROPA (★★★1/2★★★★) caught us quite by surprise, because we didn't know that *Strategic Simulations* was planning a sequel to last year's ROADWAR 2000. That game was a favorite among our reviewers for its application of strategic wargaming elements to a unique theme, warring road gangs in a futuristic setting after the disasters of bacteriological and nuclear warfare. ROADWAR EUROPA is similarly futuristic, featuring roving road gangs on the European continent after a terrorist group has exploded a small and extremely dirty nuclear device in a European city. The terrorists have threatened to detonate five more nuclear devices hidden in various cities unless the United Nations agrees to the demands of the terrorist leader. The player is the leader of a large road gang with the job of finding the five nuclear devices and then eliminating the terrorist leaders.

Playing the Game

Like ROADWAR 2000, the sequel lets you build, outfit, and man your road gang. If you have a good, seasoned group from playing ROADWAR 2000, you can even transfer them to the new game. Otherwise, you will have to build your forces from scratch. When your gang is assembled, you must travel the highways of the continent, recruiting new men, exploring cities for bombs, meeting with anti-terrorists for possible clues, and battling against cannibals, mutants, and rival road gangs. Combat resolution can be fully computer-controlled (Abstract), controlled by the computer with some player input (Quick), or fully player-controlled (Tactical). Tactical combat, although it lengthens the game considerably, allows for some of the most interesting options, such as ramming enemy vehicles, firing on them with a variety of weapons, or boarding and capturing them. Fans of ROADWAR 2000 (and there are many) will relish the chance to apply their knowledge to a new set of problems on a different map. The playing area in ROADWAR EUROPA includes 85 cities, from Oslo, Helsinki and Leningrad in the north to Seville, Palermo, Athens and Aleppo in the south, and from Lisbon and Dublin in the west to Kazan, Astrakhan and Baku in the east. (Solo play; Keyboard; Blank disk required for game-saving.) Apple II version reviewed; planned for C64/128, Atari ST and XE/XL, Amiga, IBM.

Recommended. (MSR \$39.95)

BOOK REVIEW

KEYS TO SOLVING ADVENTURE GAMES by M.K. Simon, published by *Prentice-Hall, Inc.*, follows in the tradition of previous books of maps and hints for adventure games, providing maps and clues for 26 recently published adventures. Where it departs from other books of the type is in the way the clues are presented. Instead of grouping all the clues for a particular game together, either near the maps or in the back of the book, Simon took all 911 clues for the 26 games and arranged them so that no two clues from the same game are adjacent to each other in the clue list. Locations in each game map with associated clues are numbered consecutively. The location numbers appear in a table with corresponding clue numbers. To keep you from spoiling the fun and learning more than you really want to know, the clue numbers are NOT consecutive. For example, location #5 might be associated with clue #351, while the next location on the map (#6) might lead you to clue #810. This turns out to be a clever and workable solution to the problem of getting more of a clue than you really want. However, for the hopelessly lost beginner, Simon also provides complete, step-by-step solutions for all but seven of the adventures in the book. Of course, no self-respecting adventure player will go anywhere near that section of the book until he or she has completed the game in question!

The Adventures

Simon solved each of the adventures in the book on an Apple IIe, although most of them are available in multiple versions for other computers with the same solutions. His maps are neat and easy to understand. (They were done on a Macintosh and printed with a

LaserWriter.) The hints are straightforward and very helpful. The author does not offer any opinions or mini-reviews of the games, as some authors of previous hint books have done. The games covered are from Activision (BORROWED TIME, TASS TIMES IN TONETOWN), Adventure International (FANTASTIC FOUR), American Eagle (FRAKTURED FAEBLES), B.L.G. (LOST ARK OF THE COVENANT), Coastal (CHALICE OF MOSTANIA), Broderbund/Synapse (BRIMSTONE), DataSoft (NEVERENDING STORY), Infocom (BALLYHOO, LEATHER GODDESSES OF PHOBOS, SPELLBREAKER, TRINITY), Mindscape (A VIEW TO A KILL, FORBIDDEN CASTLE, RAMBO, THE MIST, VODOO ISLAND), Polarware (CRIMSON CROWN, OO TOPOS, TRANSYLVANIA), Relational Systems (REAL LIFE), Sierra (BLACK CAULDRON, KING'S QUEST II, MICKEY'S SPACE ADVENTURE), Software Investments Plus (DESTINY), and Telarium (NINE PRINCES IN AMBER). The selection of games is varied and current enough to be truly useful. And at a cost of less than \$1.00 per game, the book is a better value than purchasing individual hint books for a single game. We look forward to Volume II!

Recommended. (MSR \$19.95)

MULTI-SYSTEM Software

THE ETERNAL DAGGER (★★★1/2★★★★) from *Strategic Simulations* is a fantasy role-playing sequel to the very popular WIZARD'S CROWN adventure. Although players of the first game will understand this one more quickly and easily, it is not absolutely necessary to have played WIZARD'S CROWN before tackling the sequel. THE ETERNAL DAGGER shares many characteristics with its predecessor, including the 8-character adventuring party, explorations of wilderness and dungeons, an advanced system of magic, and the revolutionary style of tactical combat.

The Quest

THE ETERNAL DAGGER picks up after the defeat of Tarmon and the recovery of the Emperor's Crown at the end of the first game, when all seems peaceful and prosperous in Arghan. With strange and unprovoked attacks by groups of demons and undead, the peace is broken. It turns out that hordes of evil creatures have entered the Middle World through a Demon Portal. If they cannot be stopped in the Middle World, their next target will be Arghan itself. The Wizard's Fellowship of Arghan opens a small gate into the Middle World through which a band of eight adventurers can pass, although they must leave all possessions behind. Their task is to defeat the invading enemies and find the Demon Portal, finally sealing it shut with The Eternal Dagger, an enchanted weapon. The player may transfer a party that has completed WIZARD'S CROWN into this adventure. Although they will lose all possessions upon crossing into the Middle World, their strength and experience will give them an advantage over newly generated characters. First-time players may want to use the ready-made party on the disk, at least until they get a feel for the game. More experienced adventurers will want to build their own party, a fairly complex process that allows complete control over each character's attributes, equipment, skills, and profession(s). When your party is set, you may choose to play the game at any of five difficulty levels.

Adventure in the Middle World

Once your party has crossed into the Middle World, their first order of business is to acquire weapons, preferably magic ones. The characters will spend much of their time exploring and in encounters with various creatures that have come through the Demon Portal. ETERNAL DAGGER uses a somewhat expanded version of the combat system introduced in WIZARD'S CROWN. Encounters may be handled in a number of ways, and your party is encouraged to attempt talking first, as the group encountered may have valuable information. If hostilities are inevitable, combat may be resolved by the computer (Quick Combat), in which case magical items are not used, and your opponents have a better chance of winning. Tactical Combat, one of the key features of this game, may be time-consuming but gives your party a better chance of winning and allows interesting options, such as ambush and spell-casting.

Worthy Successor

We found THE ETERNAL DAGGER a worthy successor to

WIZARD'S CROWN, offering the same general set-up as the first game but expanding its territory, magic, and combat system. We enjoyed the wide variety of settings and sometimes inventive enemies (even plants may attack). Anyone who enjoyed playing WIZARD'S CROWN will definitely want to tackle the quest of THE ETERNAL DAGGER. (Solo play; Keyboard; Blank disks required.) Apple II, C64/128 versions reviewed; Apple version supports two drives. Coming soon for Atari XE/XL, IBM. Recommended. (MSR \$39.95)

COMMODORE 64/128 Software

ALTERNATE REALITY - THE DUNGEON (★★★★1/2★★★★) has been a long time coming, but it is well worth the wait for ALTERNATE REALITY (AR) fans. This second installment, from *Datasoft*, in what is meant to be an extended series of seven AR games carries the quest farther, covering four subterranean levels below The City of the first game. It is advisable to have played THE CITY first so that you can take a well developed and equipped character into the tougher environs of The Dungeon. If this is your first AR game, however, it is possible to start with a brand-new character. And if this is your first AR experience, you will want to know that you're in this predicament, wandering The Dungeon below The City of Xebec's Demise, because you were kidnapped by an alien spaceship and dropped here. No one knows WHY the aliens kidnapped you, so don't lose sleep over it because you have more important things to worry about—like staying alive in this dank and dangerous place.

Similar to THE CITY

Some of THE DUNGEON is similar to THE CITY. In fact, the location of some places can be surmised because of their position directly under related locations in The City. There are some similar enemies to be found, but many you never saw in THE CITY. There is much more territory to explore in THE DUNGEON, some of it quite confusing because of one-way doors and invisible gateways that sometimes seem to have the property of teleporting you about. (You begin to get the hint when you keep running into the same corpse of a bat that you killed quite a few moves ago.) THE DUNGEON is also more complex than THE CITY because it contains a great many quests and puzzles. For the first time, your character will be able to join a Guild and become a magic-user, which adds a new dimension to the second game.

First-Person Perspective

As in THE CITY, you work from a first-person perspective in THE DUNGEON, seeing a three-dimensional world through your character's eyes. This gives a sense of real immediacy to the role-playing. And really being a part of your character is especially helpful in both THE CITY and THE DUNGEON because of the hidden scores kept by the computer as you play. While you are always aware of your "stats" (strength, wisdom, experience, etc.), your personality tendencies toward good or evil are closely monitored and affect your character's success (or lack of it) in THE DUNGEON.

Rewarding Adventuring Experience

Certainly no fan of THE CITY will want to miss the experiences of exploring THE DUNGEON—and further preparing a character for the AR installments yet to come. Like the first game, THE DUNGEON offers smoothly scrolling, three-dimensional graphics, excellent original music, and a rewarding adventuring experience. And it offers even more than THE CITY because of the many quests and puzzles and the addition of magic to your character's arsenal of weapons. (If you get too bogged down in the puzzles, there is a hint book available, "The Dungeon Survival Handbook," for \$9.95.) As in THE CITY, it is not possible to attain your ultimate goal in THE DUNGEON (either returning to Earth or seeking revenge on your captors). Reaching that goal will have to wait for a future AR installment. (Solo play; Joystick &/or keyboard; Pause; Blank disk required.) C64/128 version reviewed; also available for Atari XE/XL and coming soon for Apple II. Recommended. (MSR \$39.95)

DELTA PATROL (★★★★1/2★★1/2) is a high-speed action/arcade-style game by Stavros Fasoulas and Thalamus Software Ltd. for Electronic Arts. The game puts you in command of a battlecruiser in

the Delta Sector: junkyard of lost ships, alien bandits and unknown forces of destruction. Your job is to clear the sector of enemy forces. It's a straight-ahead shooting game in space that features more than 200 alien attack waves in 30 levels of combat.

Improving Your Ship

At the beginning of the game, your ship seems a bit sluggish, especially when compared to the speedy antics of the enemy craft. That soon changes, however, as you earn credits for eliminating the enemies. In between alien attacks, you can fly your ship over special icons that allow you to take on new weapons and ship enhancements in exchange for the credits you've earned. Soon your ship is speedier than your fastest enemies. (In fact, you can get carried away with too much speed and find that your ship becomes very difficult to control.) You can acquire protective shields and a time warper. Weapon enhancements include increased rate of fire, multiple firing capability, a spinning ball of shrapnel, and a special fish weapon that reduces space monsters to their smallest component molecules. And as you move into different parts of the Delta Sector, you'll find that features of the physical environment can cause as many problems as your enemies can.

For Speed Demons

DELTA PATROL is the type of game that will appeal most to the speed demons among action game players. These are the players who aren't happy unless their ship can be made to travel at trans-warp speed as they blast away at enemy ships traveling at equally dizzying velocities. They will have to get past a few alien waves to acquire this level of acceleration, of course. Not being totally enamored of speed for speed's sake, we enjoyed this game but found it a little frantic. DELTA PATROL is your basic space shooting game clad in very pretty graphics, but with very little in the way of originality or subtlety. Try before you buy, if at all possible. Solo or 2-player alternating; Joystick or keyboard; Pause.) Available for C64/128 only. MSR \$19.95

SANXION (★★★★★★) by Stavros Fasoulas and *Thalamus Software Ltd.* for *Electronic Arts* is another space shooting game, but we found it far more appealing than DELTA PATROL. First of all, the designer definitely grabbed our attention with the excellent musical introduction to the game. (We'd love to identify the piece for you—a very familiar classic—but we can't seem to extract the information from the old memory banks!) Then the designer impressed us with some of the sharpest and most three-dimensional graphics we've ever seen on our Commodore. Just about that time, we were cautioning ourselves not to be carried away with the magnificent sound and visuals before we even tried the game itself!

Space Shoot-'Em-Up

At its most basic, SANXION is a horizontally scrolling space shoot-'em-up. Your zippy little fighter flies from left to right across the screen, shooting away at alien drones attacking in formations from right to left. And then they start sneaking up from behind your fighter. And then you discover that the alien drones may be camouflaging small rocks that wipe out your ship in a collision just after you've blasted the drone. The split-screen view of the action provides both side and overhead perspectives of your ship and the attacking drones. For a game that looked to be pretty straightforward, we were having some difficulty amassing much of a score in the first few games. Then we caught on to the fact that gravitational pull of the planet beneath our fighter was affecting its trajectory. A awareness of the gravity effect was all it took for us to improve our scores dramatically, wipe out the first combat wave, and reach the training course. The training phase requires extremely fast reflexes, because quickly onrushing targets are designated by letter code for shooting, colliding, or picking up. And each subsequent wave of combat or training is more difficult than the last as you progress through the game's ten levels of play. We enjoyed the game thoroughly, relishing the increased challenge and new three-dimensional scenery of each level. SANXION is a great value for anyone who likes a classic space shooting game. Solo or 2-player alternating; Joystick or keyboard; Pause.) Available for C64/128 only. Recommended. (MSR \$19.95)

SNEAK PREVIEW



Lucasfilm Designers of Maniac Mansion...
(l-r) Ron Gilbert, Gary Winnick and David Fox

MANIAC MANSION (★★★1/2★★★★) from *Lucasfilm Games*, distributed by *Activision*, takes role-playing adventures in a new direction. The game is an animated comedy adventure with very little text, but it's unlike any other animated adventure you've ever played. First of all, **MANIAC MANSION** looks different. Its characters are drawn in a stylized, cartoon-like fashion, and they move within a very realistic, three-dimensional environment. And **MANIAC MANSION** feels different because it's entirely joystick-controlled and allows you to manipulate a very large number of objects within the game's settings. It's also unusual because it allows the player to control several characters within the story, each with special abilities and weaknesses. The story behind the adventure has a cinematic flow, with the unfolding of the interactive portions of the plot aided by non-interactive "cut-scenes" that let you know what is happening somewhere else within the mansion.

Dave and His Friends

The game opens with a large "MANIAC MANSION" title draped with purple slime, which turns out to be an important plot element. Next you meet the cast of characters: teenager Dave and his six friends. Dave's girlfriend, Sandy, has been abducted by Dr. Fred, the mad scientist who lives in Maniac Mansion. Dave is determined to rescue Sandy from the clutches of the madman, and you'll be directing a rescue team consisting of Dave and two of his friends. Your choices are Syd (aspiring musician who wants to start a new-wave band), Michael (award-winning photographer for the college newspaper), Wendy (hopeful of becoming a famous novelist), Bernard (president of the college physics club), Razor (lead singer of the punk band, "Razor and the Scummettes"), and Jeff (a beach-boy known to his pals as "Surfer Dude"). The three friends meet at the driveway of the

Mansion, a place that figured in a meteor incident some twenty years ago. Since that time, the place has been known as Maniac Mansion because of the complete strangeness of its inhabitants: Dr. Fred, Nurse Edna, and their geeky son, Weird Ed. (There are also rumors about Dead Cousin

Ted and a few other strange creatures in the old place.)

Controlling the Characters

With more courage than sense, Dave and his two friends approach the mansion. The player controls each character individually, choosing actions from a list of verbs that appears on the bottom of the screen at all times. After completing any action with a character, the default verb is always "walk to," since that is the one action performed most often by all characters. Once you



figure out how to get through the locked front door of the Mansion (the first puzzle, and a very easy one), the real adventure begins. The front hallway of the Mansion looks relatively harmless, and it's a good place to try out the commands from the verb list. By clicking on "what is," you can move the joystick-controlled cursor around the main picture area and discover which objects are "active" and might be usable in the game. When your cursor hits an active object, it will be named in the sentence line below the picture. For example, you might see "what is grandfather clock" in the sentence line and then click on "open" in the verb list. The sentence immediately changes to "open grandfather clock," and a second click activates the command. In this case, you learn that the clock cannot be opened. But the same command works on most doors—unless they're locked, of course.

Exploring Maniac Mansion

In our first game, we left Dave's two friends on the Mansion's front porch while we took Dave exploring inside the house. It didn't take us long to find out why we needed several characters. We walked Dave straight into the welcoming arms of crazy old Nurse Edna. Wearing one of her best gap-toothed grins, she promptly locked Dave away in the dungeon, with nothing but a skeleton for company. Razor had a little more luck, as we managed to explore quite a few rooms and try our hand at solving some puzzles. A cut-scene underscored the seriousness of the situation, as we watched Dr. Fred telling poor Sandy that she was due to be the subject of a rather gruesome experiment.

A Lot of Crazyness

As much as we explored, we haven't seen all 55 rooms of the Mansion, or used all the objects, or solved all of the puzzles. We do know that there's a lot of crazyness in that old house, from hungry green tentacles to a mad scientist intent on taking over the world, one teenager at a time. Because of the choice of different characters and at least five successful endings, the game is a little different each time it is played. **MANIAC MANSION** is funny at some times, suspenseful and scary at others. And it is a lot of fun to play. It is a role-playing adventure, but it takes the frustration out of figuring out how to communicate with the program by eliminating text entry entirely. **MANIAC MANSION** takes a different approach to adventure gaming, one that will be just as appealing to those who normally don't play adventures as it will to those who do. The game is original, witty, charming, and extremely well done. We expected nothing less from the very talented Lucasfilm Games group. (Solo play; Joystick; Pause; Blank disk required for game-saving.) C64/128 version reviewed; also available for Apple II. Recommended. (MSR \$34.95)

THE VIDEO GAME UPDATE

SEGA Software



The SEGA 3-D GLASSES are light and extremely easy to install in your Sega Master System. There's a 3-D adaptor which fits right into the Sega Card slot and a small jack at the end of the Glasses wire which plugs into that adaptor. We found that, even in long sessions, the glasses were not heavy or cumbersome in any way. By the way, there are very specific Care instructions included with the glasses. Read CAREFULLY and FOLLOW those instructions!
(MSR \$49.95)

MISSILE DEFENSE 3-D (★★★★/★★★★) is the first game designed specifically for (and required for use) the *Sega* 3-D Glasses. War has been declared between two super powers and you are in the middle of it. You're a nuclear engineer aboard a fugitive space station where you've discovered "The Eliminator," the only anti-nuclear laser that works. You've got to stop all the nuclear missiles before these two militaristic countries manage to annihilate the entire world! Not only must you stop the missiles in mid-flight heading for the cities, but you must stop

those launched against you as they streak directly at you. You've got three lasers, and if you allow a missile to reach you, the screen turns red. Lose all three, and it's curtains!

The Strike

As the strike begins, the scene is the Western Missile Base where the cruise missiles are launched from underground silos. Destroy as many as possible (in the first round, there are a total of 20 missiles which must be destroyed). Before they reach the next scene, The Arctic. Here, below you, is an expanse of ice and cold as the missiles you didn't destroy pass below you. Now it's getting critical—destroy them before it's too late! Whatever you've missed to this point will bear down on The Eastern Capital which looms in the distance. The remaining missiles soar from behind you, leaping onto the screen. Lightening-fast reactions are critical as it takes only one missile getting through to destroy the city. If you manage to down all the missiles, the Eastern nation will counterstrike with high-flying ICBMs from their underground silos. Whatever missiles you miss will be high in space, getting ready for their long plunge straight down towards the Western capital (now the missiles come seemingly from above you as they fall to earth with your point-of-view as if you're on the 40th floor of a building looking down).

Fantastic Effect

For those who feel this is just another gimmick, our answer is a resounding, "so what!" This is what gaming is all about—objects coming at you in such a way that your first inclination is to duck. What amounts to a pretty straight-ahead shooting game turns into a state-of-the-art, graphically outstanding game which will hook you for hour after hour. By the way, we couldn't resist—we hooked it up to a 40" big screen. Even the household pet dove for cover! If you happen to have a big screen TV, you are going to have big fun! (one player)

Recommended (MSR \$40.00)

ROCKY (★★★★/★★★★) is the second two-mega cartridge from *Sega* and it's absolutely outstanding! You take on the role of Sylvester Stallone's Rocky (it even looks like him) as you face Apollo Creed, the reigning champion. Begin by training with a sandbag. You have limited time to land as many hits on the sandbag as possible. If you want to fully qualify, you need to land sixty hits (not easy to do). Over-qualify and you have a chance against Apollo. Get less than the sixty hits and you'll fight the match without the power you need. Now it's time to enter the ring with the cheering fans in the background. There's two power meters on the screen which you should pay close attention to. They measure the strength of you and your opponent so you can estimate when you're most likely to take a fall due to a low reading. The control pad acts on several levels as the directional button guides Rocky's footwork while button 1 guards his face and abdomen and allows him to duck. Button 2, depending on the distance to your opponent, executes an uppercut, hook, or straight-on punch. There are fifteen rounds with one minute intervals; however, the clock in this game is three times faster than real time. During the interval, half your wasted power from the previous round is restored, and you will also see the judges' scores for the previous round. If you are knocked-down, there's a close-up on Rocky as the 10-count begins. Press button 1 or 2 repeatedly to help him stand-up. If your opponent is knocked down three times in one round, you win automatically. If neither player is K.O.'d after the 15th round, a winning decision will be made by the referees based on the total points garnered throughout the game. If you manage to beat Apollo, you can move on to the next fight - this time against Lang. Your training for this bout will be with a punching ball to increase punching speed, consistency and power. If you somehow manage to beat Lang, you can move on to the dreaded Drago. Training for this contest will be with punching mitts as you attempt to increase the accuracy of your punch. In the two-player version, there's no

training section as you can choose which one of the three opponents that Player 2 wishes to represent.

A Must For Your Library!

Sega has done a phenomenal job with graphics and gameplay on this one! While the familiar Rocky theme is not used (we assume a royalty payment problem?), everything else is straight out of the familiar Rocky movies. The characters are immediately recognizable for the people they represent with large, bold, and colorful figures. The boxers have a fluidity of movement as they dance around the ring, punches flying. You even have the feel of a real audience with "people" jumping up and waving their arms in the background—it's a highly realistic effect. There's been a great deal of anticipation for this title from *Sega* owners. The wait is over and it's been worth every bit of work that *Sega* has put into it. (two-mega cartridge; one player; two-player simultaneous)

Recommended (MSR \$40.00)

GREAT FOOTBALL (★★1/2/★★1/2) is the first of two football games which *Sega* will be releasing. This one is for use with the Control Pad while the upcoming *Sports Pad Football* will be, as the name implies, for use with the Sports Pad. Prior to taking the field, you can choose to play either in the AFC or NFC, each league featuring six fictitious teams. In the one-player game you can only play offense with the computer always taking the defensive side. Also, the computer begins the game with a score and you are in the fourth quarter, trying to catch up and surpass the computer team. In the two-player game you will alternate between offense and defense with the person you are playing against. You will also play a complete game, including the halftime where seven cheerleaders rush out on the field to cheer you on. Once you take the field, you have your choice of eight formations (formation #9 is a punt/field goal which is only available as an option

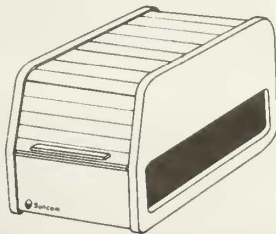
when you are beyond the 45-yard line). There are four passing formations and four rushing formations. Initially, the opposing team initiates the opening kick-off. Your player who catches the ball, with an arrow indicating the player in action, runs the ball as far downfield as possible. You, of course, have total control over that run, using your directional control to try and outmaneuver the opposing tackles. Once your team is ready to take the field to begin the campaign toward the opposing end zone, you begin to choose your formations you wish to use. By the way, the entire game is viewed from a birds-eye angle, looking down on the field and all the players. Between each play there is an indication of the down and how many yards you have to achieve to get first down, as well as a "meter" showing all the hash marks with the relative position of your ball. In the two-player game, you will also play defense, having the opportunity for tackles, interceptions, blocks, etc.

Two-Player Game Better

Frankly, we enjoyed the two-player game quite a bit more due to the fact that you can play both sides. The one-player game is somewhat restrictive due to the "offense-only" play. When the formation screen comes up, a blinking selector moves through all eight (or nine) formations, allowing you to press Button 2 when the formation you want is being highlighted. While we understand the necessity for this in the two-player game so that your opponent does not know the play you've selected, we found that being forced to run through all the formations on the one-player game somewhat annoying. We would have liked to be able to choose the formation when our choice was highlighted and then move immediately back to the playing field. Perhaps for programming reasons this is not possible. In any event, it's a good, not great football game with good graphics. Because of the number of moving objects on the screen, you will encounter blinking players when several are lined up along the same parallel. Once Sports Pad Football is released, we'll take a comparative look. (one player; two-player simultaneous; mega-cartridge) (MSR \$35.00)

Storing A Cartridge Library

As game collections grow, some players begin to look for ways to organize and store their libraries of cartridges. Several of you have asked us if we know of anyone making storage cases for Nintendo or Sega cartridges. At this time, we know of only one. Suncom, known for joysticks and a variety of computer-related accessories, plans a "Storage Bay" which will hold ten Nintendo cartridges.



It's a rectangular box with roll-top cover, fashioned in two-tone gray plastic to match the Nintendo Control Deck. Suncom plans to have it available in September. Depending on its degree of success, it may be followed with a 20-cartridge version early next year. And speaking of accessories, we've also been asked about dust covers for the two new game units. To date, the only cover we know of is one by Classic Covers for the Nintendo Control Deck. Unfortunately, it is made of a medium-brown Naugahyde that is anything but color-coordinated with the Nintendo grays. (In our opinion, the cover is downright ugly.) Be patient, though. With the success of the new systems, more accessories are bound to appear before long.

Japanese Game Fanatics' Tip of the Month

This month's tip adds a continuation feature to Capcom's TROJAN for the Nintendo System. When you've battled as far as you can go and lost your very last man, wait until the "game over" screen has passed and the game selection screen appears. Push the directional pad "up," and hold it there while pushing the start button. Provided that you've already gotten to at least the second level (not just the midway point of the first level), you'll be able to start up at the beginning of the level you were last playing.

Tonka Toys Purchases Interest in Sega of America

In an agreement announced July 17, 1987 and effective August 17, 1987, Tonka Toys of Minnetonka, Minnesota has purchased the U.S. sales, marketing and distribution rights to the Sega Master System (including its software and accessories) from Sega of America, Inc. of South San Francisco, California. Design and manufacturing at Sega of Japan will be unchanged and remain under Sega's control. Sega of America will continue to handle all customer service activities, including warranty service of the hardware and software. Because of the transition period activities and the necessity of moving inventory from Sega's warehouses to Tonka's, there have been no shipments of Sega products to stores since the release of GREAT FOOTBALL and ROCKY last month. The new Sega games shown as "shipped" during August in this month's Availability Update were in Tonka's warehouses as of this issue's press date and should be on their way to dealers soon after you receive this issue. We tell you this only to keep you from harassing your poor local dealer, who may not be aware of all these details.

Goal: Expanded Distribution

Tonka, long known for its toy trucks, is expected to put its considerable toy marketing and distribution clout into getting better market penetration for the Sega line among toy retailers. Tonka's ability to achieve greater penetration among consumer electronics and video retailers, who account for much of the logical placement of Sega products, is unknown at this time. If Tonka is successful at expanding Sega distribution, the company's efforts should result in better availability of Sega products, especially in some areas where the games have been very difficult for consumers to find, such as in the northeast. If all goes smoothly under Tonka's leadership, the consumer should perceive no change in Sega except for increased visibility and product availability.

Coming from Infocom

Fans of Infocom's very special brand of interactive fiction can look forward to the release of two new titles next month. And while we have come to expect the unexpected from those capricious minds in Cambridge, this time they have come up with something completely different. PLUNDERED HEARTS gives us a heroine instead of a hero—a romance full of steamy tropical nights seasoned with treacherous characters and set in the 17th century Caribbean. The player takes the role of a young woman called to the bedside of her dying father on the Caribbean island of St. Sinistra. The adventure encompasses a dangerous voyage beset by storms, pirates, and seafaring passions. Infocom claims that author Amy Briggs' research for this tale included reading dozens of romance novels and being wooed by a dashing pirate! Early response from pre-release testers (mostly male) has been extremely favorable, according to the company.

Playing with Words

Infocom's second new release is its first collection of short stories, eight pieces that can each be finished in a few hours' time. NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT takes place in the offbeat town of Punster, where order must be restored by deciphering messages full of double meaning and word trickery. The vignettes are entitled Buy the Farm (where ordinary actions are based on clichés), Shopping Bizarre, Act the Part (50's-style situation comedy full of corny jokes), Eat Your Words (playing with idioms), Shake a Tower (spoonerisms), Visit the Manor of Speaking (rooms with their own personalities), Play Jacks, and Meet the Mayor. No mapping is required in these stories, and the program includes built-in hints. Both PLUNDERED HEARTS and NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT will be available for IBM, Apple II, Macintosh, Atari ST, Commodore 64/128 and Amiga. PLUNDERED HEARTS will also be available for Atari XL/XE. (MSR \$39.95 each, except \$34.95 for Atari XL/XE and C64/128.)

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!

NINTENDO Software

THE LEGEND OF ZELDA (★★★1/2/★★★★) from *Nintendo* for the NES is THE most eagerly anticipated title yet released for the system. With all the hoopla, including golden package and matching golden cartridge, we just didn't feel right about playing the game with our usual review set-up: NES Control Deck hooked up to a modest, 12-inch composite monitor. So we dragged the deck into the living room, connected it to a 27-inch Sony monitor/receiver, and dared Nintendo to impress us. Not only did Nintendo impress us with the many wonders of ZELDA, but they also managed to get us totally hooked on this excellent game. Imagine a great adventure: the rescue of the princess Zelda, the recovery of the Triforce of Wisdom, the defeat of an evil prince. Imagine yourself as Link, the young hero about to set out on this adventure, with all 97-plus screens of the Hyrulean Overworld to explore and nine levels of multi-screen labyrinths in the Underworld as well.

Alone in the Forest

The story begins with young Link alone and unarmed in a forest clearing. If he enters the cave at one edge of the clearng, he can find a sword and begin his adventure. As an inexperienced young hero, he will suffer many defeats in the early going. The forests are full of dangerous creatures. The lakes harbor nasty monsters that shoot balls at Link. But there are jewels and other goodies to be found by slaying the creatures, and jewels can buy useful items sold by merchants in some of the caves. After wandering for a while (or following the directions in the instruction book), Link can find the entrance to the first underground labyrinth. In the Underworld, the player has an overhead view into the chambers, which are full of many surprises and more nasty creatures of all kinds. The trip through a labyrinth is a treasure hunt, with a Triforce segment the ultimate treasure to be gained. Along the way, there are monsters to fight, secret doors to discover, and plenty of frustration. As Link gathers treasures, new weapons, and experience, he is able to venture into new places and make new discoveries. Thanks to the built-in battery in the cartridge, the objects that Link accumulates are saved from one playing session to the next. It's a good thing they are saved for Link, because it would be impossible to complete this game in one sitting. (The battery also allows you to save up to three "Link" characters.) Players are also aided by maps and hints included in the package.

Fairy-Tale Quality

THE LEGEND OF ZELDA has a beautiful, fairy-tale quality that we found very appealing. As an adventure, it has more to offer than the typical hack-and-slash epics because of its special mythic aura that carries you into the story. And ZELDA offers an incredibly rich, deep gaming experience that goes far beyond the typical cartridge game. The game is well supported by charming graphics, superb original music, excellent animation, and smooth transitions in scrolling between locations. We believe that THE LEGEND OF ZELDA will appeal to both male and female players of all ages. It has a very special kind of magic that makes it a "must-have" for every owner of the Nintendo Entertainment System. (Solo play; Pause.) Recommended. (MSR \$44.95)

MIGHTY BOMB JACK (★★★★/★★★1/2) boasts over 1-1/2 million sold in Japan and now *Tecno* brings this fast-paced action game to the U.S. Billed as an adventure-action game, you control Jack through a labyrinth of rooms, avoiding enemies along the way. You must challenge the King Demon Beelzebub who has abducted King Pamera, his Queen and the fair Princess, and imprisoned them in his cursed pyramid. As you work your way through the rooms you must collect as many bombs and treasures as possible. With adept use of the controller, Jack can jump as well as fly through the air, reaching various bombs which are in mid-air, as well as sitting above and below ledges. The treasure chests will open when Jack jumps on them. The boxes are either red or orange, with the orange ones not always opening unless Jack is under Mighty Power (found in some of the treasure boxes). Other items in the treasure boxes include gold coins, a sphinx (to show or open the hidden doorway), treasure bags for points, and more. If you collect too many mighty coins, you will be sent to the torture room. The only way out is to jump, fly, and avoid the enemies while the time clock counts down to zero. If you're successful, then you're returned to the original position you were in before sentence to the torture room. The enemies you encounter are many and varied. There's Tgee, an everchanging character with six patterns. Rube

pursues you relentlessly; the troublesome C.Gee, and more. There are sixteen rounds of play plus one final round. Each round consists of a passageway and a Royal Palace Room. To advance to the next round, you must collect all the bombs in the Royal Palace room, and then a doorway passage will appear for your escape. You must clear each round before the timer reaches zero and, if there's any remaining time, it will be added to your score as bonus points.

Hours and Hours of Fun

This game is loaded with nuances which you will continue to discover as you play the game. Action lovers will enjoy the fast-paced nature of the game, while also discovering treasures. As you become adept in moving Jack around with your controllers, you will find that you're able to send him flying, floating, jumping, as you avoid the unpredictable enemies determined to annihilate you. The graphics are colorful with terrific detail and showcase the Nintendo as a terrific alternative to the coin-eating arcades. The various characters and treasure items all have distinctive characteristics. Jack looks like a cross between Superman and Mighty Mouse! This is one of those tough, frustrating, "just one more time" games which will have you back for more and more! (one player)

Recommended (MSR \$34.95)

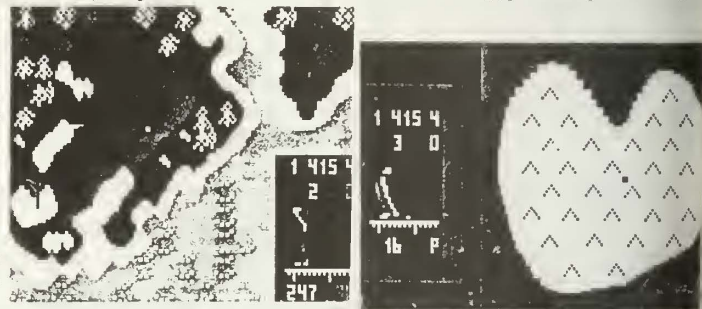
INTELLIVISION Software

DIG DUG (★★1/2/★★★) has remained as one of the all-time favorites and has now become available for Intellivision owners via *INTV Corp.* The scenario is familiar to most. Dig Dug must burrow his way through a maze of underground passages as you hunt down the deadly Pooka and the fire-breathing Fygar. Shoot them with your air gun, or drop a rock on them. Once all the monsters are killed, you're on to the next, more difficult level. Meanwhile, if you see any fruits or vegetables, pick them up for additional points.

Simple but Still Fun

Dig Dug was one of the most popular games in the arcades, as well as for various home game machines when it was originally introduced a few years ago. Anyone who enjoys a good maze/action game will enjoy spending some time with this character. (one player) (MSR \$19.95)

CHIP SHOT SUPER PRO GOLF (★★★★/★★★★) brings an updated and terrific game of golf to Intellivision owners. *INTV Corp.* has really packed this one. You can play one of five defined courses (all views are birdseye), design your own course from a selection of 99 holes (many based on famous holes of the world), practice your swing



on the driving range, or your finesse on a putting green (yup, this is all on your Intellivision, folks!). In addition to your overhead view of the hole you're playing, you'll find a "golfer's window" in which you see your golfer and various information you need such as hole number, yardage, the par for the hole, how many strokes you're at, distance to the green/hole, swing gauge, as well as which club! You have a bag of fourteen clubs to choose from. Once you've chosen the right club for your situation, you can take a look at the target (an "X") on the screen so you can aim your ball. Then, you can control the swing so it will slice, hook, a soft shot, or full power. Once you reach the green, the overhead shot changes to show the putting green with indications of which way the green "rolls." Just like in the real game, you'll deal with trees, rough, bunkers, water, and a wind factor.

A Fine Game

We've played several golf games for the various computer systems and, frankly, we were astounded at how much of that "feel" the designers managed to pack into this venerable machine. The graphics are just fine, with good detail and a great sense of actually playing the game. With all the various courses available, there's plenty of depth for anyone who enjoys an afternoon out on the golf course. It's very impressive, indeed! (one player; two players alternating) Recommended (MSR \$19.95)

NINTENDO Software

RYGAR (★★★★/★★★★) is one of three games from *Tecmo*, the first releases from a brand-new Nintendo licensee. (RYGAR has already been available in the U.S. as a coin-op game and in Japan on the Nintendo Family Computer.) It is an action-adventure of many levels and challenges, which stars Rygar, a legendary warrior who has come back from the dead to restore peace and happiness to the evil-ridden land of Argool. Rygar wields an unusual, whirling weapon known as a Diskarmer in his fight against the evil beasts that attempt to thwart his quest. He has the ability to run, jump, and climb up and down ropes in his travels through the many locations in Argool. As he travels, he may seek wisdom from the *Legendaries*, the five fighting gods of Indora who hold special treasures that will help Rygar to succeed. The treasures include a grappling hook that allows Rygar to climb trees or cliffs when there is no rope to be found, a wind pulley for traversing ropes stretched across chasms, a crossbow for setting ropes where there are none, a suit of armor for strength, a coat of arms that allows Rygar to receive healing medicine, and the mystical Flute of Pegasus that can have strange effects.

Familiar Theme, Superb Execution

The general theme of RYGAR is a familiar one, and it is the type of adventure which is especially popular with gamers. What sets Rygar apart from other action adventures is a combination of magnificent graphic detail (some of the best visual displays yet seen on this system), very good sound and music, some unusual modes of fighting and traveling, lots of confrontations with creatures and obstacles in a wide variety of settings from a number of different perspectives, and challenges which test both physical and mental dexterity. The difficulty of the game is increased by having the character possess just one life, which may be lost all at once (by falling into a chasm or encountering any one especially nasty enemy) or in steps due to enemy "hits." Fortunately, the game automatically picks up at the beginning of the area where Rygar lost his life when you re-start the game. (Sending the player back to the beginning would have been entirely too cruel of the designers!)

Great Variety

We really enjoyed playing RYGAR, mostly because of the great variety in its many screens. Sometimes you view the action from the side, sometimes from overhead. The settings are beautifully detailed and full of plenty of action and surprises at nearly every turn. RYGAR delivers excellent gaming value. We do have one relatively minor complaint about RYGAR, though. We think that Tecmo should have paid a little more attention to correcting spelling errors on the screen and in the instruction booklet when they translated the written material from Japanese to English. Also, the instructions are written a bit oddly in spots, as if they were written by someone for whom English is a second language. (Solo play; Pause.) Available for NES only. Recommended. (MSR \$34.95)

SOLOMON'S KEY (★★★1/2/★★★1/2) is based on another of *Tecmo's* arcade games. Although not as well known as RYGAR, it's definitely worthy of attention if you like a nice mix of puzzles, strategy, and action in your games. The game takes place in a world of the constellations, where the great magician, Solomon, compiled all his secrets in a book known as "Solomon's Key." As long as this book remained hidden, all evil creatures in the constellations were sealed away. But the book was found, the demons released, and now it's up to you to find the book again and restore order to the constellations. You'll be the role of an elfin-looking wizard, Dana, who travels through the tiny rooms of the constellations, using his magic to overcome evil creatures, liberate trapped fairies, and find SOLOMON'S KEY.

Puzzles to Solve

SOLOMON'S KEY begins with a very easy screen, the first room in the constellation of Aries. With just one easily dispatched enemy, this screen gives you the opportunity to practice making Dana run and jump, throw fireballs, and make square stepping stones appear and disappear. Once you master the basic movement and magic-making techniques, you're ready to tackle the much more difficult screens that follow the first one. Each screen is a puzzle to solve, requiring both mental effort and quick action with the controller. Dana's fireballs are invaluable in getting rid of demons, but their supply is very limited, so you must be clever to outwit the demons. Sometimes it's a matter of creating barriers with the stones which Dana can cause to materialize.

Sometimes it's a matter of tricky timing and quick movements. And sometimes the task will seem impossible, although, of course, it's not. It didn't take us long to become thoroughly hooked on SOLOMON'S KEY, as we relished the triumph of each puzzle solved—sometimes with a great deal of effort spent in repeated failure at a particularly tricky task. Much of the game is not really explained in the instructions, and even some that is explained is strangely phrased. Nevertheless, we really enjoyed the experience of tackling the puzzles. The graphics are good, although not nearly so spectacular as those in RYGAR. SOLOMON'S KEY is a good bet for anyone who enjoys plenty of puzzle-solving in an action-adventure. (Solo play; Pause.) Available for NES only.

Recommended. (MSR \$29.95)

Changes in Capcom Lineup

Capcom recently announced two changes in their release schedule of games for the Nintendo Entertainment System. Both *SIDE ARMS* and *GUNSMOKE* have been bumped out of the fall and winter lineup, to be replaced by *MEGA MAN* (starring a heroic character of many capabilities) and *BIONIC COMMANDO*. The company has not announced new release dates for *SIDE ARMS* and *GUNSMOKE*.

Availability Update...Continued

NOVEMBER
Adventure of Link (NIN)
Gokcha (LJN)
Jaws—The Revenge (LJN)
Mega Man (CAP)
Top Gun (KON)
DECEMBER
Bionic Commando (CAP)
Kangaroo Kid (LJN)
Kung Fu II (IRM)
FOURTH QUARTER
Alpha Mission (SNK)
Lunar Pool (FCI)
Malin Island (CAP)
Zaxxon (FCI)
JANUARY '88
Major League Baseball (LJN)
Surfing/Skateboarding (LJN)

SEGA

JULY
x Great Football (SEG)
x Rocky (SEG)
AUGUST
x Enduro Racer (SEG)
x Gangster Town (SEG)
Great Basketball (SEG)
Great Soccer (SEG)
x Great Volleyball (SEG)
Kung Fu Kid (SEG)
x Missile Defense 3D (SEG)
Out Run (SEG)
Sports Pad Football (SEG)
Zillion (SEG)
x 3D Glasses/Adaptor (SEG)
SEPTEMBER
Alien Syndrome (SEG)
Fantasy Zone II
Great Golf (SEG)
NOVEMBER
Monopoly (SEG)
Zaxxon 3D (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.

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JULY
 x-Infiltrator (MIN)
AUGUST
 x-All Reality 2: Dungeon (DS)
 Title Shop Graphics Comp (DS)
 Tomahawk (DS)
VIDEO TITLE SHOP (DS)
SEPTEMBER
 Bismarck 'N Sea Chase (DS)
 Eternal Dagger (SSI)
 Force 7 (DS)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
OCTOBER
 Tobruk: Clash of Armour (DS)
THIRD QUARTER
 Ace of Aces (ACO)
 Beyond Zork (INF)
 Boulder Dash Constr Kit (EPY)
 Gauntlet (MIN)
 Guild of Thieves (FIR)
 Marble Madness (EA)
 Spy vs Spy 3: Arctic (EPY)
 Trailblazer (MIN)
 Ultima I (ORI)
FOURTH QUARTER
 Jewels of Darkness (FIR)
 Silicon Dreams (FIR)

ATARIST

JULY
 x-Barbarian (PSY)
 Gridiron (BS)
 x-Guild of Thieves (FIR)
 Leisure Suit Larry (SIE)
 Navya Beacon Typing (ST)
 Music Construction Set (EA)
AUGUST
 Bard's Tale (EA)
 x-Defender of Crown (MDS)
 Knight One (FIR)
 Rings of Zulfim (SSI)
 Shard of Spring (SSI)
 Univ Military Sim (FIR)
SEPTEMBER
 Dark Castle (TS)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
 Test Drive (ACO)
OCTOBER
 King of Chicago (MDS)
NOVEMBER
 Sinbad/Throne Falcon (MDS)
 Theader (SIE)
THIRD QUARTER
 Advanced Art Studio (FIR)
 Beyond Zork (INF)
 Boulder Dash Constr Kit (EPY)
 Championship Baseball (GAM)
 Frank 'n Ernest Adv (POL)
 Karateka (BRO)
 Plutos (MIN)
 Portal (ACT)
 Q-Ball (MIN)
 Rings of Triton (MD)
 Sentry (FIR)
 Shadow World (MD)
 Spy vs Spy 3: Arctic (EPY)
 ST Art/Film Director (BRO)
 Tanglewood (MD)
 Terrorpods (PSY)
 Three Stooges (MDS)
 Tracker (FIR)
 Video Vegas (BAU)
 10th Frame Bowling (ACC)
 3D Helicopter Simulator (SIE)
FOURTH QUARTER
 Gunship (MIC)
 Into Eagle's Nest (MIN)
 Jewels of Darkness (FIR)
 Police Quest (SIE)
 Silicon Dreams (FIR)
 FIRST QUARTER '88
 Black Lamp (FIR)

COMMODORE 64/128

JULY
 x-Advanced Art Studio (FIR)
 x-B-24 (SSI)
 Battle of Chickamauga (GDW)
 x-Battles in Normandy (SSG)
 Bop 'n Rumble (MIN)
 x-California Games (EPY)
 x-EOS: Earth Orb Stations (EA)
 x-Into Eagle's Nest (MIN)
 x-Phantasia III (SSI)
 x-Realms of Darkness (SSI)
 x-Road to Moscow (GDW)
 x-Russia: Great War/East (SSG)
 x-Street Sports Baseball (EPY)
AUGUST
 Amnesia (EA)
 Dark Lord (DS)
 x-Delta Patrol (EA)
 Dragon's Lair I & II (EA)
 x-Eternal Dagges (SSI)
 Force 7 (DS)
 King of Chicago (MDS)
 x-Sanxion (EA)
 Sinbad & Throne/Falcon (MDS)
 Tomahawk (DS)
 x-Top Fuel Eliminator (GAM)
SEPTEMBER
 Bismarck 'N Sea Chase (DS)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
 Street Sports Baseball (EPY)
 Test Drive (ACO)
OCTOBER
 Tobruk: Clash of Armour (DS)
THIRD QUARTER
 Airborne Ranger (MIC)
 Apollo 18 (ACO)
 Beyond Zork (INF)
 Boulder Dash Constr Kit (EPY)

Breakthru (DE)
 Chernobyl (COS)
 Circus Charlie (KON)
 Dakhrom (AH)
 Destroyer Escort (MIC)
 Frank 'n Ernest Adv (POL)
 Gauntlet (MIN)
 Golden Path (FIR)
 Goofy's Word Factory (SIE)
 Gradicus (KON)
 Grand Slam Baseball (COS)
 Guild of Thieves (FIR)
 Gumamoke (CAP)
 Inside Trader (COS)
 Instant Music (EA)
 Iron Horse (KON)
 Jailbreak (KON)
 Last Ninja, The (ACT)
 Macbeth (AH)
 Naniac Mansion (LF)
 Mini-Putz (ACO)
 Old Scores (DS)
 Paper Boy (MIN)
 Project Stealth Fighter (MIC)
 Rad Warrior (EPY)
 Rommel/Tobruk (EA)
 S.D.I. (MDS)
 S. Muldowney/Top Fuel Chall (COS)
 Side Arms (CAP)
 Speed Rumbler (CAP)
 Spy vs Spy 3: Arctic (EPY)
 Spy's Adventures (POL)
 Street Sports Baseball (KON)
 Swords & Sorcery (DS)
 Trojan (CAP)
 War in S Pacific (SSI)
 Wooden Ships/Iron Men (AH)
FOURTH QUARTER
 Cholo (FIR)
 Dread II (FIR)
 Heartland (FIR)
 Jewels of Darkness (FIR)
 Revs Plus (FIR)
 Silicon Dreams (FIR)
 Three Stooges (MDS)
FIRST QUARTER '88
 Dark Castle (TS)
 Hyperball (FIR)
 Kinetic (FIR)
 Pandora (FIR)

COMMODORE 128

THIRD QUARTER
 Guild of Thieves (FIR)

AMIGA

JULY
 Autoduel (ORI)
 x-Barbarian (PSY)
 x-Earl Weaver Baseball (EA)
 x-Guild of Thieves (FIR)
 Indoor Sports (MIN)
 King of Chicago (MDS)
 Leisure Suit Larry (SIE)
 Navya Beacon Typing (ST)
AUGUST
 Ferrari Formula One (EA)
 IntelliType (EA)
SEPTEMBER
 Dark Castle (TS)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
 Test Drive (ACO)
 Theader (SIE)
THIRD QUARTER
 Beyond Zork (INF)
 Black Cauldron (SIE)
 Championship Baseball (GAM)
 Donald Duck's Playgrid (SIE)
 Frank 'n Ernest Adv (POL)
 GATO (SPE)
 GFL Champship Football (GAM)
 Graphics Studio (ACO)
 Kampfgruppe (SSI)
 Obiter (SPE)
 Phantasia (SSI)
 Phantasia III (SSI)
 Police Quest (SIE)
 Return to Atlantis (EA)
 Silent Service (MIC)
 Terrorpods (PSY)
 Univ Military Sim (FIR)
 10th Frame (ACC)
FOURTH QUARTER
 All Reality: City (DS)
 Gunship (MIC)
 Into Eagle's Nest (MIN)
 Jewels of Darkness (FIR)
 Knight One (FIR)
 Silicon Dreams (FIR)
 Three Stooges (MDS)

APPLE IIe/IIc

JULY
 x-Aliens: Computer Game (ACT)
 All Reality: Dungeon (DS)
 Balance of Power (MIN)
 x-Battles in Normandy (SSG)
 Computer Scrabble (LG)
 x-Eternal Dagger (SSI)
 x-Guild of Thieves (FIR)
 x-Killed Until Dead (ACO)
 x-Russia: Great War/East (SSG)
 Superstar Ice Hockey (MIN)
 Title Shop Graphics Comp (DS)
 Top Fuel Eliminator (GAM)
 Video Title Shop (DS)
AUGUST
 Dark Lord (DS)

AVAILABILITY UPDATE

Knight One (FIR)
 x-Roadwar Europa (SSI)
SEPTEMBER
 B-24 (SSI)
 Bismarck 'N Sea Chase (DS)
 Force 7 (DS)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
 Street Sports Baseball (EPY)
 Ultima V (ON)
OCTOBER
 Leisure Suit Larry (SIE)
 Tobruk: Clash of Armour (DS)
THIRD QUARTER
 Ancient Art of War (BRO)
 Beyond Zork (INF)
 Boulder Dash Constr Kit (EPY)
 Championship Golf V.1 (GAM)
 Commando (DE)
 Dakhrom (AH)
 Frank 'n Ernest Adv (POL)
 Golden Path (FIR)
 Goofy's Word Factory (SIE)
 Infiltrator (MIN)
 Spy's Adventures (POL)
 King's Quest III-128K (SIE)
 Naniac Mansion (LF)
 Old Scores (DS)
 Quizzam! (INS)
 Rad Warrior (EPY)
 Space Quest (SIE)
 Spy vs Spy 3: Arctic (EPY)
 Spy's Adventures (POL)
 Street Sports Baseball (EPY)
 Sub Battle Simulator (EPY)
 Super Sunday (AH)
 Swords & Sorcery (DS)
 Tag Team Wrestling (DE)
 Track & Field (KON)
 Ultima I (ORI)
 Variable Feasts (BRO)
 War in S Pacific (SSI)
 World Class Leader Board (ACC)
 World Games (EPY)
 Ye Ar King Fu (KON)
FOURTH QUARTER
 Into Eagle's Nest (MIN)
 Jewels of Darkness (FIR)
 Pirates (MIC)
 Silicon Dreams (FIR)
FIRST QUARTER '88
 Gunship (MIC)

APPLE IIGS

JULY
 Computer Mad Libs (FB)
 x-Draw Plus (ACT)
 x-Writer's Choice elite (ACT)
AUGUST
 Defender of Crown (MDS)
 GBA Championship Baseball (GAM)
 Hit & Cool Jazz (EA)
 Leisure Suit Larry (SIE)
 Theader (SIE)
OCTOBER
 King of Chicago (MDS)
NOVEMBER
 Sinbad & Throne/Falcon (MDS)
THIRD QUARTER
 Destroyer (EPY)
 Donald Duck's Playgrid (SIE)
 Drawing Table (BRO)
 Fantavision (BRO)
 Graphics Studio (ACO)
 Hacker II (ACT)
 Hardball (ACO)
 Instant Music (EA)
 It's Only Rock 'n Roll (EA)
 King's Quest (SIE)
 King's Quest II (SIE)
 King's Quest III (SIE)
 Managing Yr Money (MEC)
 Mean 18 (ACO)
 Music Contr Set (EA)
 Newsmaker (BRO)
 Police Quest (SIE)
 Print Shop (BRO)
 S.D.I. (MDS)
 Show-Off (BRO)
 Silent Service (MIC)
 Space Quest (SIE)
 Sub Battle Simulator (EPY)
 World Games (EPY)
 3D Helicopter Simulator (SIE)

MACINTOSH

JULY
 All Reality: Cay (DS)
 Computer Scrabble (LG)
 Donald Duck's Playgrid (SIE)
 x-Guild of Thieves (FIR)
 Navya Beacon Typing (ST)
 x-Ogre (ORI)
 S.D.I. (MDS)
AUGUST
 Knight One (FIR)
 Leisure Suit Larry (SIE)
 x-Fleet II (INS)
SEPTEMBER
 Black Cauldron (SIE)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
NOVEMBER
 Sinbad & Throne/Falcon (MDS)
THIRD QUARTER
 Android Arena (SIL)
 Apache Strike (SIL)
 AutoDuel (ORI)
 Beyond Zork (INF)
 Boulder Dash Constr Kit (EPY)
 Computer Ambush (SSI)
 Defender of Crown (MDS)

Frank 'n Ernest Adv (POL)
 Guitar Wizard (BAU)
 King's Quest III (SIE)
 North Atlantic '86 (SSI)
 On-Topos (POL)
 Outster (SPE)
 Rad Warrior (EPY)
 Runy Day Games (BAU)
 Roadwar 2000 (SSI)
 Spy vs Spy 3: Arctic (EPY)
 Star Fleet (INS)
 Ulum I (ORI)
 Video Vegas (BAU)
 What They Don't Teach/Harvard. (RT)
FOURTH QUARTER
 Jewels of Darkness (FIR)
 Police Quest (SIE)
 Silicon Dreams (FIR)

IBM PC/Tandy 1000

JULY
 Lords of Conquest (EA)
 x-Mean 18 V81/IV (ACO)
 x-Rebel Charge/Chuckamauga (SSI)
 x-Wizard's Crown (SSI)
AUGUST
 All Reality: City (DS)
 x-Ancient Art/War at Sea (BRO)
 Bard's Tale (EA)
 x-Defender of Crown (MDS)
 Gunship (MIC)
 King of Chicago (MDS)
 Rings of Zulfim (SSI)
 S.D.I. (MDS)
SEPTEMBER
 B-24 (SSI)
 Instant Page (EA)
 Nord & Bert Couldn't... (INF)
 Plundered Hearts (INF)
 Shard of Spring (SSI)
 Sinbad & Throne/Falcon (MDS)
 Street Sports Baseball (EPY)
OCTOBER
 Test Drive (ACO)
 Theader (SIE)
THIRD QUARTER
 Beyond Zork (INF)
 Bop 'n Rumble (MIN)
 Championship Baseball (GAM)
 Commando (DE)
 Dark Castle (TS)
 DEGA5 Elite (BI)
 Destroyer (EPY)
 Elise (FIR)
 Frank 'n Ernest Adv (POL)
 Goofy's Word Factory (SIE)
 Guitar Wizard (BAU)
 Lords of Conquest (EA)
 Macbeth (AH)
 Mercenary (DS)
 Mercenary 2nd City (DS)
 Mind Pursuit (MDS)
 Move Monster Game (EPY)
 Operation Market Gdn (SSI)
 Phantasia (SSI)
 Police Quest (SIE)
 Runy Day Games (BAU)
 Robot Rascals (EA)
 Spy's Adventures (POL)
 Street Sports Baseball (EPY)
 Tag Team Wrestling (DE)
 Ulum I (ORI)
 Ulum I (ORI)
 Variable Feasts (BRO)
 Video Vegas (BAU)
 221B Baker Street (DS)
 3D Helicopter Sim (SIE)
FOURTH QUARTER
 Ace of Aces (ACO)
 Guild of Thieves (FIR)
 Hardball (ACO)
 Into Eagle's Nest (MIN)
 Jewels of Darkness (FIR)
 Pawn, The (FIR)
 Pirates (MIC)
 Silicon Dreams (FIR)
 Univ Military Sim (FIR)

INTELLIVISION

JULY
 x-Chip Shot Super Pro Golf (INT)
 x-Dig Dug
 x-Learning Fun Album 1 (INT)
AUGUST
 Commando (INT)
 Slam Dunk Super Pro Basketball (INT)
 Super Pro Hockey (INT)
SEPTEMBER
 Learning Fun Album 2 (INT)
OCTOBER
 Pole Position (INT)

ATARI 2600

SEPTEMBER
 Kung Fu Master (ACT)
 Summer Games (EPY)
 Winner Games (EPY)
FOURTH QUARTER
 [Boxing] (AT)
 Commando (ACT)
 Cracked (AT)
 Crossbow (AT)
 Desert Falcon (AT)
 Rad Boarder (ABS)
 Super Sum Cycle (AT)
 [Wrestling] (ABS)
 [] = working title only

ATARI 800

AUGUST
 x-Choplifter (AT)
THIRD QUARTER
 Desert Falcon (AT)
 Hit Trick (AT)
 Impossible Mission (AT)
 Karateka (AT)
 Summer Games (AT)
 Winter Games (AT)
 1-on-1 Basketball (AT)
FOURTH QUARTER
 Atari Team Wrestling (AT)
 Blazblazer (AT)
 GATO (AT)
 Midnight Magic (AT)
 Super Huey (AT)
JANUARY '88
 Skyfox (AT)
 Touchdown Football (AT)

NINTENDO

JULY
 x-Legend of Zelda (NIN)
 x-Mighty Bomb Jack (TEC)
 x-Rygar (TEC)
 x-Solomon's Key (TEC)
AUGUST
 Alexander (TAI)
 Athena (SNK)
 Elevator Action (TAI)
 Kid Icarus (NIN)
 Legend of Kage (TAI)
 Metroid (NIN)
 x-Section Z (CAP)
 Star Voyager (ACM)
 3D Battles/WaterRunner (ACM)
SEPTEMBER
 Aerobics (BAN)
 Deadly Towers (BRO)
 Double Dragon (KON)
 Goonies II (KON)
 Kid Niki (DE)
 Lode Runner (BRO)
 NES Advantage Joystick (NIN)
 Psycho Soldier (SNK)
 x-Raid Bungee/Jump Bay (BRO)
 Ring King (DE)
 Skykid (SUN)
 Splunker (BRO)
 Spy Hunter (SUN)
 Squirrel (IRM)
 Stadium Events (BAN)
 Star Force (TEC)
 Stinger (KON)
 Victory Road (SNK)
 Winter Games (ACM)
OCTOBER
 Breakthru (DE)
 Karon (DE)
 Punch Out! (NIN)
 Renegade (TAI)
 Speed Rumbler (CAP)

Continued on Page 13

COMPANY CODES

ABS...Absolute Entertainment
 ACC...Access
 ACM...Accaim Entertainment
 ACO...Accolade
 ACT...Activation
 AH...Avaloo Hill
 AT...Atari
 BAN...Bandai
 BAU...Bandville
 BRO...Broderbund
 B.S...Bethesda Softworks
 CAP...Capcom USA
 CC...Coin Controls
 COS...Comi
 DE...Data East
 DS...DataSoft
 EA...Electronic Arts
 ED...Electric Dreams
 EPY...Epyx
 FB...Fast Byte
 FCI...FCI
 FIR...Furburg
 GAM...Gambler
 GDW...Game Design's Workshop
 INF...Infocom
 INS...Interstel
 INT...INTV Corp.
 IRM...Jrem
 KON...Konami
 LG...Lucasfilm Games
 LF...Leisure Genius
 L.JN...L.JN Toys
 MD...MicroDeal/MichTron
 MDS...Master Designer S/W
 MN...MicroProse
 MIN...Mindscape
 NIN...Nintendo
 ORI...Origin Systems
 POL...Polarware
 P.SY...Psysionis
 ROM...Romstar
 RT...Reality Technologies
 SEG...Sega
 SIE...Sierra
 SIL...Silicon Beach S/W
 SIR...SirTech
 SNK...SNK Corp.
 SPE...Spectrum HoloByte
 SPN...Spinnaker
 SPR...Sprngboard
 SS...Simon & Schuster
 SSG...Strategic Studies Gp
 SSI...Strategic Simulations
 ST...Software Toolworks
 SUB...Sublogic
 SUN...Sunsoft
 TAI...Taito
 TEC...Tecmo
 TEL...Telarium
 TS...Three Sixty, Inc
 UXB...UXB S/W

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Guild of Thieves (Ap;Co*;At*)	28.80			
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Leisure Suit Larry (I;Am*;GS*;ST*;Mac*)	28.80			
Maniac Mansion (Co*;Ap*)	26.10			
Mighty Bomb Jack (NES)	25.70			
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Int=Atari ST;Int=Intellivision;NES=Nintendo;SEGA=Sega

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INTV Corp Ships Learning Fun I

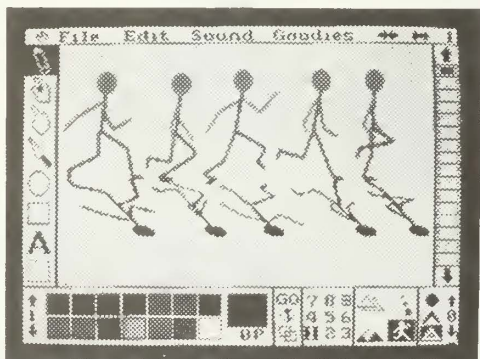
Intellivision owners can now purchase *Learning Fun I*, an enhanced version of *Math Fun*. Included in the program are two games for children. *Math Master* which features 18 levels of difficulty in math, finds you as a gorilla with an elephant blocking your path. The only way around is by solving a math problem. In *Factor Fun*, there are several numbers and an answer. You must supply the math – addition, subtraction, division, and multiplication – to arrive at that answer. There are seven difficulty levels in this game. Suggested retail for the game is approximately \$18.95.

Origin Moves to Broderbund

Origin Systems, the publishers of the Ultima series as well as *Autoduel*, has just signed an Affiliated label deal with Broderbund. Formerly tied into Electronic Arts, Origin is readying *Ultima V*, initially for the Apple II series.

IIGS Gets New Versions of Popular Broderbund Programs

Broderbund is finishing rewritten versions of *Fantavision* and the perennial favorite, *The Print Shop* for the Apple IIGS. *Fantavision*, an animation and special-effects generator (\$59.95) al-



FantaVision for the IIGS

ready available for other systems, will gain a library of digitized sounds in the IIGS version. The *Print Shop* IIGS program (also \$59.95) will offer higher resolution (not just on-screen, but on the printer as well) and a

more sophisticated graphics editor for creating and editing multi-color graphics. The new version will allow you to put two graphics on a page, mixing sizes. In addition, users can import graphics from the Apple II Print Shop, add colors, and modify them using the new graphics editor. If you currently own the Apple II version of either program and wish to upgrade to the IIGS program, send in your old disk and \$20.00 (it can *only* be used on the IIGS) to Broderbund, 17 Paul Drive, San Rafael, CA 94903.

VideoWorks II for the Macintosh

Broderbund is now shipping *VideoWorks II* for Macintosh owners featuring enhancements over the previously available program. A new Overview window helps users assemble shows with up to 2 images on screen at once. It comes with its own library of ready-to-use precreated movies and clip animation.

A Program for Business People

Broderbund is readying a business simulation program, *Business Week's Business Advantage* for the IBM PC and compatible. Developed by Reality Technologies, the program gives users the opportunity to manage some of America's best-known corporations. The initial program includes Chrysler, and Compaq Computer Corp. Additional corporate simulations will be released on a regular basis, each one based on a recent in-depth story in *Business Week*. For each simulation, the program provides the user with a broad range of real-world information about the company's operating environment as reported in *Business Week*, *Standard & Poor's* and business analysts. This includes competitive data, market share, strategic positioning, and economic and industry trends. The user then makes a series of strategic and tactical business decisions. Next, those decisions—plus others made by the computer for the competition—are run through a year's worth of simulated events. The suggested retail on this program will be \$49.95.

Activision has New Alignment

Activision and FASA Corporation, publishers of the successful *BattleTech* series of science fiction adventure and role-playing board games, have announced an agreement to joined develop a new type of adventure software based on FASA's line of products.