

Computer Entertainer

the newsletter

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World Tour Golf
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Quartet
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THE TOP TWENTY

1. Star Trek: Promethean (SS/Co)
2. Gunship (Mic/Co)
3. Destroyer (Epy/Co)
4. Silent Service (Mic/Co)
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6. Leather Goddesses (Inf/Ap)
7. Kings Quest III (Sie/I)
8. Mean 18 (Aco/I)
9. GFL Champion Football (Gam/Co)
10. Jet (Sub/I)
11. GBA Basketball 2on2 (Gam/I)
12. Bard's Tale II (EA/Co)
13. Hollywood Hijinx (Inf/Co)
14. Starlight (Sie/I)
15. Aliens: Computer Game (Act/Co)
16. Bureaucracy (Inf/Ap)
17. World Karate Champion (Epy/Co)
18. Wrath of Denethenor (Sie/Co)
19. Hacker II (Act/Co)
20. Portal (Act/Co)

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

COMING...

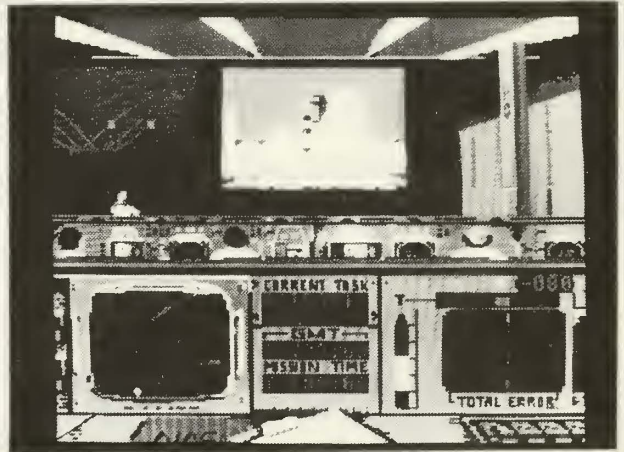
An In-Depth Recap of the C.E.S.
With all the Up-to-the-minute Scoops!

REVIEWS include...

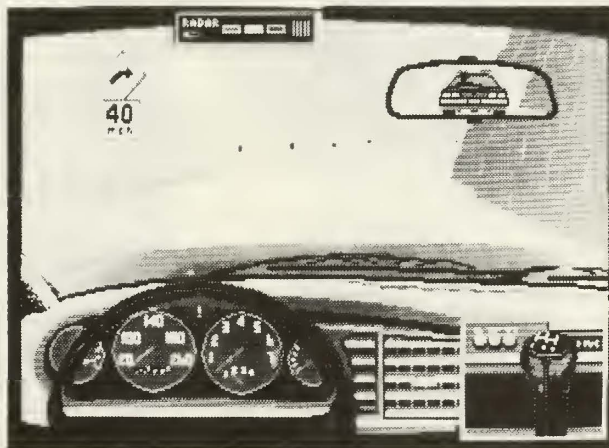
Express Raiders
Sky Runner
...for Commodore
Malagai
...for Atari 2600
Ghostbusters
...for Sega
Castlevania
...for Nintendo

Simulations from Accolade

Accolade plans to show a pair of "you are there" simulations at CES, and they sound intriguing. APOLLO 18 (MSR \$29.95) was developed for Accolade by Artech Digital Entertainments of Canada and promises to let C64/128 owners recreate the original Apollo moon missions of the 1960s. The player assumes the roles of both mission control specialist and astronaut in an eight-stage mission which includes launch, flight to the moon, lunar landing, moon-walk (not the Michael Jackson variety), lunar blastoff, docking maneuvers, return flight, space-walk (external craft repairs in space), re-entry, splashdown, and recovery. Points are awarded for successful completion of each task, and a minimum score is required to progress from each stage of the game to the next. In addition to graphics based on actual footage from the Apollo



missions of the '60s, APOLLO features digitized voice and sound to make the experience more realistic. (Release date to be announced.)



Exotic Sports Cars

Our resident driving fanatic is already itching to get a driving glove wrapped around the stick-shift knob of Accolade's TESTDRIVE because it promises to give the player a chance to experience a test-drive in some of the world's most exotic sports cars, including a Ferrari Testarosa, Lamborghini Countach, Lotus Esprit Turbo, and several others. It also promises a truly first-person experience with a driver's view that includes the interior of the car as well as a through-the-windshield look at mountainous roads, oncoming traffic, and occasional falling rocks. Specifications of each car are programmed into the simulation, including acceleration, braking, speed, steering, and overall performance characteristics. The object of the game is to drive different sections of highway within a time limit and without being pulled over by the highway patrol. (Each car is equipped with radar detector and rear-view mirror.) TESTDRIVE will be available for Amiga and Atari ST at \$44.95, for the IBM PC at \$39.95, and for C64/128 at \$29.95. (Release dates to be announced.)

Time for CES Once Again

The annual trek of electronics industry folks to Chicago for the Summer CES (Consumer Electronics Show) is here again. Because of the earlier-than-usual timing of this year's CES (May 30 to June 2, 1987), some pre-CES news appears in this May issue, rather than in the June issue as it has in the past. And because this issue went to press several

...continued on Page 11

And the Winners Are...

We've got our winners in our **FIFTH BIRTHDAY CELEBRATION** (most of you should already have your prize package) and congratulations are in order for all!

One more time...**THANK YOU** to all you software and accessory manufacturers who were so generous. As you can see, we've been able to award over 75 prizes as a result!!

Our **GRAND PRIZE** winner is Edgar Lasky of Levittown, Pennsylvania who has won a Nintendo Entertainment system, along with games provided by Nintendo and Capcom.

Our **SEGA 3-Dimensional Prize** goes to Brad Prillwitz of Hugo, Oklahoma.

Our runner-up winners received a package of software and/or accessories for whatever system they own, with no prize package worth less than \$50.00! In no particular order...

Richard Barranger - Denver, CO
Eric Picl - Sikestown, MO
Roy Shepperd - New Orleans, LA
Michel Couton - Paris, France
Jerry Patalano - Smithtown, NY
L C Sneed - Miami, FL
T J Fritz - LaPeer, MI
Ted Joseph - Detroit, MI
Daniel Kane - Warminster, PA
Mike Sughroue - Milwaukee, WI
Ken Hudson - San Francisco, CA
Joan Armond - New Rochelle, NY
Ron Lalonde - Inuvik, Canada
Anthony Stramicello - USS

Hancock (somewhere out at sea!), FPO Miami

Steve Parolini - Loveland, CO
Don Trembly - Courval, Canada
Jerry Gibbons - Warwick, RI
Terry Corwin - San Francisco, CA
Kelly Shrayner - Long Island, KS
Phillip Edwards - Frcsno, CA
Jacqueline Wilson - Almena, KS
Terrell Broom - Dallas, TX
Seymour Stein - Bristol, England
Denise Merry - Rialto, CA
Sherman Schwartzberg - Marietta GA
Donald Wile - San Jose, CA
Henry Baba - San Francisco, CA
Michael Camardi - Roslyn Heights, NY

James Pulsipher - Stirling, VA
Gordon Larsen - Ann Arbor, MI
Jaime Brown - Washington DC
James Waldbilling - Cincinnati, OH

Joe Mullens - Long Beach, CA
Dennis Bieri - Madison, WI
George Knochel - Lakewood, CO
Roy Wagner - Westminster, CA
Marcus Naito - Delano, CA

Keith Devine - Fairview Park, OH

Lee Miller - Waterford, CT
Doug Sweet - La Habra, CA

Craig Smith - Greenwich, CT
Ron Skowsky - Santa Ana, CA

James Sroka - Springfield, MA
Jason Levine - Rego Park, NY

James Cooper - Storrs, CT
Bill Gengler - Syracuse, NY

David Bercellie - Highland, IN
Dan Lacine - Lombard, IL

John Catt - Whittier, CA
M Krasowski - Chester, PA

Mark Lacine - Elmhurst, IL
Tom Fernandez - Kula, Hawaii

Dan Cohan - Watsonville, CA
Michael Riley - Woodridge, IL

Steve Cabrinety - Fitchburg, MA
Robert Childress - Dallas, TX

Neil Bradley - USS Hancock (somewhere at sea!), FPO Miami

Stanley Siembor - Inkster, MI
Dan Han - APO New York (Brackley, England)

John Bonavita - St Boneventure, NY
Richard Galeba - Chicago, IL

Ron Parker - Colona, IL
Duane Lewis - Richwood, OH

Gary Powell - Norfolk, VA
Don Skotzke - Franklin, WI

William Hartmann - No. Valley Stream, NY

David A Young - Penacook, NH
Don Becker - Davie, FL

Chris Ciccarello - Norcross, GA
Bob Patton - Atlanta, GA

Shirley Crane - Coral Gables, FL
Lyn Hansen - Newbury Park, CA

Adam White - Trenton, NJ
Jarvis Shelton - Memphis, TN

NG Huy - Hong Kong
Michael Hunter - Hermitage, PA

Bill Hochreiter - Chico, CA

Critically Speaking...C64/128 Compatible

UP PERISCOPE (★★★★★) brings realistic submarine simulation to the Commodore in a program that **ActionSoft** has licensed the 3D graphics techniques and simulation animation from SubLogic. In this World War II-set adventure, you'll command a submarine in one of fourteen different historical situations, or set out on your own hunt in a Pacific or peacetime patrol. Your shakedown cruise will take place out of New London, Connecticut, where you can engage in torpedo practice, as well as getting a good feel on the location of your controls and various views such as Bridge, radar, zoom, and binocular. You'll learn how to move your rudder, maintain depth and speed, pan to the right and left, etc. Your screen is fully equipped with all the controls you'll need such as rudder position, torpedo status, fuel, battery, and oxygen levels, and master status where you have a small outline of your sub showing relative depth to the surface, as well as floor of the ocean. As you continue on patrol, you can easily toggle into the various windows with your function keys. Within the window you can choose to see your radar screen, take a look at the detailed map/charts for the Atlantic or Pacific, view from the bridge or periscope/binocular, or check on various reports such as Patrol, Damage, or torpedo data.

Leap Into History

With fourteen different historical scenarios to choose from, you can really brush up on your WWII naval expertise, as you head into one of USS Tang's patrols, USS Flasher, etc. At this point, we should note that a very helpful, in-depth, as well as entertaining paperback booklet is included with the program entitled "Submarine Action in the South Pacific." This book, in addition to passing along tips, tactics, general characteristics, and the like, is a very interesting look at some of the most famous patrols during the War. It's written by a retired Naval Captain, Capt. John Patten, who was involved in the development of the program.

Depth of Gaining

There is a great deal to this game, especially in light of the great variety of situations and patrols you can engage in. The licensing of 3D graphics and animation from SubLogic has ensured a tremendous quality in those areas, with incredible realism in the allied and enemy ships (wait until you sink one and you watch it slip beneath the waves). The sounds are subtle and extremely effective as you hear the "whoosh" as your torpedo leaves the tube (we were also very impressed with the resulting "ripple" you can watch as the torpedo makes its way to your target). Sounds play a very important part of the game as you'll be alerted if you dive too deep (there will be a hull creaking), or the distant explosions of your torpedo making contact. Great care has been put into being certain that major land masses and islands are properly located so you can plot your course (be careful, however, of running aground on an uncharted Pacific atoll!). You will be hard-pressed to run out of varying patrols to engage in! When we

Newest Civil War Simulation

S.S.I. begins shipping its newest Civil War simulation, *Rebel Charge at Chickamauga*, for Apple II, Commodore 64/128, and Atari XE/XL computers shortly. Using a refined version of the game system used in Gettysburg: The Turning Point, this game includes introductory, intermediate, and advanced versions. It's a two-sided game - Union vs. Confederate - with either side played by human or computer as an opponent.

THE RATING SYSTEM:

4 STARS = EXCELLENT

2 STARS = FAIR

3 STARS = GOOD

1 STAR = POOR

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

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

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

...Commodore 64/128 Compatible

saw the price, we did a double-take as not only do you get a superb program, but all the documentation and background as well. This program is definitely worth looking for! Unfortunately, it is sometimes difficult to find games not made by one of the "majors." So, if you can't find it, contact ActionSoft directly at 201 West Springfield Ave., Champaign, IL 61820 or call them at (217) 398-8388 (add \$2.00 for shipping if you buy it direct). (one player; joystick optional) Recommended (MSR \$29.95)

WORLD TOUR GOLF (★★★★★) has just been converted for Commodore owners by *Electronic Arts*, bringing twelve famous golf courses, a championship course made up of the world's most difficult holes to your C64 screen, as well as the ability to build your own course. Among the courses included are Princeville in Hawaii, St Andrews in Scotland, St George's in England, Winged Foot in Mamaroneck, New York, Incline Village in Lake Tahoe, Hirono in Kobe, Japan, as well as such standards as Pebble Beach, Augusta, and Cypress Point. You can also change the player's attributes in such areas as drive accuracy, tendency to hook or slice, ability to get out of bad lies, strength, etc. In that way, you can design a golfer just like you (or one you'd like to be!). Then you must choose which course you'd like to tackle and it's time to step up to the tee. If you're not sure of what club to choose at any point, you can press the spacebar. An arc representing the club's range from where it lies to where it will come to rest will be shown (without accounting for the wind). You have a split screen so you can get a birdseye, as well as golfer's point of view. In the birdseye view, on the left of the screen, you can check the crosshair in order to aim your shot. If you move the crosshair, the point of view window will change. Hitting the ball correctly will take some practice as you must time the hitting of the correct key for strength, accuracy, and when you actually hit the ball. In order to help you with that, there is a "power meter" allowing you to adjust your backswing.

Practice Makes Perfect

A good way to become familiar with the course (and your own abilities) is to practice on the Driving Range, the Putting Green, or you can practice any one from any course until you master it. Should you master all the courses included (unlikely), or have an ideal course designed in your head, you can design your own course with the built-in construction kit.



You can add trees, ponds, rocks, hills, roughs, even a dragon or a cow (!)

Very Complete

It's inevitable that this would be compared to *Access' World Class Leader Board* which just recently became available. While we found the play on the two games similar, this game features thirteen courses, while the other offers four. While *World Class Leader Board* allows you to arrange the holes in any order you please, *World Tour Golf* has an actual construction kit built-in, allowing you to build a course from scratch. In addition, there is the feature which allows you to customize your golfer. While both games run very close in gameplay and graphics, we'll have to give the nod to this one because of the additional features. (one to four players; also available for IBM at \$49.95)

Recommended (MSR \$34.95)

DAN DARE PILOT OF THE FUTURE (★★1/2/★★1/2) will be a title familiar with our overseas readers as it has been a major hit in England. It's being brought to the United States as the first in the *Amazing Software* line (touted as an "affordably-priced line of exciting games...dedicated to bringing you the best in graphics, sound and gameplay from around the world") of *Electronic Arts*. In this action arcade game, you must help Colonel Dan Dare find his way into the depths of Mckon's Asteroid, rescue his friends, destroy the asteroid, and escape safely in his ship. During the journey in which you control Dan with your joystick, he's accompanied by his faithful companion, Stripey, an odd-looking character who could be best described as a dog with a very long nose who walks around on his hind legs !? As Dan walks around the asteroid, messages appear onscreen when he is near an object he can use or manipulate. For instance, he may come across a hatch which you can then attempt to open by pressing down the joystick button. Dan will either open the hatch or another message will appear, such as "hatch electrified." Dan carries grenades which should be used sparingly as a weapon against the Trecons. If Dan comes across a patrolling Trecon, he can engage in a fight. An energy meter appears onscreen showing both Dan's and the Trecon's energy level. If the Trecon drains all the energy out of Dan, the game is over. Knock out the Trecon and his energy level goes down to zero and he goes "poof."

Simple But Fun

This is a cute game which will appeal more to the younger crowd (teenagers) than adults. The graphics are good, although the colors are somewhat muted, more because of creating the "mood" of walking around on an asteroid far off in space than anything else. While this certainly won't appeal to anyone who loves lots of action, it is a pretty good adventure game. (solo play; requires joystick) (MSR \$19.95)

1942 (★★1/2/★★★) has just been converted for Commodore owners by *Capcom*. This is a contest of speed, accuracy, and fast reflexes as you are the daring pilot "Super Ace" during the early part of World War II. You must fly over land, and sea as you fight and dodge enemy fighters and bombers. As soon as you take-off from your aircraft carrier you'll immediately encounter fighters coming straight at you. Within seconds, you're also facing red formations which zoom in from all angles, bearing down on you. If you destroy an entire Red Formation, you gain additional power by flying over the "pow" that appears. The large enemy bombers take several hits to destroy and all the enemy fire will come back at you from behind, the sides, etc., if you don't destroy them first. If you find yourself in a jam you can't get out of, you can execute a "loop the loop" maneuver, allowing you to get out of the way of enemy missile fire.

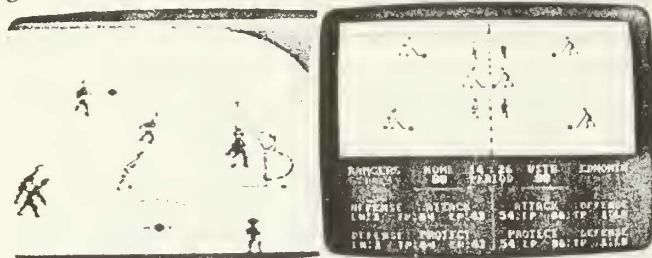
Good Arcade Action

There's nothing mysterious about this game. It's a straight-ahead "shoot-em-up" - just the ticket for several gamers! You won't be able to take a breath as the enemy keeps coming at you, faster and faster. Graphically, the Commodore version is not quite as snappy as the Nintendo version; however, all the objects are clearly identifiable for what they depict. For anyone who loves "numb thumbs," this could keep you busy for hours! (solo play; joystick required; also available for Nintendo) (MSR \$29.95)

SUPERSTAR ICE HOCKEY (★★★1/2/★★★★) touts itself as being the first complete computer hockey simulation. This *Mindscape* game is much more than a basic simulation, however, as you can play, coach, and manage! As a player, you'll control either the center or the goalie during a wild skirmish against either the computer or a friend, or have a friend play along with you against the computer as your dual opponent. You can play two-on-two, four-on-four, or the regulation six-on-six as you skate up a storm. You have your choice of three different defensive strategies: forecheck, normal, and protect, as well as three offensive strategies: attack, normal, and setup. By the way, there is a practice

...Commodore 64/128 Compatible

feature available which is a very good way to familiarize yourself with the game without the results and statistics being counted toward your team's league standing. As the coach, you must establish and maintain both your offensive and defensive lines. As the General Manager/Owner, you'll have the future of your franchise in your hands as you trade and draft players, send them to training camp, and more. You'll also want to keep track of the league and team history in order to help you with your decisions as there is a wealth of information included, constantly being added upon as you continue to play games.



Fine Depth of Play

This program has all the elements for any ice hockey fan. The actual game, as well as practice, has a nice feel to it, giving you the distinct impression of actually being out there on the ice. There's also plenty of action available as the hockey sticks fly. When playing goalie, you'll find you have a wealth of moves available to you, allowing you a good chance at blocking the puck. If you don't want to deal with the statistical end of things, or worry about trades, drafts, etc., you can just go straight to the ice arena; however, it's those other features which give this game tremendous added depth. You can really have the chance to test out your decisions as you manipulate your team. Frankly, with all the similar types of simulation/games available in other sports, such as baseball and football, this seems to be an inevitable addition to the sports programs available. What's great is that it is such a good program - not just a rush to cash in on the popularity of sports simulations. If you enjoy ice hockey, or sports in general, this one is a definite addition for your library! (solo play; two-player simultaneous; joystick required; reviewed on Commodore 64; coming for IBM and Apple II) Recommended (MSR \$34.95)

TRAILBLAZER (★★★1/2★★★★) is a race down a multi-colored grid which will send your stomach whirling when you hit high speeds. A bit reminiscent of *Rainbow Walker*, this *Mindscape* game requires you to guide a ball down various courses (21 in all) as quickly as possible. As you roll faster and faster, you'll have to jump over black holes as you avoid squares which slow you down or reverses you. You can gain additional speed by rolling over a green square, or move into warp speed



in the arcade play on the flashing square. Sounds simple enough, right? Wrong! As you gain speed your reflexes must be of lightening speed or you will fall into black holes time and time again. The screen is set up for split point of view. If you're playing a friend, you'll each race on your own grid at the same time, with the grid changing for that player (ala

Ballblazer). You can either play with a friend, yourself against the clock, or against a robot player controlled by the computer (how does that robot get through the course so quickly!?!*). If you're able to travel at warp speed (and if your stomach can take it), you'll build up your point total ten times as fast!

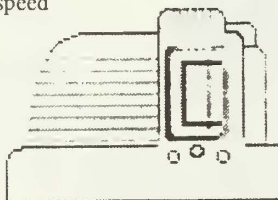
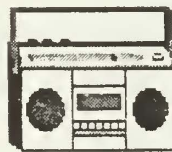
Great Arcade Action

There is nothing complicated here—it's just a simple race against an opponent or the clock. However, you'll find it addictive as you whirl through the grids, sometimes at break-neck speed. This is one of those games which finds you saying, "just one more round" and then you look up and hours have passed. The action of your ball is terrific—nothing slow here. We liked the fact that there are a few ways to play the game, even in solo play as you can either roar through the grids by yourself, or have the computer ball out there with you. The gameplay in both the Atari and Commodore versions (packaged together on a "flippy" disk) are extremely similar; however, the graphics and color are somewhat better in the Commodore version. Either way, if you like arcade action, you'll find this a great addition to your library! (solo play; 2-player simultaneous; joystick recommended, but optional; available for Commodore 64/128 and Atari 800, XE, XL, 48K) Recommended (MSR \$29.95)

Critically Speaking...Apple IIGS Compatible

Clip Art Gallery for the Apple IIGS

Activision has just released *Clip Art Gallery* for the Apple IIGS which can be used in conjunction with *Paintworks Plus* (and other paint programs that follow the Paintworks Plus GS file format). This design database boasts over 600 images including business, school, holiday, outer space, phrases, borders, awards, food, symbols, birds, buildings, Americana,



and more. As you're working with *Clip Art Gallery* you'll be able to change the colors in the picture, redraw portions of the image, make the images larger or smaller, add words, mix and match images within a file. The program will retail for \$29.95.

STARGLIDER Now Available for Apple

Firebird's vector-graphics combat flight simulator, *STARGLIDER*, has just been released in a version for Apple II computers (MSR \$44.95). The newest version joins those for Atari ST, C64/128, and IBM, with a version for Amiga coming soon.

Critically Speaking...Macintosh Compatible

CROSSWORD MAGIC (NA/★★★) is a title which has been previously released by *L&S Computerware*, but not widely distributed. Now, *Mindscape* has picked up the distribution of the L&S game, allowing it to reach a wider market. It's certainly simple in concept and perfect for crossword addicts. In addition to several built-in puzzles, you can design your own. When you make your own puzzle, you can simply select the words (answers) and let the computer create the grid automatically. The program has a dictionary feature in which you can build a database of clues and answers, making it easy to use specific answers (without having to come up with a new clue everytime) in subsequent puzzles you design. Any puzzle can be printed out on your printer. As you're playing a particular puzzle you can ask for a correct answer on a specific word if you're stumped, or you can choose to look at the solution to the entire puzzle. Obviously very simple in premise as almost everyone has sat down with a crossword puzzle at one time or another, but useful in this form as it is much easier to design your own within the context of a computer than on a piece of paper. (requires 512k Macintosh and one disk drive)
(MSR \$39.95)

Critically Speaking...Amiga-Compatible

SONIX 2.0 (NA/0001/2) is *Aegis Development's* resurrection of Commodore's long awaited music program, "Musicraft." While Aegis added a few features like IFF file compatibility with other music programs, 16-channel MIDI control, and the ability to print scores, the program is identical to "Musicraft" in screen layouts, user interface, and sound quality.

Word Processor for Music

SONIX 2.0 is essentially a word processor for music. There is a score screen for entering musical compositions, a keyboard screen for playing along with a composition, and a synthesizer screen for creating or customizing "analog" instruments as opposed to "sampled" instruments. Musical scores are entered one track at a time on the score screen. You choose the type of note with the mouse from one of the musical symbols located under the grand staff (treble and bass clefs), move the note to where you want it on the staff, and then press the button to place it there. There is no audible tone for the note's pitch as in other music programs, but a pitch indicator at the upper left serves as a guide. You can adjust a note up or down the scale by clicking the note pointer above or below the incorrect note. However, if a note is the wrong length, it will have to be removed first with the eraser before you can replace it. The user has a choice of whole notes through sixteenths, plus dotted notes, rests, and accidentals (sharps, flats, and naturals). There are keystroke shortcuts to shift easily between note types without going back to the musical symbol table with the mouse pointer. Adding an accidental can be slightly disconcerting, depending on the key. For example, if you are in the key of C and you add a flat to a "B," you will get an A-sharp instead of a B-flat.

Automatic Measure Count

The computer keeps track of your measure count automatically while you are entering music. This has its good and bad points. For instance, if you are entering a composition in 4/4 time, four quarter notes would fit in a measure. If the first three notes are quarter notes and the last is a half note, the computer will split the half note into two quarter notes and tie them across the measure bar. Novices will find this method convenient for laying down the melody line, especially if they need to lengthen an existing note or insert a missing note. But inserting notes in subsequent tracks would shift the score out of sync with the other tracks. As additional tracks are entered, you can set the previously entered tracks to half volume for guidance, and their notes will appear in light blue.

Instrument Choice

Clicking on the instrument icon orchestrates the score. Any instrument (sampled, analog, or IFF) stored on the disk can

become your current instrument. Placing the icon above the grand staff in front of the note on any track activates that instrument. The display shows the first letter of the name above the icon. While you can have only four instruments active at one time (one for each track), you can switch as often as you like--even every note if you need a particular rhythm effect requiring five or more instruments. Certainly, it's fairly tedious to change instruments often, but they don't have to be loaded again. Those in memory are indicated above the black bar on the requester box that is out searching for the disk directory. Merely clicking on an already loaded instrument aborts the disk directory search. Granted, it would have been easier to cache the entire instrument directory, but they didn't.

Editing Features

There are a number of editing features for moving, deleting, or duplicating sections of the score. You can shift sections of the score a half step up or down, or even an octave up or down. You can even play the section of music highlighted in the edit block. During playback, you can adjust the musical tempo, change keys, and adjust volume and tone via a set of sliders at the bottom of the screen. But one of the most disappointing aspects of the program is the inability to scroll or page the musical score, highlighting each note as it plays. There isn't even a measure counter to keep track of where you are. Granted, you can manually scroll the sheet music with the scroll bar during playback, but I can't follow a score as it plays because I lack the subtle brain connection between reading a score and hearing a melody in my head. While accomplished musicians don't need note scrolling or score paging, many of us mere mortals need it to find our mistakes.

MIDI Options

MIDI users gain four additional tracks (5-8) in addition to the four regular tracks. The MIDI patch panel supports 16 channels, each with 32 different patches and all fully adjustable from the control panel. You can play tracks 1-4 through your stereo and 5-8 through external MIDI instruments.

Incredible Sound Synthesizer

SONIX 2.0 features an incredible sound synthesizer. It has a full-function control panel for altering an instrument's physical waveform shape, its harmonic overtones, its envelope characteristics (Attack, Decay, Sustain, Release levels and rates), filters, and phasing. It even has a low frequency oscillator for adding vibrato. You have precise control over the instrument's frequency, amplitude, duration, timbre, and even its portamento through the port slider control. All of the controls, with the exception of the waveform shape, are mouse-activated sliders. The waveform shape must be physically drawn with the mouse unless you choose one of the standard shapes from the pull-down menu.

Documentation

SONIX 2.0 comes with a clear and readable book-sized manual. About one-third of it is devoted to a tutorial on music theory. The remainder contains very detailed instructions on all aspects of the program. Many pages are devoted to explaining how the program relates to sound and music. Unfortunately, despite all the detail in the book, the instructions regarding file requesters are confusing. If you don't set both the instrument and score directories to the same disk drive or hard disk, the scores won't find the requested instruments. There are no requester boxes like "df1:" or "dh0:" to click on, so you need to insert them by typing in the drawer requester box.

Both Good and Bad Features

In summary, SONIX 2.0 has both its good and bad features. On the plus side, the program sounds better than most of its competition because it has a fabulous sound synthesizer that allows you to modify the waveform to create your own custom instruments. Since tracks one and four are assigned to the left speaker, two and three to the right speaker, one can orchestrate the music for proper stereo effect: string instruments and percussion on the left, woodwinds and drums on the right. The program also allows you to take control of one of the four tracks and play along on the Amiga keyboard, a MIDI keyboard, or an external Colortone piano keyboard plugged into the joystick port. And SONIX scores can be read by Electronic Arts' "Deluxe Music Construction Set" and vice-

versa. DMCS scores must be no more than two staffs, however, and SONIX scores will load into DMCS without instruments. On the minus side, SONIX lacks the ability to enter certain musical notation, such as 32nd notes and triplets, and it can't alter time signatures or changes in volume within a score. Repeats need to be manually duplicated via the "copy" command. The lack of scrolling or paging during playback is particularly annoying. Despite its flaws, however, I would recommend the program. It is a good one for the novice musician, and it sounds more like a CD player than any other Amiga music program using the Amiga sound chip. While serious musicians may be committed to using "Deluxe Music Construction Set" for its versatility, SONIX is useful for creating the IFF instruments for use in DMCS, particularly for non-MIDI users. (Available for Amiga only; 512K required.) Recommended. (MSR \$79.95) --Jeff Stanton

Critically Speaking...Atari ST Compatible

TECHMATE (★★★/★★1/2) from *Michtron* is a new chess program for the Atari ST. The program has a fairly simplistic and foolproof user interface, but it doesn't offer many options. It uses simple point-and-click piece movement; click on a piece on the board and point to where you wish to move it. It merely beeps if you attempt an illegal move.

Difficulty Levels

The program has a rather strange method of setting difficulty levels. If it is your turn, you can click on the twin digital countdown timers to alter the amount of time the computer has to "think" between moves, affecting the level of the computer's play. (The computer plays even better if you have more than 512K of memory, for it uses the extra memory as a calculation scratch pad.) The program's method of setting difficulty levels makes it hard to match it against another chess program, such as Software Toolwork's "Chessmaster 2000," since one isn't sure at what equivalent level TECHMATE is playing. The program takes roughly three minutes per move when the timer is set to 6000 seconds and only a few seconds per move when set to 300 seconds.

Strange Quirks

TECHMATE has some strange quirks during play, but it is a fairly solid opponent at its higher levels. The program is based on an algorithm called Tech3 that is used primarily in mainframe computer chess competition. While Tech3 is a highly touted chess program against dedicated machines, I'm not sure how it fared during its conversion to 68000 assembly code.

Few Options

The program doesn't have many options. You can switch sides during play if you like, or take back one or more moves, but there is no game saving feature, and you can't even get a screen listing of your game moves. Setting up a chess problem is rather painful. You can't just grab pieces and place them where you want them. You must play the pieces legally, first one side and then the other in game-play order, until you reach the position you want to test or solve.

Lacks Bells and Whistles of Competing Programs

TECHMATE is a fairly good chess program that unfortunately lacks all the bells and whistles of its competition. The graphics offer a good overhead view of the game board, but that isn't nearly as appealing as some of its competitors' three-dimensional setups. And the program doesn't offer all that it could for beginning to intermediate/advanced players because it lacks teaching options. If the program does shine, it may be only at the expert level. (Available for Atari ST only.) MSR \$39.95 --Jeff Stanton

GOLDEN PATH (★★★1/2/★★★1/2) is a new animated graphic adventure for Atari ST from *Firebird*, designed by *Magic Logic Ltd.* of great Britain. The game has an oriental theme drawn from Chinese mythology and set in antiquity, before the building of the Great Wall. It was a time of magic and dragons, and of a power-hungry warlord known as Ch'un Kuei who attacked the forces of T'ang Yin's neighboring province and destroyed the tranquility and prosperity of T'ang Yin's province. Before he died defending the palace, T'ang Yin

entrusted his only son to the care of his friend Lu Wang and the monks of Kuan Shu. The young boy, Y'in Hsi, was schooled by the monks and did not know of his birthright and destiny until his sixteenth birthday. On that special day, Lu Wang told the tale of Y'in Hsi's father, T'ang Yin, and of the magic ring and scroll that were meant to help him on his journey along the Golden Path of enlightenment. Y'in Hsi read the scroll and slipped the ring on his finger. The ring worked its magic, and Y'in Hsi aged before Lu Wang's eyes, becoming a hoary reincarnation of his own dead father.

On the Golden Path

Thus the story of the game begins, as the bewitched young man trapped in an aged body sets out on the Golden Path. The wise young/old man is the player's on-screen character, who travels through a wide variety of settings, meets many characters both good and bad, acquires objects, and solves many puzzles on the Golden Path. Trained well in mind and body by the monks of Kuan Shu, Y'in Hsi uses his mind to solve puzzles and his martial arts training to fend off the goblins and other nemeses that beset him. The scroll containing the Book of Knowledge is constantly with him, providing the player with information about each new circumstance and encounter along the Golden Path. Y'in Hsi can pick up, keep, use, and even throw objects that he finds. But he is limited to carrying just one object and keeping four in his pockets at any one time, so the player has to be constantly alert to the possible uses of the objects. A flowering vine at the bottom of the screen indicates the strength of Y'in Hsi's life force. The vine withers with time and with damage done by other characters in the game. The vine grows with food that is eaten or puzzles that are solved.

Beautifully Detailed Graphics

We found GOLDEN PATH a delightfully different game that is likely to appeal even to those who don't often play adventure games. The beautifully detailed, three-dimensional graphics are lovely to look at and give the player the feeling of directing an animated cartoon. Appropriately oriental-sounding music supplies the right atmosphere, and digitized sound effects add a sense of realism. All moves in the game are mouse-controlled, with no text input required. The difficulty level starts out with fairly easy puzzles but soon becomes more challenging. GOLDEN PATH is an easy game to get into, but it's not easy to solve it to completion. (Solo play; Mouse.) Atari ST version reviewed; coming soon for Amiga. Also coming for C64/128 and Apple II at \$39.95. Recommended. (MSR \$44.95)

Add-On Disk for VIDEO TITLE SHOP

Datasoft will enhance the utility of its VIDEO TITLE SHOP by releasing GRAPHICS COMPANION I (MSR \$19.95 for C64/128, Apple II, Atari XE/XL). The main program allows users to create graphics and text screens that can be copied to video tape and used as introductions to or comments on their videos. The companion disk includes pre-designed screens covering all major holidays (Christmas, Easter, Valentine's Day, New Year's Eve, etc.) plus screens for special occasions such as birthdays, anniversaries, weddings, graduations, and family vacations. The user can add text to these screens or modify the graphics for a personal touch.

BARD'S TALE Released for Apple IIGS

An enhanced version of Electronic Arts' extremely popular fantasy role-playing game, THE BARD'S TALE (MSR \$49.95), recently joined the small but growing group of entertainment titles available for the Apple IIGS. Designed by Interplay Productions, the game involves stopping the influence of an evil wizard over the town of Skara Brae. In enhancing the game for the IIGS, the designers have populated the three-dimensional scrolling streets and mazes of Skara Brae with fully animated characters and creatures. Sound and music have also been upgraded to take advantage of the GS Ensoniq chip.

Adult-Themed Animated Adventure from Sierra

Sierra takes a light-hearted look at the singles scene in an upcoming 3-D animated adventure, LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS. Suggested for adults because of risqué situations and language, the game casts the player as a nerdy Larry who tries to become a successful swinging single during a night on the town in Las Vegas. He drinks, dances, gambles, and tries all of his best pick-up techniques on the young ladies of Las Vegas. LEISURE SUIT LARRY will be available first for MS-DOS systems, to be followed by versions for Amiga, Apple IIGS, Atari ST, Macintosh, and Apple IIe/IIc (MSR \$39.95). All versions will be supplied on 3-1/2" disk, but the MS-DOS and Apple IIe/IIc versions will also include multiple 5-1/4" disks in the package.

Voice Recognition for C64/128 from Covox

Covox recently announced the release of VOICE KEY for C64/128 computers (MSR \$29.95), a program that provides voice command capabilities for word processing, utility, and game programs when used in conjunction with the Covox VOICE MASTER (MSR \$89.95). VOICE KEY is a machine-language program that resides in the background, behind BASIC in the computer's memory, so that the entire BASIC workspace remains available to the user.

Datasoft Becomes Tenth Electronic Arts Affiliated Label

The Datasoft label, a trademark of IntelliCreations, Inc. of Chatsworth, CA, joins a growing list of Affiliated Labels to be distributed by Electronic Arts of San Mateo, CA. A recently signed agreement between IntelliCreations and Electronic Arts grants exclusive U.S. and Canadian distribution rights for the Datasoft line of products to EA. IntelliCreations' distribution pact with Tandy Corporation and its growing international business are not affected by the agreement.

Datasoft Product Line

The Datasoft catalog includes a variety of entertainment products, from arcade-style games to the critically acclaimed role-playing fantasy, "Alternate Reality - The City." Among the first new Datasoft releases to be distributed by Electronic Arts will be the second in the "Alternate Reality" series, "The Dungeon," and "Video Title Shop," a utility program that will allow owners of C64/128, Apple II, and Atari XE/XL computers to create a variety of video productions with their VCR or video camera. IntelliCreations president Sam Poole is enthusiastic about the agreement with Electronic Arts and is looking forward to increased exposure of his company's products through EA's extensive retail distribution network.

Electronic Arts Affiliated Labels

For Electronic Arts, Datasoft adds even more variety and depth to an already wide-ranging group of products distributed under the Affiliated Label umbrella. In addition to its own products, EA distributes programs by Origin Systems (the "Ultima" series and others), Strategic Studies Group of Australia (strategic wargames), The Software Toolworks ("Chessmaster 2000" and others), Maxisoft (utility programs for Amiga), Reality Development ("Venture's Business Simulator" for IBM), Interstel Corp. ("Starfleet One" and others), Game Designers Workshop (strategic wargames), Leisure Genius ("Scrabble"), and Amiga products by Sierra ("King's Quest" series and others).

National Computer Learning Month Set for October

Especially if you have youngsters in school, be prepared to hear more about Computer Learning Month coming in October. There will be a wide range of associated activities, from a time capsule to be opened in the year 2001 to national contests for students and teachers and a touring exhibition of children's computer-inspired work. To date there are twenty industry sponsors of Computer Learning Month: Activision, Advanced Ideas, Apple Computer, Britannica Software, Broderbund Software, Compute! Publications, Davidson & Associates, Focus Media, Grolier Electronic Publishing, Hartley Courseware, IBM, The Learning Company, Mindscape,

Peter Li Publications, Random House Media, Scholastic, Inc., Simon & Schuster, SoftKat, Spinnaker Software, Springboard Software, Weekly Reader Family Software, and the Software Publishers Association. Students, teachers, or parents who would like more information about contests, prizes, and activities are encouraged to contact: Computer Learning Month, P.O. Box 19763, Washington, DC 20036-0763.

MIGHT AND MAGIC to Be Distributed by Activision

Activision announced an exclusive agreement under which the company will handle worldwide sales and distribution of fantasy role-playing software by Los Angeles-based New World Computing. The first game in New World's MIGHT AND MAGIC series, BOOK ONE: SECRET OF THE INNER SANCTUM, was released in December, 1986 and has sold well despite limited distribution. Owners of the game are enthusiastic in their praise of MIGHT AND MAGIC (several of our readers among them), so the increased distribution afforded by Activision could be a great advantage to New World Computing. The initial game involves assembling a party of six adventurers to wander through the three-dimensional Land of Varn to seek the mysterious Inner Sanctum. Currently available only for Apple II (MSR \$49.95), versions of SECRET OF THE INNER SANCTUM are planned for both IBM and C64/128 later this year.

News from Strategic Simulations

World War II Flight Simulator B-24, available later this month for C64/128 and for Apple II and IBM this summer, is a simulation of 19 World War II missions flown by the 406th Bombardment Group to the Ploesti, Romania oil fields. The player fills the jobs of pilot, co-pilot, navigator, engineer, and bombardier in the lead B-24 Liberator plane, determining the flight path, speed, altitude, and bomb drop points for the entire bomber formation. Training missions to Mostar and Bucharest allow the player to fine-tune takeoff, landing, and bombing skills.

AUTODUEL for Atari, OGRE for IBM New from Origin

Two new conversions have been released by Origin Systems, and they are distributed by the Electronic Arts Affiliated Label program. AUTODUEL, a strategy game based on Steve Jackson's "Car Wars" boardgame, is now available for Atari XE/XL (MSR \$49.95). The game is set in the year 2030, when highways are controlled by marauding outlaws, and motorized arena combat is the most popular spectator sport. The player becomes an autoduelist with a choice of paths as arena fighter, courier, or vigilante. The game is also available for C64/128 and Apple II and is coming soon for Atari ST and Amiga. OGRE (MSR \$39.95), new for IBM PC/PCjr and compatibles, is also based on a Steve Jackson boardgame. The strategy game pits traditional infantry and armor units against an incredibly powerful Cybertank, the Ogre. Other versions of OGRE are also available for Atari XE/XL, C64/128, Atari ST, and Amiga.

Cosmi Plans Contest with \$10,000 in Prizes

Auto racing enthusiasts can watch CBS-TV's live coverage of the Talladega 500 Race on July 26, 1987 with the hope that they can win some money for themselves by picking the top three drivers in order of finish. Cosmi is sponsoring a contest in celebration of the "Silver Disk Award" (certified sales of 50,000 units) which they recently received from the Software Publishers' Association for their 3D Nascar racing simulation, RICHARD PETTY'S TALLADEGA. Contest entry forms are included in all specially marked packages of the game, available for C64/128 and Atari XE/XL (MSR \$12.95). Top prize will be \$2,500, with additional prizes awarded to entrants who select the most finishers "in the money."

Critically Speaking...Apple II Compatible

THE BARD'S TALE II: THE DESTINY KNIGHT (★★★1/2/★★★★) is now available for the Apple II family from *Electronic Arts*. The goal of this fantasy role-playing sequel to "The Bard's Tale" is to recover seven pieces of the Destiny Wand, which was stolen by followers of the evil Archmage Lagoth Zanta and scattered across the land. (Pieces are hidden in "Snare of Death" real-time puzzle rooms.) The territory of the game, 50% larger than that of the original, includes 6 cities, 25 dungeon levels, many castles, and a vast and nearly unmappable wilderness. Your party of up to seven adventurers can be chosen from a variety of races and classes, including that singer of magical songs, the Bard. You can start the game with brand-new characters and build their experience in the Starter Dungeon, or you can import characters developed in "The Bard's Tale," "Ultima III," or "Wizardry." And if you leave an open spot or two in your party, wandering characters both good and bad may join the group.

Expanded Magic System

The magic system of the original game has been expanded, with seven spell levels, 79 spells, and an advanced new class of magic user, the Archmage. (You'll need one of these before you can face the Archmage, Lagoth Zanta.) Combat, always necessary in these games, is much more sophisticated in DESTINY KNIGHT because range-to-combat is an integral part of it. For example, you may meet a group of enemies at ten feet who can be engaged in hand-to-hand combat, but they may be reinforced with a rear guard of archers at 20 feet. To avoid having your party decimated by archers, some fighters will have to use missile weapons or magic spells in this encounter. We like this new combat system because it keeps the inevitable fighting scenes from being little more than mindless bashing contests. Other improvements include more animation, better music, and easier going in the early stages of the adventure (fewer monsters, more gold, and a level-one healing spell). Overall, however, THE DESTINY KNIGHT is even more challenging than the first game and requires better strategic thinking. The Apple translation is excellent, retaining all the play value of the original C64/128 version, plus offering very well-drawn graphics and better music and sound than is typical for Apple games. (Solo play; Keyboard; Pause; Blank disk required.) Apple II version reviewed; also available for C64/128 at \$39.95. Recommended. (MSR \$44.95)

ACCOLADE'S COMICS (★★★/★★) is a sort of illustrated adventure from *Accolade* that is done in super-hip comic book style. The player controls the actions of the brash and

frames are eight arcade-game sequences representing traps and other situations which Keene must overcome or escape. One main theme has Keene recovering the kidnapped Nobel Prize winner, Professor Zoron Farad, while the other pits him against an underworld character named Zardo, whose fire hydrant reproduction scheme is cooked up to get people to park in his garages rather than on the street. The variations in the stories come about because the player can choose alternative bits of dialogue or action in some of the comic book frames, leading to different developments in the stories.

Interesting Concept

When we looked at the introductory material for this game, we thought that a comic book adventure sounded like an interesting concept to build a game around. Quite frankly, we were disappointed in the actual game after we had played it for a while. Although the graphics are well done and there are a few funny bits in the stories, the experience of playing several times left us slightly bored. The first problem is that the stories move too slowly. We felt that we were spending more time waiting for the comic book panels to draw themselves than we were actually playing the game. (We've played a heckuva lot of Apple games of all kinds, and we have seldom run into this kind of problem.) We didn't have the opportunity to see the C64/128 version of COMICS, so it's possible (though not likely) that it might move along at a snappier pace. However, Commodore owners are at least accustomed to a little waiting time in a program like this; Apple owners are not. The second problem in COMICS is the unsophisticated arcade sequences. We would rather have seen fewer of them with a little more substance than the eight we got. The arcade sequences are a little too reminiscent of the simple-minded games we all grew out of several years ago. Although we liked the general idea of COMICS, the execution falls flat. (Solo play; Joystick or keyboard; Pause; 3 double-sided disks.) Apple II version reviewed; also available for C64/128 at \$39.95.

Not recommended. (MSR \$44.95)

Critically Speaking...Multi-Systems

BLACK MAGIC (★★1/2/★★★) is an unpretentious action-adventure from *Datasoft* that's a lot of fun to play. Your on-screen character is an apprentice to the good Wizard of MariGold, who was unfortunately killed by demons before he could teach you very much. Your quest is to restore peace and tranquility to the land of MariGold by finding the six magical eyes of Anakar the Wise. Once you find them, you must return the eyes to the blind statue to learn the secret of destroying the evil warlock, Zahgrim. Your quest takes you over 100 screens at three levels, where you must defend yourself with arrows, quickness, and the casting of spells. The land of MariGold is thick with Zahgrim's creatures, including death-spitting plants, demons, bats, ghosts, and water monsters. Along the way, you also meet some helpful beings, such as the trolls who offer favors in exchange for food and rocs (huge birds) that may carry you from place to place.

Appealing Action-Adventure

BLACK MAGIC is one of Datasoft's new series of inexpensively priced, multi-screen action games which are meant to appeal primarily to teen-aged males. We think that this game will also prove popular with many gamers outside that age range, as long as they are looking for an appealing action-adventure that's fairly uncomplicated and fun to play. There are times when most gamers want just such a game--no complicated rules, no list of twenty or thirty spells to memorize--just plenty of action with enough strategy to keep it interesting. BLACK MAGIC offers very good gaming value for the money. (Solo Play; Joystick; Pause.) Apple II and C64/128 versions reviewed; also available for Atari XE/XL. Recommended. (MSR \$19.95)



sarcastic Steve Keene, Private Spy, in either of two main stories, each with many variations designed to make the game a different experience each time it is played. Spliced among the various plot and sub-plot elements laid out in comic book

Critically Speaking...Multi-Systems

GUITAR WIZARD (000/0001/2) is one of *Baudville's* Hacker Jack series of programs, which are designed to encourage the spirit of discovery and learning. GUITAR WIZARD certainly embodies that spirit as it helps the user to learn and analyze guitar fingerings and fretboard patterns for all types of chords and scales, whether or not you know how to read music. Rather than a program to make music with the computer, this is a program that helps you learn techniques to make better music with a real instrument. The easy-to-use program is organized in four sections: Chord Wizard, Scale Wizard, Fretboard Wizard, and Improvisation Wizard. The first section displays the guitar's fretboard as if you were looking down on it with the guitar resting in your lap (or with the guitar held normally and the fretboard tilted toward you slightly). Here you learn to locate chords at different positions on the neck of the guitar as well as how to change intervals, notes, chord roots, and chord types. Fingering is also displayed, so that you can play the chord properly by simply imitating what you see on the screen.

More Features

Scale Wizard locates all types of guitar scales (standard tuning only) at different positions on the neck. Fingering, intervals, and notes can be studied in a variety of different scales (major, minor, pentatonic, blues, etc.). Fretboard Wizard shows chord and scale patterns over the entire fretboard at once, facilitating the serious study of fretboard harmony. This section of the program also provides for individual tuning of strings for use with non-standard guitar tunings or other fretted string instruments. Improvisation Wizard aids in learning how scales and chords are used together. This section recommends scales for improvising around various chords. An especially helpful feature of this program is the ability to print any of the display screens for study and practice away from the computer. GUITAR WIZARD is a value-packed program that's ideal for anyone who has ever wanted to learn to play guitar or improve their existing skills with fretted instruments. (Solo or classroom use; Keyboard; Printer optional.) Atari XE/XL and C64/128 versions reviewed; also available for Apple II at \$29.95.

Recommended. (MSR \$24.95)

Critically Speaking...

Commodore 64/128 Compatible

DEF CON 5 (★★1/2/★★) from *Cosmi* is described as "the ultimate authentic simulation of the SDI (Strategic Defense Initiative or 'Star Wars') system." Designed by Paul Norman, who was also responsible for Cosmi's "Super Huey," the program lets the user's computer stand in for the big computers that would control an actual SDI system. In the role of SDI controller, the user has access to 16 orbiting visual reconnaissance satellites capable of providing 23 different geostationary and close-up maps of the Earth's surface. The user commands a complex array of systems and weapons designed to defend against incoming enemy ballistic missiles. The weapons include ground-based chemical lasers, orbiting laser reflectors (mirrors), free-electron lasers, neutral particle beams, electro-magnetic launchers, nuclear-pulsed X-ray lasers, anti-space-mine robots, decoy deployment detonators, and multi-track thermal-target interceptors.

Highly Technical

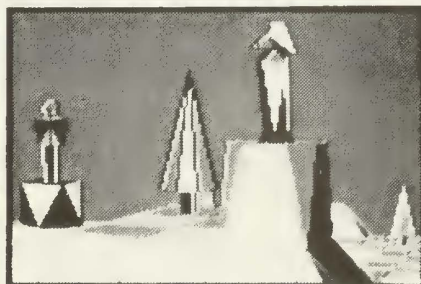
If your eyes haven't already glazed over, and you're reading this portion of the review, this may be your kind of program. If you have an engineering degree from the likes of Cal Tech or MIT, this may be your kind of program. If converting a computer program to hexadecimal code is your idea of having a good time, this may be your kind of program. However, if you're fond of entertainment programs with a mix of strategy and action, programs that may require some effort to learn but are readily understandable from the outset, then DEF CON 5 is most definitely NOT your kind of program. We believe that the appeal of DEF CON 5 will be limited to just a small

portion of the entertainment software-buying public. It will have some appeal to those who relish a highly technical approach, but we believe it will be of no interest to the majority of software buyers. (Solo play; Keyboard & joystick.) Available for C64/128 only. MSR \$19.95

ULTIMA I (★★★/★★★1/2) from *Origin Systems* is an upgraded reissue of the game that started the Ultima series, the original epic fantasy role-playing game that catapulted a young Lord British to fame and fortune. The game was originally released for Apple II in 1980 and written in BASIC, but this reissue has been completely rewritten in assembly language and dressed up with enhanced graphics. ULTIMA I is a game that many of today's fantasy gamers have never experienced because it has been unavailable for some time. Those who have experienced ULTIMA II, III, and IV will enjoy the opportunity to go back to the roots of the series, meeting and conquering the evil wizard, Mondain, that they've heard so much about in the subsequent games. The terrain and lands of Sosaria will look familiar to anyone who has played other Ultima games, although the towns are somewhat less elaborate than they became in the later games. The quest takes the player through a variety of towns, dungeons, and castles and even into space where one must learn the skill of starwalking. (Yes, time travel is part of this game.) ULTIMA I is a must for fantasy gamers, both for its historical significance to the whole genre of fantasy adventures and for its value as the starting place of the long journey through the Ultima series. (Solo play; Keyboard only or keyboard & joystick; Pause.) C64/128 version reviewed; coming soon for Apple II, Atari XE/XL.

Recommended. (MSR \$39.95)

THE SENTRY (★★★1/2/★★★1/2) is a most unusual strategy game from *Firebird*. A sort of surrealistic game of hide-and-



seek, the program casts you as a robot in a strange, three-dimensional landscape ruled by the Sentry, a robbed figure who stands atop the highest point in her domain. She and her agents, the Landgazers, search the landscape for areas that contain more than a

single unit of energy. They do this by rotating slowly in their positions. The Sentry and the Landgazers ignore empty squares in the landscape, as well as any squares holding a tree (only one unit of energy). Since they have this odd compulsion for energy neatness, they begin redistributing energy when they detect too much in one place. For example, if they scan a boulder (2 units), they will transform the boulder into a tree (1 unit) and turn the other unit of energy into a tree on a random square somewhere in the landscape.

Energy Redistribution

And why should all of this be important to a robot, you ask? Because you, dear robot, are worth three units of energy and are thus likely to be a prime target of energy redistribution. And while you're busy trying to stay out of scanning range (who wants to end life as a tree or a rock?), your ultimate goal in the game is to absorb the energy of the Sentry herself and take her position as ruler of the landscape. You accomplish this by staying hidden as much as possible, absorbing the energy of trees and boulders to build up your reserves, and finally making the assault on the Sentry's tower. (Even your movement from place to place in the landscape is accomplished by energy transfer.) Once the Sentry's energy is yours, you can hyperspace out of the landscape. But the game is certainly not over, because there are 9,999 more landscapes to conquer!

Movement and Conquest by Absorption

We found THE SENTRY as fascinating as a three-dimensional game of chess in which we were one of the playing pieces. The concept of movement and conquest by energy absorption makes for a most unusual game that's unlike any other we've played. And there is a real sense of immediacy in THE SENTRY because of the first-person perspective within the peaks, valleys, and plateaus of the 3D landscapes. This is a strange game in many ways, but we found it utterly fascinating and quite irresistible. If you enjoy strategy games, don't miss this one. (Solo play; Keyboard; Pause.) Available for C64/128 only.

Recommended. (MSR \$39.95)

DEFENDER OF THE CROWN *Goes International*

Master Designer Software's DEFENDER OF THE CROWN, a major hit in its initial Amiga version, will debut for C64/128 this month. The programmers are still working on versions for IBM, Atari ST, and Apple IIGS, which Master Designer expects to show in finished or nearly finished form at CES. The program will soon go international, as DEFENDER OF THE CROWN has been licensed to Bullet-Proof Software for release in NEC and MSX-II formats in Japan and to MirrorSoft in the U.K. for an Amstrad version.

CES Previews from Master Designer

Master Designer plans to show scenes from its upcoming CinemaWare Interactive Movies at CES. The titles to be previewed are THE THREE STOOGES and ROCKET RANGER, a tribute to the serials of the 1930s, complete with cliffhangers. The company also plans to demonstrate an advanced fast-loading cartridge for C64/128. According to a company spokesman, this cartridge allows programs to load up to ten times faster than normal from the Commodore 1541 and 1571 disk drives. The fast-loading cartridge also supports Commodore's new 3-1/2-inch 1581 drive and will include utilities for file transfers between both the 1541 and 1571 drives and the new 1581 drive.

New Clip-Art Disks for **Electronic Arts "Deluxe Library"**

Artistic types who enjoy using Electronic Arts' "DeluxePaint II," "DeluxePrint," and "DeluxeVideo" on their Amigas now have two new artwork collections to use. ART PARTS: VOLUME 2 contains over 125 professionally created IFF-compatible images and brushes that cover a variety of subjects, including stars and planets, military and space items, lettering, street scenes, farm animals, nature subjects, sea life, human faces, and lots more. SEASONS & HOLIDAYS has more than 100 images for over a dozen holidays and special occasions, including New Year's, Valentine's Day, Easter, Fourth of July, Halloween, Thanksgiving, Hanukkah, Christmas, birthdays, weddings, parties, and back-to-school events. The new clip-art disks are available now (MSR \$29.95 each).

Former Accolade CEO Starts New Company

Tom Frisina, CEO of Accolade from its inception, left that company in February of 1987 to work on a new venture. His new company, Three-Sixty Software, was formed with four other people for the purpose of developing, producing, and marketing software for the home market, both domestically and internationally. One of the principals of the new company is its Director of Product Development, Jim Rushing. Rushing

was formerly with Ozark Softscape and was part of the development team for the highly acclaimed M.U.L.E. and SEVEN CITIES OF GOLD designed by that company for Electronic Arts. According to Frisina, Three-Sixty Software plans to release three titles this fall. We will have more details about Three-Sixty's plans and products in the June issue.

Activision to Show New Martial Arts Adventure

One of the highlights of Activision's CES showing is expected to be THE LAST NINJA for C64/128, a combination adventure and action game supplied on two disks. The game tells the saga of its central character through 26 screens of adventure, augmented with arcade-style action of ninja fighting. Activision president Bruce Davis has followed the development of this one with great interest, proclaiming it "the best product I've ever seen on the C64." We know that Davis is not given to idle boasting, so we're definitely looking forward to seeing THE LAST NINJA.

Epyx Can Create a Calendar

Epyx has just announced the release of CREATE A CALENDAR, a program allowing you to create a variety of personalized calendars on your Apple II, Commodore, or IBM. You can fill in each day, one at a time, or automatically with the Master Calendar which contains holidays and other special events. Daily, weekly, monthly and annual calendars can be produced in sizes from 8-1/2" by 11" to a six page horizontal annual banner.

Wizardry for IBM

SirTech has just announced the release of WIZARDRY KNIGHT OF DIAMONDS for the IBM, featuring new graphics, enhanced monsters and technical changes which allow it to run faster and more efficiently.

Help With the US Constitution

Mindscape will make it easier for Apple II users to understand the US Constitution with their new program, UNDERSTANDING THE UNITED STATES CONSTITUTION. The program will allow you to test your knowledge of the Constitution and learn about the political system of the US. The flip side of the disk contains the Spanish language version of the program! It will retail for \$49.95.

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!

The Special Edition...

In celebration of five continuous years of monthly publication, COMPUTER ENTERTAINER has published a SPECIAL EDITION, free to all current subscribers. This bonus edition includes a complete listing of all Computer Entertainer Awards of Excellence, the Reader's Hall of Fame, views from the influential people in the industry, a look at videogaming from its infancy, capsule reviews of some of the top games of all-time, and more. Additional copies of this SPECIAL EDITION are available to current subscribers at a price of \$2.00 each. Non-subscribers can purchase copies of this SPECIAL EDITION at a cost of \$4.00 each. Send orders to: Computer Entertainer SPECIAL EDITION, 5916 Lemona Avenue, Van Nuys, CA 91411.

THE VIDEO GAME UPDATE



Sega News

The Sega high-speed liquid crystal shutter 3-D glasses, shown in prototype form at Winter CES, will make their official debut at Summer CES. Sega will also show the MISSILE DEFENSE 3-D game, a refinement of the prototype game, 3-D GUNNER, which was shown in January. One additional 3-D game, ZAXXON 3-D, has also been announced and will likely be shown at Summer CES. Our sources at Sega tell us that more 3-D games are in development, but the company is not yet ready to talk about them. A new Two-Mega Cartridge based on the Sega arcade game, OUT RUN (MSR \$40), is also expected to be shown at CES. OUT RUN is an auto racing game with a variety of courses that has been a big hit with fans of coin-op racing games.

More Sports Games

And sports games on the Sega Master System seem to be multiplying, as two versions each of Football and Soccer are among the scheduled releases for the next couple of months. GREAT FOOTBALL and

GREAT SOCCER will be playable with the standard Sega Control Pad (or Control Stick), while SPORTS PAD FOOTBALL and SPORTS PAD SOCCER are being designed to work only with the Sega Sports Pad. Actually, the Sports Pad has been the object of some consumer resistance due to its relatively high cost (MSR \$60) and the fact that it is required for only one game that has been released so far (GREAT ICE HOCKEY). Add to that the problem of poorly trained sales personnel in some stores failing to tell customers that HOCKEY requires one or two Sports Pads. (More than a few parents fail to read the small "Sports Pad Required" notice on the HOCKEY package and tend to become very upset when Junior can't play his new game unless Mom and Dad shell out another \$60 or \$120 for a Sports Pad or two.) Initial negative reaction to "Sports Pad sticker shock" may have contributed to the delayed release of GREAT FOOTBALL, originally set as a February release which would have required the Sports Pad. Now the folks who DID spend the \$60 each for Sports Pads are clamoring for more than HOCKEY, even though the Sports Pad turns out to be a great controller for some of the other Sega games, such as ASTRO WARRIOR. In a move that attempts to keep everyone happy but is bound to cause some confusion, Sega has decided to release two versions of FOOTBALL and SOCCER. It will be interesting to see how this one works out.

The Latest from Atari

With nothing new for the Atari 7800 since the November, 1986 release of XEVIOUS, our readers keep asking when they'll get to see a new game. According to an Atari spokesman, the delays have been due to a combination of development and production problems. We were told that the ROMs (cartridges) have already been manufactured for KARATEKA, CHOPLIFTER, and ONE ON ONE, but the company is awaiting completion of packages and instructions for the games. These titles should appear in stores during June, to be followed closely by DESERT FALCON and WINTER GAMES. (Please check this month's Availability Update for the entire Atari 7800 revised release schedule.)

New Atari Game Titles

With CES just around the corner, Atari is preparing to announce and/or show a group of new games in development for both the Atari 2600 and 7800 game systems. Atari is aiming for pre-Christmas release of the following games, although the possibility exists that some of them might not be released until January, 1988. For the 2600, Atari is working on SUPER STUNT CYCLE, CRACKED, CROSSBOW (based on the Exidy arcade game), and DESERT FALCON, plus a boxing game and a dungeon game (as yet unnamed). Atari is also in negotiation over the licensing of two discontinued games from the company that used to make them, which Atari will re-release if the licensing agreement goes through. (We will reveal the titles as soon as the licensing deal is completed.) On the 7800 front, it looks as if BALLBLAZER may be revived, as Atari has programmers working on completion of the game. Other new 7800 titles in the works are MIDNIGHT MAGIC, SUPER HUEY, ATARI TEAM WRESTLING (working title only), plus a duNgeon game and a new baseball game.

Late Flash: Nintendo System

According to one of our sources, the U.S. division of the Japanese coin-op game company, Nichibutsu, will be among the new independent producers of games for the Nintendo Entertainment System this year. Nintendo itself will be expanding its popular "Adventure Series" of games with several new titles. The first of several to be released this year will be THE LEGEND OF ZELDA, which Nintendo expects to be even more appealing to gamers than SUPER MARIO BROS. We have also just learned that Nintendo will be introducing its own joystick this summer. And watch for the Nintendo Entertainment System to go 3D with its own 3D glasses and games. (No release dates or prices available.)

...continued from Page 1

weeks before the opening of CES, few software manufacturers were in a position to give us sneak previews of what they planned to show. As a result, we have less advance news for you than usual. (Many decisions about what is shown at CES are made just days before the show opens.) Knowing that this would be the case, we published our most recent issues a little later than usual in an attempt to get our readers accustomed to their newsletter arriving somewhat later in the month. (And you probably thought we were just missing our deadlines!) This maneuvering put us right on schedule for a June issue which will not go to press until about a week after our return from CES. As a result, there will be more post-CES news in your hands sooner than ever before. Watch for a news-filled June issue, but please don't call us on June 3rd or 4th asking why you haven't received your June issue yet!

Critically Speaking...Sega Compatible

QUARTET (★★★/★1/2) for the *Sega* Master System is a space-themed game with a save-the-world scenario. According to the story, horrible aliens have invaded the peaceful world of Colony Number Nine. Gruesome beasties they are, too, for they have invaded the tomb of the colony's late ruler, Queen Cynthia, and stolen her casket. Now they are about to destroy the rest of the Colony. Enter the famous Mary and her sidekick, Edger, whose spiritual powers can wipe out the invaders. In the solo game, the player controls Mary. When two play, the second player controls Edger for a cooperative assault on the aliens. In order to restore peace to the Colony, Mary and Edger must eliminate every one of the aliens, and they're lurking about on six different levels, five of which contain both Surface World and Underworld components. As Mary and Edger shoot it out with the vast array of alien invaders, each has the opportunity to gain special powers beyond the spiritual power they already possess, including jet engine backpacks, special missiles, and bombs.

Plenty of Fast Action

Considering the rather gruesome story of grave-robbing aliens, this game looks quite benign. The characters of Mary and Edger look rather like space-children wielding toy guns, while the hordes of aliens are not as horribly menacing as one might assume. Typical of most Sega games, there is plenty of fast action, pretty colors, and playful music in the background. The game setting, characters, and story are not especially compelling, especially in the solo game. The two-player version, with the ability to move two characters on the screen at the same time, is much more interesting for its cooperative and competitive possibilities. Overall, however, we don't feel that **QUARTET** offers the staying power or repeat playability of a really great game. (Solo or 2-player simultaneous.)

Not recommended. (MSR \$35.00)

Critically Speaking...Nintendo Compatible

BURGERTIME (★★★1/2/★★★) is a classic game that shows up on many people's "all time favorite" lists, and now it's available from *Data East* for the Nintendo Entertainment System. For those not familiar with the game, it's a zany contest between the player-controlled Chef Peter Pepper and a bunch of meddlesome Food Foes. Chef Pepper climbs the ladders and platforms of this six-screen game, trying to build burgers by bumping their ingredients (buns, patties, lettuce, cheese, tomatoes) downward until they assemble themselves into perfect burgers. While the Chef builds his burgers, the crazed Mr. Hot Dog, Mr. Egg, and Mr. Pickle do their best to thwart him. Chef Pepper must avoid them, sprinkle them with pepper to stun them for a moment, or better yet, squash them between falling burger ingredients or send them for a downward ride on a dropping ingredient. The chef's supply of pepper is limited, but more can be earned by nabbing the occasional ice cream cone, french fries, or other bonus items that appear.

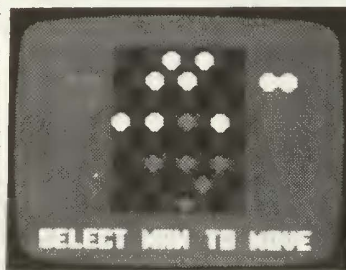
Silly But Irresistible

BURGERTIME is one of those very silly games with a simple premise that turns out to be irresistible to many gamers. Of course kids love it, but even normally responsible adults have been known to become hopelessly hooked on **BURGERTIME**. Since *Data East* designed the original arcade game that started all the burger-building fun over four years ago, we expected this to be THE definitive home version of the game. (*Data East* licensed **BURGERTIME** to several other companies, and it was made for Intellivision, Atari 2600, TI-99/4A, and ColecoVision.) *Data East's* NES version looks terrific: plenty of detail in the burger ingredients and whimsically animated characters. It sounds great too. Play action follows the coin-op original closely and is just as addictive as it ever was, but we were bothered just a bit by the control of the Chef Pepper character. Especially when we needed to change direction quickly from vertical to horizontal or vice-versa, we found that the Chef had a tendency to "hang up" just a little. Admittedly, this became less of a problem as we played the game longer, but control of the chef never felt as smooth and responsive as we thought it should. Overall, we did enjoy playing the game. As to whether *Data East* has done the ultimate version of **BURGERTIME**, we think that the

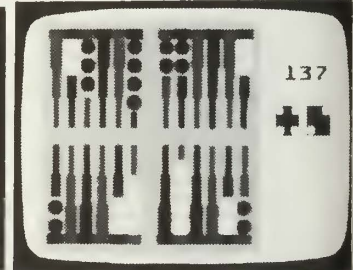
Intellivision version still has a slight edge over this NES version in play action—even though the Intellivision graphics are not as finely detailed. (Solo or 2-player alternating.) MSR \$29.95

Critically Speaking...Intellivision Compatible

TRIPLE CHALLENGE (★★★/★★★) is perfect for the gamers who enjoy the perennial boardgames but often don't have someone to play with. This new three-in-one program comes from *INTV Corp.* and features Tournament Chess, Checkers, and Backgammon. All three contests can be played as a single player against the computer or with a friend. The Chess game features seven levels of difficulty with the full rules of Chess (this is for the player who already knows the game as there isn't a tutorial). Due to the variety of moves which are used in Chess, you'll be using both controllers to control your play. There is an onscreen clock which times both players' moves. This game allows you to retract your last move, as well as trading places with the computer at any point during the game. In fact, you can direct the computer to take your move if you wish. An interesting feature which will be especially useful if you have certain weaknesses in the game, is the ability to set up a special board at any time, placing pieces in the appropriate squares so you can concentrate on working out those gaming situations.



Checkers



Backgammon

Two Old Standbys

Backgammon and Checkers have always been very popular boardgames and we're pleased to see this group of games together. Checkers, the game we probably all played as kids on the back porch or kitchen table, is here in its entirety with two levels of play, full rules, multiple jumps, and crowning. And, if you get stumped, just ask the computer to suggest a move for you! Backgammon also features full rules with two skill levels. Both are games which are enjoyable at any age and, with the help of your game system, you won't have to wait for someone to play with anymore. This is a fine, inexpensive, addition to your Intellivision library which you'll find yourself pulling out to play over and over again. (solo play; two-player alternating)
Recommended (MSR \$19.95)

Japanese Game Fanatics' Tip of the Month

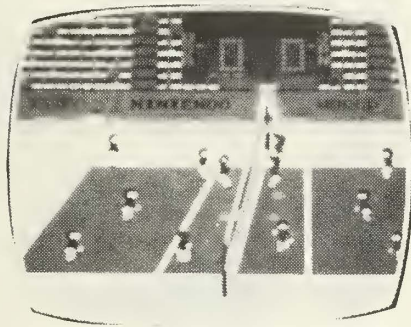
This month we have two tips for owners of the *Sega* Master System. The first adds a continuation feature to **ALEX KIDD IN MIRACLE WORLD**, provided you have amassed at least 400 units of Arian currency when you lose your last life. (Note that units of currency and your score are NOT the same thing! You will need to hit "pause" to go to the inventory screen before you lose your last life so that you can check your currency total.) When the "Game Over" screen appears, push the control pad in the "up" direction and hold it while pushing button #2 eight times. This will allow you to continue the game where you lost your last life. The second *Sega* tip reveals a "secret game" built into the *Sega* Power Base. To play the secret game, just turn on your *Sega* system without inserting a card or cartridge. You will see a message on the screen that tells you to turn the unit off, insert a card or cartridge, and then turn the unit back on. Instead, push the control pad in the "up" direction AND press both button #1 and #2 simultaneously. A maze-game screen will slide in from the right, and you can try your skill at reaching the goal before the time runs out. If you make it to the goal, you can move on to the next screen—and the next.

Critically Speaking...Nintendo Compatible

VOLLEYBALL (★★★/★★★★1/2) is *Nintendo's* interpretation of a sport that hasn't appeared often in videogame form. And this is not the casual, California beach style of volleyball, but rather the fast and seriously competitive brand of international-style game typified by World Cup or Olympics volleyball tournaments. You can play in the men's league (faster ball speed) or the women's league and choose to have your team represent any of eight different countries. In the solo game, your team is always the unranked U.S. team; the computer opponent can be roughly matched to your abilities by carefully choosing the opposing country. The ranking of the computer teams is based on actual performance of the various countries' teams in 1981 and 1985 World Cup play, with the Russian team the strongest and the Tunisian team the weakest. (Even the Tunisians are tough opponents until you become familiar with all the nuances of this game.) Whether you play a solo game against the computer or a competitive game against a friend, you will want to start out with the training mode. This gives you an opportunity to become accustomed to the complex array of controller functions and begin to learn which players can be moved at any given point in the game. (In the training mode, the shirts of the movable players turn red, but you get no such help in game mode.)

Feature-filled and Realistic

Nintendo's VOLLEYBALL is the most feature-filled and realistic of any video volleyball game we've played. Much more than a fancy version of "Pong," this volleyball game has all the excitement of an international match. At first glance, the slightly over-large ball seems



out of proportion to the players, but we came to appreciate its size as we began playing, because its size makes it easier to see and work with. The well-animated players are very lively, and they have good reason to be with the variety of moves expected of them. Sound effects are quite good, although we could have done without the musical accompaniment during the actual game. The opening serve, which is highly controllable, can be hit high or low with varying amounts of strength to just about any position on the opposing court. If you're on the receiving end of the serve, you can simply hit the A button to strike the ball. However, if you expect your team to win, you'll want to learn the techniques of determining the direction of the return or passing a low ball for a quick set. There is plenty of choice available for the second and third hits of the ball on your side, including a variety of sets, spikes, and feints. Spikes from the opposing side can be dealt with by blocking or double-blocking. In fact, the variety of moves and strategies possible in this game is so great that it takes quite a lot of playing time before you can master them all. Volleyball is not as popular a competitive sport in the U.S. as it is in many other countries. Playing Nintendo's video version of the game helps you to understand why so many other countries take the game so seriously. (Solo or 2-player competitive.)

Recommended. (MSR \$29.95)

TROJAN (★★★★/★★★★) is another winner from *Capcom* for the Nintendo system. It is an arcade-based action adventure with plenty of depth and surprises, offering the same kind of challenge and play value that have made "Ghosts'n Goblins" such a favorite with owners of the NES. In TROJAN, the player controls a lithe warrior armed with sword and shield who faces endless varieties of attackers in his quest to defeat the King of his enemies. There are seven stages to the quest, and we've only begun to experience the challenges of the early stages so far.

Bonus Two-Player Game

There seems to be no particular time period for the setting of this game. The Trojan begins his quest on city streets littered with abandoned cars and yet populated with evil characters that look like medieval armored warriors wielding spiked hammers. In this first section, the Trojan can drop down manholes and



find bonus objects along with fearsome fighters. Later in the game he makes his way through the countryside where archers with crossbows prepare an ambush from behind the rocks. And there is a section where the Trojan slogs through a pond populated with piranhas while flying warriors hurl bombs at

him. The poor guy is beset by every kind of attacker imaginable! By the way, in addition to the usual two-player, alternating turn game, TROJAN also contains a bonus, one-on-one battle that lets two players practice their sword-fighting techniques. Fans of action adventures, especially those who like Capcom's "Ghosts'n Goblins," won't want to miss TROJAN. (Solo or 2-player alternating; 2-player competitive.) Recommended. (MSR \$29.95)

Activision to Produce Two New Titles for Atari 2600

If there are still doubts that video games have made a strong comeback, then Activision's announcement of two brand-new games for the venerable Atari 2600 should put them to rest quite convincingly. The company will show KUNG FU MASTER at CES, which is one of two games based on arcade titles licensed from Data East. Activision expects to release KUNG FU MASTER in September. The second licensed title is COMMANDO, which is scheduled for fourth quarter release. Since many of Activision's games for the Atari 2600 were among the best for the system, the company's first new titles in two years should be good news to Atari 2600 owners.

Correction

In a Nintendo news item in the April, 1987 issue, we reported in error that Konami's CASTLEVANIA would utilize the same type of internal 5-year lithium battery as Nintendo's LEGEND OF ZELDA. CASTLEVANIA will not contain a battery. Our apologies to our readers and to Konami for this error.

Nintendo System Notes

SECTION Z, a Capcom arcade title for the Nintendo Entertainment System, is back on the schedule again after being dropped temporarily. Bandai's exercise mat controller with game pak, shown at January CES as FAMILY FUN FITNESS, will be released under the title ATHLETIC WORLD.

More Companies to Produce Games for Nintendo System

At least three more companies are about to jump on the Nintendo bandwagon, joining Bandai, Capcom, Data East, Konami, and SNK as independent producers of games for the NES under a licensing agreement with Nintendo. Two of the three are Taito and Tecmo, both highly respected producers of coin-op games in Japan and the United States. We haven't learned the name of the third company yet, but you can be sure that we will! It's just a bit too early for us to have actual game titles yet, but announcements at CES are likely. Watch for your June issue!

AVAILABILITY UPDATE

ATARI XE/XL

MARCH
x-Battlecruiser (SSI)
x-Bureaucracy (INF)
x-Guderian (AH)
x-Phantasia (SSI)
x-Pitfall/Demon Attack (SG)
x-Saracen (DS)
APRIL
x-AutoDuel (ORI)
Bismarck (DS)
x-Black Magic (DS)
x-Guitar Wizard (BAU)
x-Rebel Charge/Chickamauga (SSI)
Tobruk (DS)
Swords & Sorcery (DS)
x-221 B Baker Street (DS)
MAY
Ali Reality 2: Dungeon (DS)
Title Shop Graphics Comp (DS)
Video Title Shop (DS)
SECOND QUARTER
Guild of Thieves (FIR)
Gunslinger (DS)
Infantry (MIN)
Marble Madness (EA)
Old Scores (DS)
Pawnt, The (FIR)
Trailblazer (MIN)
Ultima I (ORI)
THIRD QUARTER
Gunship (MIC)

ATARI ST

MARCH
x-Balance of Power (MIN)
x-Bureaucracy (INF)
x-Chestmatters 2000 (ST)
x-High Roller (MIN)
x-Roadwar 2000 (SSI)
x-Shuttle II (MT)
APRIL
Bard's Tale (EA)
Championship Baseball (GAM)
x-GFL Championship Football (GAM)
x-Golden Path (FIR)
Guild of Thieves (FIR)
Rings of Triton (MT)
Shadow World (MT)
Sub Battle Simulator (EPY)
Tanglewood (MT)
Video Vegas (BAU)
10th Frame Bowling (ACC)
MAY
King of Chicago (MDS)
Rings of Zulu (SSI)
Tracker (FIR)
Univ Military Sim (FIR)
Wizard's Crown (SSI)
JUNE
Sinbad/Throne Falcon (MDS)
221B Baker Street (DS)
JULY
Leisure Suit Larry (SIE)
SECOND QUARTER
Articfox (EA)
x-Colonial Conquest (SSI)
Defender of Crown (MDS)
Guitar Wizard (BAU)
Portal (ACT)
Rainy Day Games (BAU)
THIRD QUARTER
Frank'n Ernest Adv (POL)
Gunship (MIC)
Three Stooges (MDS)
3D Helicopter Simulator (SIE)
FOURTH QUARTER
Police Quest (SIE)

COMMODORE 64/128

MARCH
x-Battlecruiser (SSI)
x-Bureaucracy (INF)
x-Destroyer (EPY)
x-Famous Golf Courses (ACC)
x-Guderian (AH)
x-Pitfall/Demon Attack (SG)
x-Saracen (DS)
APRIL
x-Accolade's Comics (ACO)
Bismarck (DS)
x-Black Magic (DS)
Express Raiders (DE)
Guild of Thieves (FIR)
x-HyperSports/Ping Pong (KON)
Iron Horse (KON)
Jailbreak (KON)
x-Misak (KON)
Old Scores (DS)
Phantasia III (SSI)
x-Rebel Charge/Chickamauga (SSI)
S.D.I. (MDS)
x-Sentry (FIR)
Street Sports Baseball (EPY)
Super Basketball (KON)
Swords & Sorcery (DS)
Tobruk (DS)
x-Track & Field (KON)
x-Trailblazer (MIN)
Trojan (CAP)
x-Ultima I (ORI)
x-War in S Pacific (SSI)
x-Wargames Construction Set (SSI)
x-World Tour Golf (EA)
x-Yie Ar Kung Fu 2 (KON)
x-Video Title Shop (DS)
MAY
Ali Reality: Dungeon (DS)
Create a Calendar (EPY)
Defender of Crown (MDS)
Gunsmoke (CAP)

Realms of Darkness (SSI)
Title Shop Graphics Comp (DS)
JUNE
B-24 (SSI)
Golden Path (FIR)
Sicil Arms (CAP)
Speed Rumbler (CAP)
SEPTEMBER
Street Sports Basketball (EPY)
SECOND QUARTER
Age of Adventure (EA)
Amesix (EA)
Circus Charlie (KON)
Darkthorn (AH)
Destroyer Escort (MIC)
Gradius (KON)
Instant Music (EA)
Macbeth (AH)
Rommel/Tobruk (EA)
Ronin (BRO)
Scoop, The (TEL)
Sub Battle Simulator (EPY)
Wooden Ships/Iron Men (AH)
THIRD QUARTER
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Three Stooges (MDS)

COMMODORE 128

MARCH
Guild of Thieves (FIR)

AMIGA

MARCH
x-Bureaucracy (INF)
x-Ultima I (ORI)
APRIL
Championship Baseball (GAM)
Earl Weaver Baseball (EA)
GFL Championship Football (GAM)
Kampfgrippe (SSI)
x-King's Quest II (SIE)
x-King's Quest III (SIE)
Phantasia (SSI)
Return to Atlantis (EA)
Roadwar 2000 (SSI)
x-Sargader (FIR)
Thunder (BI)
MAY
Ali Reality: City (DS)
Guild of Thieves (FIR)
King of Chicago (MDS)
JULY
Leisure Suit Larry (SIE)
SECOND QUARTER
Black Cauldron (SIE)
Contact (BI)
Donald Duck's Playgrid (SIE)
GATO (SPE)
Orbiter (SPE)
PaperClip Elite (BI)
Silent Service (MIC)
Star Rush (MDS)
Univ Military Sim (FIR)
Writer's Choice elite (PCS)
10th Frame (ACC)
THIRD QUARTER
Frank'n Ernest Adv (POL)
Gunship (MIC)
Police Quest (SIE)
Three Stooges (MDS)

APPLE IIe/IIc

MARCH
x-Balance of Power (MIN)
x-Battlecruiser (SSI)
x-Bureaucracy (INF)
x-Destroyer (EPY)
x-Guderian (AH)
x-Phantasia III (SSI)
x-Realms of Darkness (SSI)
x-Saracen (DS)
APRIL
x-Accolade's Comics (ACO)
x-Bard's Tale II (EA)
Bismarck (DS)
x-Black Magic (DS)
Championship Golf V.I. (GAM)
Commando (DE)
Dark Lord (EA)
x-Def Con 5 (COS)
GBA Champ Basketball (GAM)
GFL Championship Football (GAM)
x-Guitar Wizard (BAU)
x-Rebel Charge/Chickamauga (SSI)
x-Springboard Publisher (SPR)
Spy's Adv/S America (POL)
x-Slargader (FIR)
Street Sports Baseball (EPY)
Swords & Sorcery (DS)
Tag Team Wrestling (DE)
Tobruk (DS)
Track & Field (KON)
Ultima I (ORI)
Yie Ar Kung Fu (KON)
Zoids (ED)
MAY
Ali Reality: Dungeon (DS)
Create a Calendar (EPY)
Epyx 500XJ Joystick (EPY)
Guild of Thieves (FIR)
Video Title Shop (DS)
JUNE
Golden Path (FIR)
SEPTEMBER
Street Sports Basketball (EPY)
OCTOBER
Leisure Suit Larry (SIE)
SECOND QUARTER
Ancient Art of War (BRO)
Bard's Tale 2 (EA)

Darkthorn (AH)
Gunship (MIC)
Infantry (MIN)
Killed Until Dead (ACO)
Movie Monster Game (EPY)
Old Scores (DS)
QIZAM! (INS)
Ronin (BRO)
Scoop, The (TEL)
Sub Battle Simulator (EPY)
Sub Mission (MIN)
Superbow Sunday (AH)
Tearic (ED)
Variable Feasts (BRO)
War in S Pacific (SSI)
World Games (EPY)
THIRD QUARTER
B-24 (SSI)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
King's Quest III-128K (SIE)
Space Quest (SIE)
Spy's Adv/Africa (POL)
Spy's Adv/Asia (POL)
Spy's Adv/Pacific Islands (POL)

APPLE IIGS

APRIL
x-Bard's Tale (EA)
JUNE
King of Chicago (MDS)
S.D.I. (MDS)
JULY
Leisure Suit Larry (SIE)
SECOND QUARTER
Defender of Crown (MDS)
DeluxePaint II (EA)
Destroyer (EPY)
Drawing Table (BRO)
Fantasyland (BRO)
GBA Championship Basketball (GAM)
Hacker II (ACT)
King's Quest (SIE)
Managing Yr Money (MEC)
Music Composer Set (EA)
Newsmaker (BRO)
Paint Shop (BRO)
Silent Service (MIC)
Space Quest (SIE)
Sub Battle Simulator (EPY)
Theater (SIE)
World Games (EPY)
Writer's Choice elite (PCS)
THIRD QUARTER
Donald Duck's Playgrid (SIE)
King's Quest II (SIE)
King's Quest III (SIE)
Police Quest (SIE)
3D Helicopter Simulator (SIE)

MACINTOSH

MARCH
x-Bureaucracy (INF)
x-Sub Battle Simulator (EPY)
APRIL
North Atlantic '86 (SSI)
Portal (ACT)
S.D.I. (MDS)
Tracker (FIR)
MAY
Ali Reality: City (DS)
Roadwar 2000 (SSI)
AUGUST
Leisure Suit Larry (SIE)
SECOND QUARTER
AutoDuel (ORI)
Computer Ambush (SSI)
Defender of Crown (MDS)
Donald Duck's Playgrid (SIE)
Guild of Thieves (FIR)
Guitar Wizard (BAU)
King's Quest II (SIE)
King's Quest III (SIE)
Oo-Topos (POL)
Orbiter (SPE)
Rainy Day Games (BAU)
Shadowgate (MIN)
Star Fleet I (INS)
Ultima IV (ORI)
Univ Military Sim (FIR)
Video Vegas (BAU)
THIRD QUARTER
Frank'n Ernest Adv (POL)
FOURTH QUARTER
Police Quest (SIE)

IBM PC-PCjr/Tandy 1000

MARCH
x-Bureaucracy (INF)
x-GBA Champ Basketball (GAM)
x-GFL Championship Football (GAM)
x-Indiana Jones/Adventure (MIN)
x-Kampfgrippe (SSI)
x-Portal (ACT)
x-Roadwar 2000 (SSI)
x-Slargader (FIR)
x-Sub Battle Simulator (EPY)
APRIL
Commando (DE)
Mercenary (DS)
Pawnt, The (FIR)
x-Ogre (ORI)
Rings of Zulu (SSI)
Shard of Spring (SSI)
Spy's Adv/S America (POL)
Spy's Adv/Europe (POL)
Spy's Adv/N America (POL)
Street Sports Baseball (EPY)
Tag Team Wrestling (DE)
221B Baker Street (DS)
MAY

Ali Reality: City (DS)
Epyx 500XJ Joystick (EPY)
Mercenary 2nd City (DS)
x-Phantasia (SSI)
Wizard's Crown (SSI)
JUNE
Leisure Suit Larry (SIE)
S.D.I. (MDS)
SEPTEMBER
Street Sports Basketball (EPY)
SECOND QUARTER
Adventure Conar Set (EA)
Articfox (EA)
B*1 File (DI)
B*1 Spell (BI)
B*1 Write (BI)
Boyn' Wrestle (MIN)
Championship Baseball (GAM)
Create a Calendar (EPY)
Defender of Crown (MDS)
DEGAS Elite (BI)
Destroyer (EPY)
Guitar Wizard (FIR)
Guitar Wizard (BAU)
Gunship (MIC)
HardBall (ACO)
Lords of Conquest (EA)
Macbeth (AH)
Marble Madness (EA)
Mind Pursua (DS)
Movie Monster Game (EPY)
Operation Market Gdn (SSI)
PaperClip Elite (BI)
Rainy Day Games (BAU)
Rings of Zulu (SSI)
Robot Rascals (EA)
Ronin (BRO)
Ultima IV (ORI)
Univ Military Sim (FIR)
Variable Feasts (BRO)
Video Vegas (BAU)
THIRD QUARTER
B-24 (SSI)
Frank'n Ernest Adv (POL)
Goofy's Word Factory (SIE)
Police Quest (SIE)
Spy's Adv/Africa (POL)
Spy's Adv/Asia (POL)
Spy's Adv/Pacific Islands (POL)
3D Helicopter Sim (SIE)

INTELLIVISION

MARCH
x-Tower of Doom (INT)
APRIL
x-Diner (INT)
x-Triples Challenge (INT)
MAY
Chip Shot Super Pro Golf (INT)
JUNE
Commando (INT)
THIRD QUARTER
Learning Fun Album (INT)
Slam Dunk Super Pro Basketball (INT)
Super Pro Hockey (INT)
FOURTH QUARTER
Pole Position (INT)

ATARI 2600

FOURTH QUARTER
Crackod (AT)
Crosbow (AT)
Desert Falcon (AT)
Super Sumi Cycle (AT)

ATARI 7800

JUNE
Chopflifer (AT)
Krazuka (AT)
I on I Basketball (AT)
JULY
Desert Falcon (AT)
Winter Games (AT)
THIRD QUARTER
Hanic (AT)
Impossible Mission (AT)
Summer Games (AT)
Touchdown Football (AT)
FOURTH QUARTER
Aani Team Wrestling (AT)
Bailblazer (AT)
GATO (AT)
Midnight Magic (AT)
Super Huey (AT)
JANUARY '88
Skyfox (AT)

NINTENDO

MARCH
x-Pro Wrestling (NIN)
x-Rush'n Attack (KON)
x-Slalom (NIN)
x-Track & Field (KON)
APRIL
x-Burgentime (DE)
x-Trojan (CAP)
x-Volleyball (NIN)
MAY
Athletic World (BAN)
Castlevania (KON)
Competition Pro Joystick (CC)
Epyx 500XJ Joystick (EPY)
Ikan Warriors (SNK)
Super Controller (BAN)
JUNE
Athens (SNK)
Legend of Zelda (NIN)
Rung King (DE)
Section Z (CAP)
Speed Rumbler (CAP)

JULY
Double Dabble (KON)
Punch-Out (NIN)
FOURTH QUARTER
Gunsmoke (CAP)
SECOND HALF
Psycho Soldier (SNK)
TKN 3 (SNK)
Victory Road (SNK)

SEGA

MARCH
x-Great Baseball (SEG)
x-Shooting Gallery (SEG)
x-Space Harrier (SEG)
APRIL
x-Quartet (SEG)
MAY
Competition Pro Joystick (CC)
Choutuzers (SEG)
JUNE
Epyx 500XJ Joystick (EPY)
Gangster Town (SEG)
Great Basketball (SEG)
Great Football (SEG)
Great Soccer (SEG)
Great Volleyball (SEG)
Rocky (SEG)
Sports Pad Football (SEG)
Sports Pad Soccer (SEG)
Wonder Boy (SEG)
Woody Pop (SEG)
JULY
Enduro Racer (SEG)
Missile Defense 3D (SEG)
3D ImageGlasses (SEG)
AUGUST
Great Golf (SEG)
Out Run (SEG)
Zaxxon 3D (SEG)
THIRD QUARTER
Graphics Board (SEG)
FOURTH QUARTER
Monopoly (SEG)

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

COMPANY CODES

ACC... Access
ACO... Accolade
ACT... Activision
AH... Avalon Hill
AT... Atari
BAN... Bantam
BAU... Backfire
BI... Bantenes Incl
BND... Bardai
BRO... Broderbund
BUL... Bulbeye S/W
CAP... Capcom USA
CC... Con Controls
COS... Cosmi
DE... Dea East
DS... DnaSoft
EA... Electronic Arts
ED... Electric Dreams
EPY... Epyx
ET... Electric Transit
FIR... Firebird
GAM... Gamestar
GRO... Grolier
HAY... Hayden
INF... Infocom
INT... INTV Inc
KON... Konami
MDS... Master Designer S/W
MIC... Microprose
MIS... Microsoft
MIN... Mindscape
MON... Monogram
MT... Mt. Tech/Tro
NIN... Nintendo
ORI... Origin Systems
PCS... Personal Choice S/W
POL... Polarware
SEG... Sega
SG... Solid Gold
SIE... Sierra
SIL... Silicon Beach S/W
SIR... SirTech
SNK... SNK Corp
SPE... Spectrum HoloByte
SPR... Spmamer
SPR... Springboard
SS... Sonon & Schuster
SSG... Strategic Studies Gp
SSI... Strategic Simulations
SUB... Sublogic
TEL... Telarium

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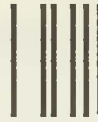
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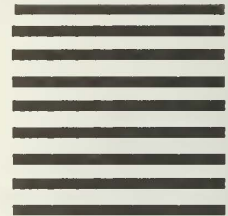


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