

Computer Entertainer

INCLUDES

THE VIDEO GAME UPDATE

5916 Lemona Avenue, Van Nuys, CA 91411

© May, 1989

Volume 8, Number 2

\$3.50

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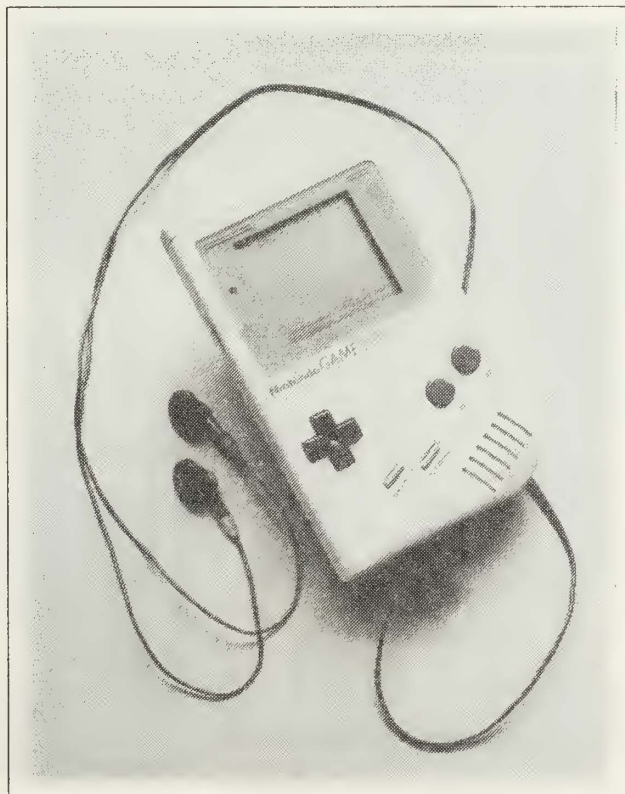
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Coming...

A Complete Wrap-Up of CES
...all the news first!

Nintendo to Debut GAME BOY Portable Game System at Electronics Show

The new Nintendo GAME BOY portable game system, featuring multi-player action, stereo sound and interchangeable cartridges, will be shown for the first time in the U.S. at the Summer Consumer Electronics Show next month in Chicago. Based on preliminary information available at this time, the new system appears to be the next technological step in hand-held gaming, a category which has grown in popularity along with the huge resurgence in video gaming. Instead of a dedicated hand-



held unit that plays a single game, Nintendo's new GAME BOY can play many different games because it accepts tiny cartridges. According to Nintendo, the GAME BOY offers state-of-the-art technology with a powerful micro-processing chip which allows the games to depict complex, scrolling backgrounds and high-resolution LCD (Liquid Crystal Display) graphics. The interchangeable game cartridges are said to offer the same challenge and caliber of play which is available on the Nintendo Entertainment System. GAME BOY also employs digital stereo sound technology, and the unit will be packaged with stereo earphones. Also part of the basic package is "Video Link," an ac-

cessory that allows two or more players to connect their GAME BOYS and compete tournament-style among themselves. The basic GAME BOY package will be ready to play, because the TETRIS game cartridge will also be included. (TETRIS seems to us to be an especially good choice for the included game, since it is simple to learn yet very difficult to stop playing once you start.) Nintendo plans to make available a library of additional GAME BOY cartridges, including ALLEYWAY, SUPER MARIO LAND, BASEBALL and TENNIS. Suggested retail pricing of the GAME BOY and cartridges was not available at press time, but we expect to have more information available for our June issue, which will be dominated by CES wrap-up news.

ATARI ST Software

ALCON (★★★1/2★★) is an arcade conversion from *Taito* which is based on the company's own coin-op. Cast in the mold of the classic arcade space games, this is a vertical scroller that looks deceptively simple at the outset. The player controls an SW475 starfighter with the ability to pick up a variety of extra weapons and other aids by shooting at the right aliens and then flying over the resulting yellow stars. The pace in the early stages is quite slow, but you soon learn that even slow-moving aliens can be deadly. As you pick up yellow stars, you can increase your speed and maneuverability to help you avoid the accurate aim of the aliens. Other stars let you increase your ship's firepower, add shields, and add special weapons. The graphics in ALCON are crisp and clear, and you have a choice of sounds as you play the game—either a musical theme or the sound effects of explosions. (We preferred the music.) Fans of space shooting games will enjoy the challenges of ALCON, which is a faithful adaptation of the coin-op. (Solo play; Pause; Joystick.) Atari ST version reviewed. Also available for C64/128 (\$29.95) and coming soon for MS-DOS (\$34.92). MSR \$39.95

ATARI ST/AMIGA Software

BALLISTIX (★★★★★★1/2) is a sort of futuristic hockey game on the *Psygnosis* label from *Psygnosis*. Players are treated to the typically elaborate, highly detailed graphics of a *Psygnosis* game, all of which is mere window dressing once you get to the meat of the program: some of the fastest action imaginable in a sports-style game on a computer. A puck is shot into the arena, and you must direct it by firing balls at it. The object is to send the puck into your opponent's goal any way you can manage it. When playing against the computer there are 50 entirely different levels, and you can choose to play any of the first 45. (You have to earn the right to play the last five levels—lots of luck!) There are 80 levels in the two-player game. Either way you play BALLISTIX, there is a lot of variety in the levels, with crazy obstacles that can change the flow of gameplay instantly. And it's possible to customize the game in many ways, providing even more variety in a game that already offers more than the usual amount of variety in a sports-style game. We really had a good time with BALLISTIX, and we've barely begun to explore its possibilities. (Solo or 2-player competitive; Joystick.) Available for Amiga and Atari ST only. Recommended. (MSR \$34.95)

AMIGA Software

AUNT ARCTIC ADVENTURE (★★★1/2) pits you, as Charlie the Chimp and your friend Penguin Pete against Big Borus, the circus owner who has kidnaped your Aunt and forced her to work as a circus performer in the Arctic. In this rather silly scenario from *Mindware International*, you must work your way through fifty levels collecting all the bananas as well as treasures for bonus points. Along the way, you'll encounter several enemy creatures as well as hostile eskimos and mean penguins.

A Typical Action Game

The location of the game is not that important as you work through underground levels, etc., which could be from any scenario. After all, there are ladders, brick walls, etc., which we found curious to the supposed location. Obviously, the premise is pretty silly. After all,

does anyone know of a circus at the North Pole? But, many game premises are silly...this is simply another "rescue the damsel in distress" game. It's good for a few hours of entertainment as you learn your way through the mazes and work on a pattern in which you can pick-up all the bananas, kill the enemies, and save your Aunt. It's certainly nothing special. (one player; two-player) (MSR \$39.95)

BAAL (★★★★★★) is a fascinating mixture of strategy and action moving through three domains with multiple levels from *Psygnosis*. You must lead the Time Warriors as you attempt to save the earth from the evil Baal who has an army of undead who have stolen a War Machine, a devastating weapon of total destruction. Using a combination of the joystick and some keyboard controls, you control each Warrior as they move through the many screens (over 250) filled with over 100 monsters and 400 traps. You've got your laser gun at the ready. Your Warrior can somersault out of some sticky situations, but strategy will be necessary to live long enough to work through the game. You must collect various war machine parts in each domain and all pieces in a domain must be found before you can transport to the next domain (that is, after you've found the transporter!)

Lots of Depth

We've found games from *Psygnosis* to be filled with beautiful graphics, sound effects, and depth of play. This one follows in the same pattern as the graphics are intricate and colorful, sound effects, excellent, and gameplay loaded with nuances and many, many hours of discovery. It is not a game you will finish with quickly as you must explore so many areas to find the War Machine pieces, while trying to stay alive with all the traps and monsters which are seemingly everywhere. It's a beautiful game enriched by find gameplay. (one player) Recommended (MSR \$39.95)

Newest Course Disk for Jack Nicklaus

There's a new Course Disk for Jack Nicklaus *Greatest 18 Holes of Major Championship Golf* which includes the 1989 host courses for



the U.S. Open, British Open and PGA Championships. Jack Nicklaus Presents the Major Championship Courses of 1989 features Oakill Country Club in Rochester, NY, Scotland's Royal Troon Golf Club, and Kemper

Lakes Golf Club in Hawthorn Woods, Illinois. MSR is \$19.95 (MS-DOS) and is coming for C64 (\$14.95)

THE RATING SYSTEM:

4 STARS = EXCELLENT
3 STARS = GOOD

2 STARS = FAIR
1 STAR = POOR

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

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

MULTI-SYSTEM Software

THUNDER BLADE (★★★★★1/2) has been converted for the Amiga, as well as the Commodore 64 by *Sega* (distributed by *Mind-scape*). As you command the advanced attack 3D helicopter, you must single-handedly fight off the enemy which has invaded your country. The scenery constantly changes (watch out for buildings as you dip and dive among the skyscrapers) as you go after all sorts of enemy aircraft through forests, deserts, cityscapes, and more. If you make it through, you'll go up against the enemy headquarters, somewhere out in the middle of the ocean, which is a huge refinery which will take all your know-how to defeat. Lightning-fast reflexes are critical!

Amiga Version Breathtaking!

Sega has done an admirable job, especially using the graphic and sound capabilities of the Amiga, in this very popular arcade title. The Amiga graphics are absolutely stunning with sound effects which may make you look overhead to see if there's a helicopter hovering over your house! The C64 version is also quite good, within the limitations of the system. We've always enjoyed the gameplay of this title as there's plenty of fast action for "shoot-'em-up" fans. With both overhead and P.O.V. screens, there's plenty of variation for the action fan. (one player; reviewed on Amiga and C64; also available for Atari ST; coming for MS-DOS)

Recommended (MSR \$34.95 - C64; \$49.95 - Amiga)

ACTION FIGHTER (★★★★★) from *Sega* (distributed by *Mind-scape*) requires the ultimate in lightning-fast responses as you take off in a supercharged customized cycle, built with enough speed to jump over water and overtake the enemies. As you find the right parts along the way, you change your cycle into a supercharged sports car. Next, add to turbojets and your car becomes airborne where you can shoot down helicopters and jet spaceships. There are a total of five air and ground battles which you must engage in. Watch the directional sign on the screen to help anticipate the twists in the road as, at high speeds, your reactions must be incredibly fast. Shoot the enemy but avoid running into the wall or another vehicle. Along the way, dock with the Sega truck to pick-up additional weapons.

Fast Action

Once you get a feel of the road and your vehicle and you accelerate, the scenery zips by. You better learn to speed along as soon as you can as an enemy helicopter quickly picks up your vehicle if it's going too slowly. It's a very fast-paced game with lots of action. The graphics are quite good, with the graphics and sound particularly good in the Amiga and Atari ST versions. This is a vertically scrolling game with enough action to satisfy any action lover out there. (one player; reviewed on Atari ST, Amiga, and C64; coming for MS-DOS)

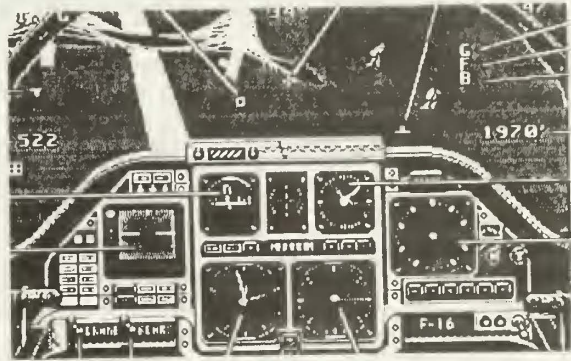
Recommended (MSR \$39.95 - Amiga and ST; \$24.95 - C64)

Dynamix is Latest Addition to Mediagenic Affiliated Publishers

As a developer of entertainment software, Dynamix has worked with Mediagenic ("Pete Rose Pennant Fever," "GFL Championship Football," "F-14 Tomcat" and several others) and Electronic Arts ("Arcticfox," "Caveman Ugh-Lympics," "Abrams Battletank" and others). Now the company has become a publisher itself, and its products will be distributed by Mediagenic (formerly Activision). The first product from the new publisher will combine action simulation and role-playing and will be introduced later this year. (Title to be announced.)

New Chuck Yeager Flight Trainer

Electronic Arts has just shipped *Chuck Yeager's Advanced Flight Trainer 2.0*, an updated version of their earlier flight simulator. Several



new features are included such as new terrain for enhanced 3D effect; four new plains; better aerodynamic modelling; six new race courses; as well as an audio tape by Chuck Yeager which gives you personal instruction from Yeager as well as a recounting of several of his flying experiences. The suggested retail for this MS-DOS game is \$49.95 (\$54.95 includes a 3-1/2" disk). You can upgrade your current Yeager Flight Trainer by sending \$24.00 (plus \$3.00 shipping) directly to Electronic Arts.

SSI Announces Three New Games

Strategic Simulations is expected to show several new programs at CES next month, including a new fantasy role-playing title in the Advanced Dungeons & Dragons series, *CURSE OF THE AZURE BONDS* (MSR \$49.95 MS-DOS and Apple II, \$39.95 C64/128). The program is a sequel to *POOL OF RADIANCE* and features higher level characters, new character classes and many new spells. At the beginning of the game, characters awaken in the town of Tilverton and discover that they have been cursed with five magical symbols or "bonds." Each bond allows a different evil force to take control of the characters, and their task is to scour the Forgotten Realms to find the source of each bond and free themselves from each evil curse. New wargaming titles expected from SSI are *STORM ACROSS EUROPE* (\$59.95 for C64/128), a strategic-level World War II game encompassing the entire conflict in Europe between 1939 and 1945, and *RED LIGHTNING* (\$59.95 for MS-DOS and Atari ST), an operational land and air game depicting the next potential war in Europe between NATO and Warsaw Pact nations.

Come To Our Reception at C.E.S.!

Computer Entertainer/Video Game Update is having a special reception on Saturday, June 3rd at our hotel suite in Chicago during C.E.S. for You! If you'll be in the area on that date, be sure and **CALL OUR OFFICE NOW** for your invitation (that invitation is the only way you'll be admitted!). In addition to meeting the editors of Computer Entertainer, you will see and play the PC Engine and the Sega MegaDrive 16 Bit System! We have also invited software manufacturers and designers so you may have a chance to engage them in lively conversation.

We think the evening will be lots of fun and encourage you to contact us if you'll be in the Chicago area. We'd love to meet you!

New Productivity Programs from Electronic Arts

The newest productivity entries from Electronic Arts are DELUXEPAINT III for Amiga (MSR \$149) and INSTANT SYNTHESIZER (\$79.95) for Apple IIGS. Strengthening its position in the field of Amiga graphics, Electronic Arts recently released DELUXEPAINT III-PAINT WITH ANIMATION. Described as a professional-quality graphics tool that actually paints animation, the new program allows users to AnimPaint (animation-paint) a series of screens the same way they would normally paint a single screen. Users can also create and paint with multi-frame animated brushes or integrate animation with perspective, among many applications in the new program. Owners of DELUXEPAINT or DELUXEPAINT II can upgrade by sending the front cover of their program manual and \$50 plus \$7 for shipping and handling. Anyone who has purchased DELUXEPAINT II between December 1, 1988 and April 1, 1989 can upgrade for \$20 plus \$7 shipping and handling by sending their original, dated receipt for the purchase of DELUXEPAINT II plus the original program manual cover. For the Apple IIGS, Electronic Arts has introduced INSTANT SYNTHESIZER, a three-in-one program that combines the features of a four-voice polysynthesizer, a sound digitizer, and a sound editor. The program is designed primarily for music hobbyists and amateur musicians, allowing them to create music and experiment with new instruments. It can be used with a MIDI keyboard or sound sampling board and supports popular sound sampling cards such as FutureSound and MIDIdeas. The program requires 768K RAM and is not copy protected.

Other News from Electronic Arts

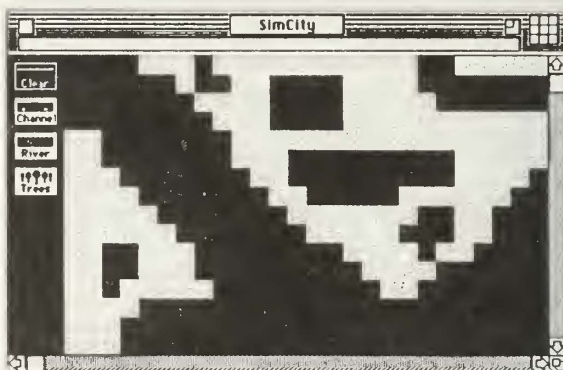
In other news, the company announced that its distribution agreement with Leisure Genius/Virgin Games of Great Britain has ended and that Virgin Games will begin distributing its products through its own sales organization. (Games affected include "Monopoly," "Scrabble," "Risk" and "Scraples.") Electronic Arts will continue to distribute the Arcadia brand of software for Virgin Mastertronic Inc.

Medalist International Division of MicroProse Announces Titles

This month Medalist International is expected to release DESTROYER ESCORT (MSR \$39.95) for Commodore 64/128. The program was developed independently for Medalist and will be available on the company's MicroPlay Software Label. DESTROYER ESCORT combines strategic and action gaming elements as the player controls a World War II destroyer escort ship on one of six convoy routes, each with three levels of difficulty and a variety of challenges. In addition to its own entertainment titles, Medalist International markets and distributes programs from several other companies. Medalist recently announced that its affiliate, Paragon Software, is working on an interactive comic book in cooperation with Marvel Comics. SPIDER-MAN AND CAPTAIN AMERICA IN DOCTOR DOOM'S REVENGE is planned for C64/128 (\$39.95) and Amiga (\$44.95). The storyline of the game will unfold much like one from the pages of a comic book, but players will fight all the battles themselves, controlling Spider-Man and Captain America as they square off against some of the most famous super-villains from Marvel Comics. The story of the game is that Dr. Doom has masterminded the theft of a nuclear warhead which is aimed for launch at New York City. Dr. Doom has the assistance of Marvel villains. In an attempt to foil Dr. Doom's plans, two players can each control one of the good guys, Spider-Man and Captain America, or one player can alternate control of the two characters in more than 30 separate arcade-style battle screens. The program will come with a special Marvel Comics edition which chronicles the events leading up to the game.

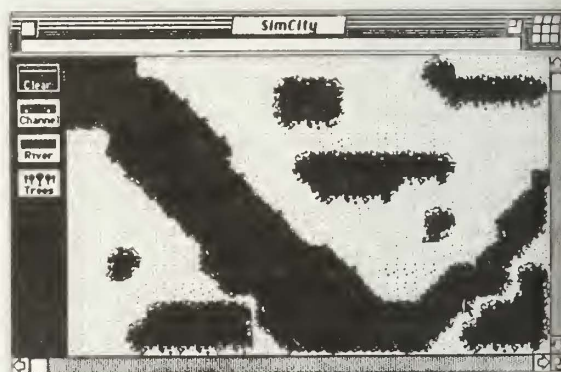
SimCity Terrain Editor Ships

SimCity (reviewed for Macintosh in March, '89 issue) has now got an add-on Terrain Editor available with which you can custom design



Before
Smoothing

After
Smoothing



landforms to use with the original program. There's a modified random terrain generator as well as a tile-by-tile paint mode. The program can also modify existing SimCity cities by removing or adding lakes and rivers, trees, etc. Simple to use, it will add a good deal of variation to the main program.

News from Cinemaware and Spotlight Software

Cinemaware is set to introduce THE KRISTAL for Amiga and Atari ST (MSR \$49.95) this month, the first science fiction computer epic to be based on an original stage musical (The Kristal of Kronos). The slightly daffy tale centers on Dancis Frake, a space pirate who seeks the long-lost Kristal of Kronos. Frake emerges from a timeless dream with no memory of his identity or origins, and he sets off on a journey to discover the secrets of his past and make something of his future. The three-dimensional graphic settings are quite spectacular, and the game includes adventure, space exploration, and arcade action elements. THE KRISTAL is also planned for MS-DOS systems. And Cinemaware has announced the fourth title to be marketed under its Spotlight Software label: the three-dimensional space adventure, DARK SIDE (\$39.95 Amiga, Atari ST, MS-DOS; \$29.95 Commodore 64/128). Featuring Freescape, a smooth-scrolling, solid 3-D graphic system, DARK SIDE takes the player on a first-person journey into space which is full of arcade action, surprises, and puzzle-solving. The game is set for release next month.

MS-DOS

POLE POSITION II (★★/★★) indicates, from the title, that it is an all-new sequel to the original Pole Position. However, this one from *Mindscape*, is simply a reshuffle of its predecessor (albeit always a favorite of ours). Included are four racecourses for the big races. First, you must qualify on one of them to win a starting position. Then, it's on to the race with competing cars. Gather 50 points for each car you pass while attempting to avoid crashes into signs, cars, and other hazards. Your car has two gears, high and low, in order to maneuver while going for top speeds.

Doesn't Measure Up to New State-of-Art Games

While a venerable favorite of ours, this game no longer measures up against such racing games as *Test Drive* (by Accolade). Certainly one of the best of its time, there's nothing new here to bring it into the arena of these all-new, state-of-the-art racing games which include pitstops, more graphics, and more racing challenges. We also feel the name, *Pole Position II*, is misleading as it could make the buyer think they are getting their old-time favorite, with state-of-the-art features. Not true! We feel this is a definite pass! (one player; reviewed on MS-DOS; joystick optional)

Not Recommended (MSR \$39.95)

STEEL THUNDER (★★1/2/★★1/2), a military simulation tank warfare game from *Accolade*, has been converted for MS-DOS use.



Taking place in today's global hot spots (Cuba, West Germany, and Syria), you operate one of four tanks on the front line assuming the role of

tank commander, driver, and gunner. There are 24 day and night missions to choose from and you must outfit your tank before going into battle. Then, you receive an overview of the crisis and get your assignment. Your view is from the cockpit as you attempt to disable the enemy without taking on too much damage on your tank. In the cockpit, there are all the controls with six weapons systems with gun-sights. There's a handy keyboard overlay to help with the keyboard functions.

Still Not

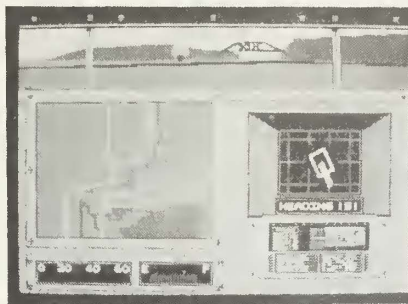
Exciting

We weren't too dazzled with the original C64 version and basically have the same complaints here. You must move through several screens choosing armaments, tank, etc., before moving into battle. Once there, you simply seek out enemy tanks, aim, and shoot. Might be good for a few short sessions but we still don't see the longevity here. (one player; 384K; also available for C64)

Not Recommended (MSR \$39.95)



ABRAMS BATTLE TANK (★★★1/2/★★★) is the second combat tank simulator to come our way this month for MS-DOS, this one designed by *Dynamix* and distributed by *Electronic Arts*. In this



simulation, you only have the choice of one tank, which is fine as there are other attributes. You'll head out over pretty good 3D landscape (you'll even feel the bumps on the road, recoil of the gun, etc.!) as you choose among 8 scenarios (day

and night both available) as well as a World War III scenario. You have four different battle perspectives and must identify friend and foe.

Your mission is to seek and destroy enemy bases, reopen supply lines, protect convoys from ambush, and more as you either play single missions or play through an entire campaign of all eight missions.

Much More Realistic

This game is much more realistic than *Steel Thunder* in both gameplay and graphics. The 3D perspective is quite good as are the sensations of feeling the movement and gun recoil. The gameplay gives you a good bit more also as we found the approach just more exciting all the way around. As opposed to screens outfitting and choosing your tank, there's more to the action side of this one (although you must also choose your weaponry for this game). All in all, if you're looking for a tank simulator for your IBM/compatible, this is the better one (one player; reviewed on MS-DOS)

(MSR \$39.95)



FIRST OVER GERMANY (★★/★★★) is a World War II B-17 air combat and flight simulation program from *SSI* in which you are involved in the actual events surrounding the formation of the 306th Bomb Group, including training and 25 possible flight missions. You start out as a second lieutenant pilot with just a few hours of flight experience. Join the men who began daylight bombing raids against Hitler in October 1942 as you choose a crew, engage in several training missions and then make the actual missions.

For Simulation Buffs

Another in the long line of fine SSI simulations, this one is billed for intermediate simulation fans. These games are never known for their graphics excellence, as all the effort goes into the intricacies of putting together a historically realistic game with all the elements of fine flight and fight simulation. If these are your fancy, you should enjoy the challenge of this one. (one player; also available for Apple II and C64; reviewed on MS-DOS)

Recommended (MSR \$49.95)

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MS-DOS

SPEEDBALL (★★★1/2/★★★1/2) is a real departure for *Cinemaware* as they enter the sports arena via their "Spotlight on Sports Action" series. A strange combination of hockey, soccer, and basketball in a hybrid form for the 21st century, it features two five-men teams competing to score goals as they maneuver a 5-pound solid steel ball around on a alloyed metal surface. You'll have a true birdseye view as you look down on this odd field in a complete free-for-all in spiked armor bodywear. The field includes a ball launcher, bounce domes, and warp tunnels (very handy for making passes to a teammate on the other side of the arena). In addition there are power tokens (rotating coins appearing around the arena at various times) and power tiles (rotating squares which allow you to have various effect on the opposition...different squares create different effects). Gameplay, other than these 21st century additions, are familiar as you pass and move around the arena floor. In this no-rules world, you can even try and bribe the officials. There's a league system as eleven teams go for the championship with you choosing the length of each playing session — the computer will pick the schedule.

Wild and Wooly

This is definitely not like any sports game of the 1980's but it's fast and furious as you attempt to manipulate your men around and score against the competition. The graphics are very strong, with the direct overhead shots of the men large and with good detail. Most similar to a combination of soccer and hockey, this should appeal to sports fans out there who'd like to try something just a little different! (one player; two-player simultaneous; joystick optional; 512K; reviewed on MS-DOS; coming for Amiga, Atari ST, C64)

Recommended (MSR \$39.95)

MACINTOSH Software

WHERE IN THE U.S.A. IS CARMEN SANDIEGO (★★★★★★★★) comes to the Macintosh, a machine which is highly adaptable to the "gameplay" in which you must track down the whereabouts of villainous Carmen and her gang of 15 across the U.S., recovering such stolen treasures as the Liberty Bell(!), Davey Crockett's coonskin cap, or anything else as nothing is sacred to this dastardly crook. Part of a very successful series from *Broderbund*, it features an on-screen map as well as a special 800-page plus Fodor's travel book on America. The game becomes a great geography learning tool for the kids as they research various hints of where Carmen may be headed through the book's guide to the various states and cities. There's plenty of humor along the way as you work with the computer at your Acme Detective Agency. You can match clues with the suspect's description. There are 16 suspects in all, traveling throughout the 50 states and the District of Columbia.

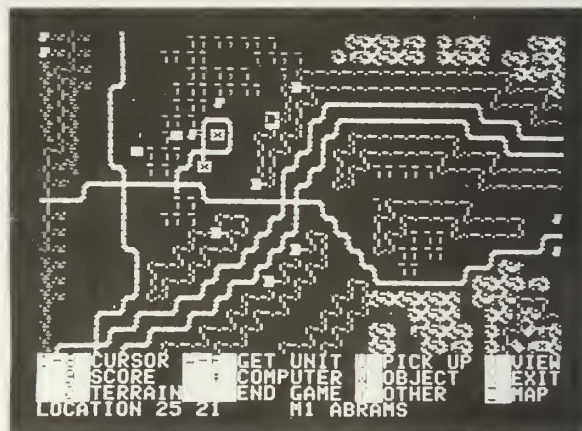
Great Fun and Educational Too!

We've always enjoyed the various Carmen Sandiego games as they have released in the various computer systems, and this is no exception! The gameplay is so varied because of the random games and so many cities to visit, that it will take quite a long time to feel as though you've explored everything. The graphics are just terrific, with lots of fine animation and sound effects to add to the game. We guarantee you'll learn something about geography along the way too! With over 1500 clues and "thousands" of random games, you'll find many delightful sessions ahead of you! (one player; reviewed on Macintosh; also available for Apple II, C64, MS-DOS)

Recommended (MSR \$49.95)

APPLE II Software

OVERRUN (★★★★) is billed as a modern land warfare simulation where you can fight tomorrow's land battles today. From *SSI*, the theatre of battle is Europe and the Middle East as Russia and her allies fight the U.S. and her allies. There are 8 pre-programmed scenarios



included, three of which cover the Arab/Israeli battles of 1973. While not billed as a construction set, the game allows you to create your own missions, maps, and troops. Your weaponry includes a wide variety of ground ammunition currently available, as well as several which are in development. Based on the same game system developed for Panzer Strike! and Typhoon of Steel, the map in Overrun is 50% larger, in order to account for the increased ranges of today's weapons.

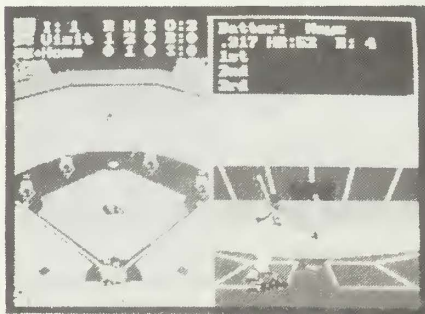
A Great Amount of Detail

This advanced level strategy game includes a great amount of detail as you simulate single battles or an entire campaign. There's loads of information to be dealt with in the manual which includes everything from briefing on the various armament to strategies on going into the battle. The ability to use the game as a construction set as well adds to its enjoyment. Any tactical game player will enjoy the depth of this warfare game. (one player; two player; reviewed on Apple II; also available for C64; coming for MS-DOS)

Recommended (MSR \$49.95)

New Earl Weaver Upgrade

MS-DOS owners can play *Earl Weaver Baseball 1.5* which is enhanced to support 16 color graphics and full VGA graphics. Also, there's a simpler keyboard interface for on-screen menus and custom



game options. In addition, there are 1.5 versions of the Commissioner Disk and 1988 MLBPA Player Stats disk. Retail is \$39.95 for MS-DOS (\$44.95 for 5-1/4" and 3-1/2" combo) with the Commissioner's Disk and MLBPA Player Stats disks retailing for

\$19.95 each. If you have the original Earl Weaver Baseball for MS-DOS, you can upgrade by sending \$17.00 (plus \$3.00 s/h and original manual cover) to Electronic Arts.

AMIGA Software

BUBBLE BOBBLE (★★★1/2/★★★1/2) is a bit of silly fun from *Taito* in which there are over 100 screens where you must work your way through by blowing bubbles to trap your enemies. Once those beasties are surrounded by a bubble, they float harmlessly to the top until the bubble bursts and they head back down. If you bump them while they're encased, bonus items appear. You'll bounce your way up and down as Bub and Bob, two cartoon dinosaurs trying to rescue their friends from the evil Baron von Blubba.

An Engaging and Addictive Game

This has been one of Europe's most popular arcade games and for good reason. It's loads of fun and walking away from it is pretty difficult as you blow and burst bubbles, moving up and down the levels. The graphics are bright and colorful with great sound effects. This is just great fun for the entire family as you move through 100 levels of play with accelerating speed. Add this one to your library! (one player; two player cooperative; joystick required; Amiga version reviewed; also available for Nintendo, C64, Apple II, Atari ST; coming for MS-DOS)

Recommended (MSR \$34.95)

RENEGADE (★★★/★★) is a street-fighting game from *Taito* set in five different urban locations where you're accosted by thugs. As you go against these thugs at each location (including a subway station, wharf, alley, etc), you must use your fists and kicks to defeat them. It's definitely a violent scenario!

Repetitive

As in the earlier Nintendo version we reviewed last year (February), we found not enough variation for our liking. We found that there's too much of the same thing over and over again, in spite of different locations. We don't think there's enough here for session after session of play. A nice job has been done with the graphics, taking advantage of Amiga's capabilities. However, with the gameplay weak, if possible, try it out before purchase. (one player; two-player alternating; joystick required; reviewed on Amiga; also available for Nintendo, Atari ST, C64, MS-DOS; coming for Apple II and Apple IIGS)

Not Recommended (MSR \$34.95)

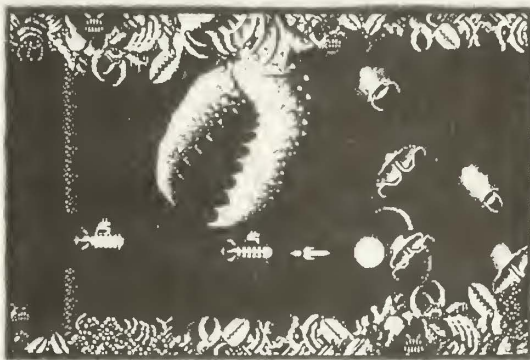
OPERATION WOLF (★★★★/★★★★), based on an extremely popular coin-op, is a military action game from *Taito*, featuring great gameplay and simply awesome graphics with sound effects! It's a hostage mission in which you must go up against heavily armed terrorists in order to rescue American Embassy officials who have been taken prisoner. You're armed with a machine gun and grenades and must make your way through six different missions to get the hostages to a waiting transport plane. Move from the enemy ordinance facility to the jungle, village, ammo dump, and prison camp. When you move into the prison camp, be sure you don't kill any of the hostages!

Action and Great Graphics

It's good against evil as you go up against this relentless enemy. The gameplay is fast and your reflexes better be good as there's no time to think! Taito has done an absolutely outstanding job with the graphics on this Amiga version as the terrorists practically jump off the screen at you! There's plenty of sound effects too, making this a great action game all the way around! This is another fine addition to any action lover's library! (one player; 2 disk drives highly recommended; enhanced play with 1 MB of Ram; reviewed on Amiga; also available for Nintendo, C64; coming for MS-DOS and Atari ST)

Recommended (MSR \$34.95)

BLOOD MONEY (★★★★/★★★★) is something really special from *Psygnosis* featuring some of the most extraordinary graphics we've seen! You'll probably want to see the opening sequence a few times before you even want to play. Asteroids come at you as though you were right in the middle of *Star Wars, the Movie*. Now this is true 3D!!!



Voice synthesis gives you an opening and proceeds to go into song as you prepare to enter one of four different hostile

planets in a quest for gold and glory. You'll meet aliens like you've never met before, with backgrounds and animation that are just the best. Lest you think it's just graphics, this is some of the toughest gameplay any action lover will encounter as you must move around incredibly obstacles, firepower, and kill these amazing aliens which come from every which way. There are upside-down walkers, huge blue jellyfish-like creatures, immense claws, and many more imaginative creepy-crawlies.

23-Year Old Designer

David Jones is 23 (from Dundee, Scotland) and programmed *Psychapse's* earlier *Menace*. There's no question this guy is truly talented. He's even enclosed an interesting little story about the programming of the game within the pages of a manual which is filled with wit. There aren't too many games that we go totally overboard on, but this one is right there! Run, don't walk, to your nearest software store for the one! (one player; pause; reviewed on Amiga)

Recommended (MSR \$39.95)

Newest Hall of Fame Member Elected by Readers

The votes are in and counted, and those of you who participated in this year's Hall of Fame voting have elected Activision's endlessly addictive and fascinating computer game, *SHANGHAI*, to the Computer Entertainer Readers' Hall of Fame. *SHANGHAI* becomes the seventh game to be honored by our readers as one of the "best of the best." Runners-up in the voting have earned Honorable Mentions in this year's balloting: *ZELDA II: THE ADVENTURE OF LINK* by Nintendo for the NES; *PHANTASY STAR* by Sega for the Sega Master System (these first two runners-up nearly tied in the voting); *EARL WEAVER BASEBALL* by Electronic Arts for Amiga and MS-DOS; and *TETRIS* by Spectrum HoloByte for all computer systems. And so Computer Entertainer has begun its eighth year of publication, and there are now seven members of the Readers' Hall of Fame, one each for the newsletter's seven full years of continuous publication. A drum-roll, please, and a little trumpet fanfare as we honor our readers' choices for their all-time favorite games:

SUPER MARIO BROS. (Nintendo for NES)

GUNSHIP (MicroProse for Commodore 64/128)

FLIGHT SIMULATOR II (SubLogic for all systems)

ALTERNATE REALITY - THE CITY (Datasoft for Apple II, Atari XE/XL, Commodore 64/128)

ZORK TRILOGY (Infocom for all systems)

LEGEND OF ZELDA (Nintendo for NES)

SHANGHAI (Activision for all systems)

A Great Idea from Interplay

In what has to be one of the most customer-sensitive policies that we've seen lately from a software producer, Interplay Productions has announced a new software exchange policy for purchasers of games on the company's independent publisher label: NEUROMANCER, BATTLE CHESS, and forthcoming entertainment titles (distributed by Mediagenic). Interplay now permits customers to exchange their software for a version that operates on a different hardware system by sending the original disks, a note indicating the desired version and customer's return address, and \$15 for the exchange plus \$3.50 postage and handling to Interplay Exchange, P.O. Box 8123, San Francisco, CA 94128-9986. According to Interplay president Brian Fargo, "If one of our customers goes to the expense of buying a new computer, he shouldn't have to pay full price to replace compatible software. With this policy, our customers can exchange an Interplay product at an affordable rate." What a great idea!

Interplay to Show *DRAGON WARS* for Apple II Family at CES

DRAGON WARS is the newest title announced by Interplay Productions, and it will be shown for the first time at CES next month. The program for the Apple II family (MSR \$49.95) is a graphic fantasy role-playing game in the tradition of Interplay's "Bard's Tale" series (distributed by Electronic Arts) and will be capable of using characters developed in those games. The program promises to offer sophisticated, detailed graphics and animation with a pop-up window environment, and it will feature auto-mapping and a unique combat system adapted from the popular paper-based super-hero role-playing adventures. The system permits the player to choose the level of combat resolution, determine spell strength, and select tactics of ranged combat. The story is set in the water-and-island world of Oceana, home of the legendary island of paradise, Dilmun. In his attempt to rule all of Oceana, King Drake has declared magic illegal and has begun conquering islands. The player and a party of pilgrims set out on a voyage for Dilmun, only to become involved in a quest to find out why magic has been declared illegal and to stop Drake's conquest. The program is also planned for Commodore 64/128 (\$44.95) and MS-DOS (\$49.95).

Atari ST Version of *PIRATES!* Due This Month

MicroProse's acclaimed *PIRATES!*, a game combining elements of role-playing adventure, historical simulation and action sequences, is set for release on Atari ST this month. The newest version is promised to contain the best elements of the two most recent versions of the game: playing mechanics the same as the Macintosh version and graphics similar to the Apple IIGS version. The ST version features new music by Ken Lagace, MicroProse's resident sound engineer, and it will support the system's MIDI board. Tentative retail price is \$44.95.

New from the Flight Experts at SubLogic

SubLogic recently announced the availability of Scenery Disk #9 (MSR \$24.95) for use with all SubLogic flight simulation programs and Microsoft Flight Simulator. The mid-west U.S. disk covers the Chicago, St. Louis, and Cincinnati sectional areas with 3D detail—you can even try flying under the Gateway Arch in St. Louis! And there are more scenery disks in the works, including HAWAIIAN ODYSSEY scenery adventure and Scenery Disk #12 (New England: Halifax, Montreal, New York). Also new from SubLogic is the INSTANT FACILITIES LOCATOR (\$39.95) for use with Microsoft Flight Simulator Version 3.0 for MS-DOS systems. This add-on program lets you quickly transport yourself to any airport or other identifiable location. The program includes an Extended Version, usable only on hard disk systems, which contains database listings for every airport, runway and radio nav-aid in every currently available SubLogic Scenery disk.

MS-DOS

Gaming on Your PC: How Does It Sound?

If you own an IBM PC or PC clone, do your Amiga, Atari ST, Apple IIGS and Macintosh-owning friends snicker at the pitiful beeps and boops coming from your PC's internal speaker whenever there is music in a game? You've invested in a joystick and a good color card and monitor. Your machine certainly looks as good as theirs, and you mutter some remark about the MS-DOS systems' representing the fastest-growing part of the entertainment portion of the software market. All true, but you secretly envy the great sound your friends enjoy on their systems. Your PC can sound sound as good as it looks, but you will have to part with some money. We have had the opportunity to try out the Ad Lib Music Synthesizer Card (MSR \$195), a half-size card that adds eleven voices to your system. The sound is then routed through either headphones, amplified speakers or your stereo system. You won't believe the difference it can make in your gaming pleasure. Chances are, some of the software you own already supports the card. Several of the games reviewed in this issue support it, and more are being released all the time. For anyone who is serious about playing games on an MS-DOS system, we believe that a music card is a necessity. There are several available, although we've tried only the Ad Lib and heard demonstrations of the Roland MT-32 (\$550). If you're interested in previewing the sound from these two cards, Sierra offers a music demo cassette for just \$1.95 shipping and handling. (Send to Sierra On-Line, Inc., Attn: Fulfillment Dept., P.O. Box 485, Coarsegold, CA 93614.)

OMNICRON CONSPIRACY (★★★1/2★★★) is a looney, tongue-in-cheek space adventure from *Epyx* (licensed from First Star Software). The game puts you in the role of Captain Ace Powers of the Star Police, and you've been assigned to find the missing Operative 786 and bust an intergalactic drug ring. Sounds serious, doesn't it? While the thread of a serious mission does hold this game together, the story frequently threatens to burst apart at the seams as some inspired bit of craziness makes you laugh and forget your mission temporarily. But on to the story. Your character moves within a three-dimensional environment, frequently accompanied by his personal droid, PAL (Personal Automatic Link), as he explores over 250 "rooms", meets strange people, and tries to keep the planetary peace. The goal is to locate the alien drug lab and stop the mad scientist, Quattro. Along the way to your goal, you'll run into many bizarre characters and outlandish situations. Interaction with the story is quite easy. It's a simple matter of moving your character around and issuing commands via icons and menus. We found many aspects of this game derivative (the designers were certainly inspired by Sierra's "Space Quest" series and certain scenes from the "Star Wars" movies, such as the alien-inhabited space nightclub). Even though it's not completely original, however, we certainly enjoyed playing **OMNICRON CONSPIRACY** for its often barbed humor and enjoyable quest. (Solo play; Joystick or keyboard; Pause; 512K; CGA/EGA/MCGA/Hercules/Tandy; Not copy-protected.) Available for MS-DOS only.

Recommended. (MSR \$49.95)

RED STORM RISING (★★★★★★★★) is the long-awaited war-gaming simulation from *MicroProse*, which is based on Tom Clancy's best-selling novel of the same name. Was it worth the wait? You bet. Even without the added attraction of the game title and the association with best-selling author Tom Clancy, this is a class act among simulations. We understand that the folks at MicroProse are a very picky bunch of absolute perfectionists, which means that nothing ships until

it's perfect with a capital "P." This attitude often delays releases, but it ensures the kind of slavish devotion that MicroProse typically gets from the fans of its games.

The Game

The game opens with a series of choices: four time periods (1984-1996), the class of nuclear attack submarine (SSN) you will command, four levels of difficulty, and four groups of scenarios (training actions against a sub or destroyer, battle simulations, and the full Red Storm Rising campaign). You have full control over your boat's many systems, so it takes quite a bit of practice to become thoroughly familiar to the point that you're ready to take on a real enemy whose firing can harm you. A "help" function is built into the program, so it's possible to ask for advice at points where you may be unsure of yourself. As you try your newly acquired skills at the battle sequences, you soon learn the truth of Clancy's comment in the preface of the game manual: "The business of a submarine is stealth...You are safe only so long as you are undetected." Battle simulations include a one-on-one duel with a Russian SSN, a duel with a group of Russian subs operating under wolfpack tactics, a search-and-destroy mission against a Russian ballistic missile submarine (boomer) which is escorted by one or more attack subs, and several others.

The full Red Storm Rising campaign is, of course, the ultimate challenge of many missions. This one is a "conventional" (non-nuclear) World War III simulation from first invasion to final victory or defeat. It is designed with unpredictability in the Warsaw Pact's strategies and actions, meaning that it can be played over and over again for a different experience each time. The program is flawlessly executed, with excellent graphics, suspenseful realism, superb documentation, and outstanding depth of play. The results that MicroProse has achieved with RED STORM RISING prove that perfectionism pays. (Solo play; Joystick and/or keyboard; Pause; 384K; CGA/Hercules/EGA/VGA/MCGA; Supports Innovation and Ad Lib sound boards; Key disk copy protection; Blank disk required for game-saving.) MS-DOS version reviewed; also available for C64/128 and planned for other systems.

Recommended. (MSR \$54.95)

PROPHECY (★★★1/2/★★★1/2) from Activision is a game for those who prefer a heavy dose of action along with their role-playing adventuring. Unlike most action-oriented adventures, however, this one does not stint on the elements of more "serious" adventuring, such as multiple weapon choices, player characteristics that affect your success, interaction with non-player characters, and extensive use of magic. The story begins in the tiny village of CrissCross, where the population has remained safely hidden for many years from the evil Krellane, ruler of the Gendorian Empire. But Krellane's minions have finally found CrissCross and left it in ruins. Your friends have all been slaughtered, so you try to find a way to defeat Krellane and fulfill the Prophecy. You search the remains of your beloved village, finding only bodies and a few unfriendly creatures. The weapons storehouse has been raided by Krellane's forces, so you have to search elsewhere for the items you will need. And so it's into the dungeons for you—all seven levels of them—full of monsters, treasures, clues, weapons, and magic. You can teleport between levels, perhaps leaving a great danger for a greater one. And monsters are not the only danger you'll encounter. You may contract diseases or be poisoned by the enemy. Only experience in the dungeons can teach you the best defenses for each encounter, whether it be weapon or magic and what type of either will work to your best advantage.

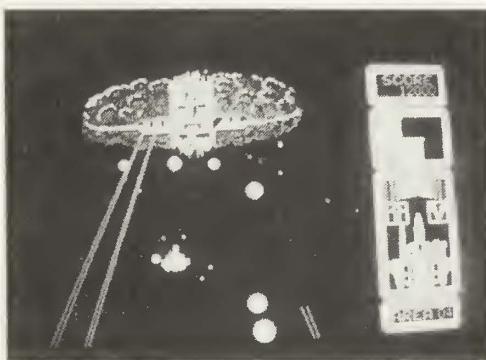
Balance of Action and Adventure

Superficially PROPHECY has the look of a maze adventure such as "Gauntlet" because of its top-down view of the game world of dungeon

rooms. However, there is much more to PROPHECY because of the well developed system of magical spells, character attributes, weapons and interaction with other characters in the game. This is the most balanced combination of arcade-style action with adventure gaming that we've played. Those who dislike any action elements in their adventure games may not approve, but we think most players will find PROPHECY a game that truly challenges both intellect and coordination. (Solo play; Joystick or keyboard; Pause; 512K; CGA/EGA/MCGA/VGA/Tandy; Not copy-protected; 5.25" & 3.5" disks.) Available for MS-DOS only.

Recommended. (MSR \$39.95)

SILPHEED (★★★★★★1/2) is as slick a piece of arcade gaming as we've ever seen (and heard) on an MS-DOS system. Created by Game Arts of Japan and enhanced visually and sonically by the designers at Sierra, SILPHEED could almost make you believe that your desktop PC has become a coin-op machine—especially if you've added a music card to your PC. (We had the opportunity to play SILPHEED with a newly installed Ad Lib Music Synthesizer card; see related item



in this issue about the Ad Lib card.) SILPHEED is backed by the kind of story that will be familiar to any of our readers who are familiar with Japanese space-themed video games: the peaceful Milky Way Union is

threatened by Xacalite, the merciless leader of a gang of interplanetary terrorists intent on conquering the Union. Xacalite's battleship Gloire is attacking the Union's main defense base, and the supercomputer has determined that the Union's best chance of survival rests in your hands. The Milky Way Union sends you off alone in a Super Air Fighter SA-08 SILPHEED prototype which has just passed its initial function tests. Of course the plot is timeworn and a bit corny, but who cares if the game plays well? And this one certainly does.

Challenging Play Action

Your sleek SILPHEED craft warps into space, quickly running into enemy craft. Fortunately there are opportunities to acquire extra firepower, shields and other helps. Some of these are found by flying into items known as Golans. Unfortunately, there are asteroids that closely resemble Golans, so you may blow yourself to bits just at the point when you think you're about to acquire a necessary weapon. The initial stages of battle occur in outer space, with stars, asteroids and enemy craft speeding toward you. However, there are 20 levels of play in the game, some occurring above the surface of planets. It doesn't take long for the action to become furious, so it helps to make note of which weapons work best on which levels. Throughout the game, beautifully rendered vector-like graphics give the spaceships a crisply futuristic look. The soundtrack of ten different songs from the original Japanese game has been enhanced by a rhythm track added by Supertramp's Bob Siebenberg, and the music adds a great deal to the enjoyment of the game. (You'll have to trust us on this one if you're still listening to the squawky sound produced by the IBM's internal speakers.) SILPHEED may have a conventional storyline, but the play action is challenging and the designers have made it difficult to stop playing. (Solo play; Joystick or keyboard; Pause; 512K; CGA/EGA/MCGA/VGA/Tandy; Supports Roland MT-32, Ad Lib, IBM music

cards; Not copy-protected 5.25" & 3.5" disks.) MS-DOS version{ reviewed. Planned for Atari ST, Amiga, Apple IIGS, Macintosh, Apple IIe/c.

Recommended. (MSR \$34.95)

The Amazing Spiderman and Captain America in **DR. DOOM'S REVENGE** (★★★★★1/2) brings the pages of Marvel Comics alive on your screen as you guide the two super-heroes in a quest to foil Dr. Doom's dastardly plot to wreak nuclear havoc over New York City with a stolen missile. *Paragon Software* has created an interactive comic book that lets you participate in the heroics at any of three difficulty levels. The setting is Dr. Doom's fortified castle, and the story that leads up to the game is presented in a special edition of Marvel Comics included with the game. Within the game, a moving hand travels from comic panel to panel, frequently stopping to take you into one of over 30 action sequences where you control Spidey or Cap in their battles against Dr. Doom's robots or one of the Super Villains. Each Super Hero and Villain has his own particular set of fighting moves, so it takes some practice to learn how to deal with such wonders as exploding jack-o-lanterns and lightning bolts. **DR. DOOM'S REVENGE** is a very well designed program that does homage to one of the pillars of American pop culture, Marvel Comics. The manual not only does a good job of describing the game elements, but it also provides background details on each character and a history of Marvel comics. This one is a must for kids of all ages—even the grown-up ones—who have ever thrilled to the adventures of Spider Man and Captain America. (Solo play; Joystick or keyboard; Pause; 512K; CGA/EGA/Tandy; Supports Ad Lib music card, Hearsay 1000 speech card.) MS-DOS version reviewed. Coming soon for Amiga; also coming for C64/128 at \$39.95.

Recommended. (MSR \$44.95)

AMIGA Software

SHOGUN (★★★★★) is one of *Infocom's* new breed of interactive fiction enhanced with graphics used for story illustrations, text borders and rewards for success in certain portions of the story. **SHOGUN** is an interactive adaptation by Dave Lebling of James Clavell's best-selling novel. In the computer adaptation, you take the role of the seventeenth-century English sea pilot, John Blackthorne.



The story begins amid storm-tossed seas on the deck of the Dutch merchant ship *Erasmus*. On this long voyage seeking the Japans, already four of five ships in the fleet are lost. There are fewer than thirty men still alive, and those just barely hanging on, including the captain below in his cabin. The surviving crewmen have been demoralized by the hardships of the voyage, and they doubt even the existence of the Japans. Your immediate task is to keep as many alive as possible while maintaining your authority, in hopes that the ship will soon make landfall. But when you finally reach Japan, you find yourself in the middle of feudal strife as two warring daimyos, Lord Toranaga and Lord Ishido, both hope to become Shogun, or supreme ruler. As a stranger thrust into an unfamiliar culture with people whose ways are much different from yours, you are suddenly drawn into political intrigue. In your role as Blackthorne,

your task is to think for him and make his decisions, rather than to solve a lot of puzzles. If you have read the book or seen the TV miniseries based on it, much of what happens in the game will be familiar. Like the character in the book, you must be prepared to think quickly and adapt to the ways of feudal Japan.

Sumptuous Graphics, Excellent Prose, But No Sound

Narrow-minded purists may turn up their noses at—heaven forbid—graphics in an Infocom program. We're equally comfortable in a storytelling situation with or without graphics, and we believe that the sumptuous graphics add to the enjoyment of Infocom's typically excellent prose. However, we're very uncomfortable with the lack of sound of any kind in this program. Maybe this lack won't bother everyone, but we really expected at least a little music to go with all that beautiful artwork. Aside from the lack of sound, we liked the program very much. Both Dave Lebling's writing and the artists' stylish graphics are very much in keeping with the theme of Clavell's novel. (Solo play; Mouse and/or keyboard; Not copy-protected; Blank disk required for game-saving.) Reviewed on Amiga. Also available for Macintosh; planned for Apple II and MS-DOS. Recommended. (MSR \$59.95)

SNEAK PREVIEW COMMODORE 64/128 Software

POCKET ROCKETS (★★★★1/2/★★★) is a new motorcycle racing game from *Capcom* which is set to make its public debut at CES next month. The game should be available in stores later next month, to be followed by additional versions in late summer. The game gives you a choice of four street-legal but very speedy 600cc sportbikes: Suzuki Katana, Yamaha FZR, Kawasaki Ninja, and Honda Hurricane. The first set of screens shows you the machines and their specifications (such statistics as engine displacement and bore, top speed, fuel usage, etc.). Choose one and then try your hand at road racing or drag racing. In the road racing sequence, you take the motorcycle of your choice onto the course where you'll see the cycle's instrument panel in the foreground, a cycle with rider on the road (your character), and the road itself stretching into the distance of a city skyline. The object, of course, is to complete the laps of the course in as little time as possible. This means going for maximum speed, using gears to best advantage without red-lining the engine—and staying on the course with its many curves and varying scenery. Sound effects are good, and there is a real sensation of speed in the nearly first-person perspective. Drag racing, the other event in the game, requires no steering so you can concentrate all your efforts on getting the maximum from your timing in accelerating and shifting. Because of the side-on view, there is not the exhilaration of speed that you feel in the road race. Drag racing has more to do with timing and precision in this game. Basically **POCKET ROCKETS** is a pretty straightforward racing game that offers good graphics, realistic sound effects and shifting action, and an especially good feel in the road race sequence. It's not a game of great depth and variety, but it does offer a lot of speedy fun. (Solo play; Joystick.) C64/128 version reviewed; coming soon for MS-DOS (\$34.95) and Amiga (\$39.95).

Recommended. (MSR \$29.95)

THE VIDEO GAME UPDATE

First Look: Sega MegaDrive 16-Bit System

Last month we took a look at the NEC PC Engine, available only in Japan (with small pockets of imported units finding their way to the U.S.). The second unit we picked up in Japan, and one which we'd been hearing a good deal about, is the Sega MegaDrive 16-Bit System. (Even if you should find an imported unit in your town, think twice before purchase as it will *NOT* be compatible with any U.S. games...you would have to purchase imported Japanese games for the life of the machine.)

The Unit Itself

Upon opening the package, we discovered a console which is similar in size to the available U.S. Sega system. A little more "square" in dimension, the cartridge slot is on top. There is an extra feature on the unit which allows for volume control for a pair of earphones. The controller (the unit comes with only one!) is very reminiscent in size and shape to the Nintendo MaxPad. It is, therefore, larger than the traditional Sega control pad and comfortable to cradle in both hands. There are three trigger buttons, with the directional pad in place on the left. The software is similar in size to Sega cartridges, with a slightly more rounded casing.

The Games

We came back with two games for the unit (The titles currently available in Japan are *Altered Beast*, *Space Harrier II*, *Super Thunder Blade*, *Phantasy Star II*, *Alex Kidd in Tenkumajo* [not directly translatable, this is a Kidd adventure in a castle setting], and *Oslmatsu-Kun* [action game featuring comic book character that is well known in Japan] as the unit has been available for only about six months there). The first, immediately identifiable to any game player, was *Space Harrier II*. Upon hitting the start button, we found we could enter any one of several different worlds for our adventure. What hit us right away were the incredibly clean, colorful, large graphics that the game sports. The details of the Space Harrier are phenomenal and rival any coin-op out there. The backgrounds are rich, colorful, and offer many different venues of conflict. There are palm trees, columns, and many more obstructions which are richly detailed and offer tremendous challenge to avoid as you roar through the levels. Most impressive are the myriad of beasts and creatures which come at you in unending rapidity. There are some pretty amazing graphics on these guys! By the way, there's also excellent sound. The second game, *Altered Beast*, really showed off the incredible graphics capabilities in the area of

large, very well-animated characters. Here, in the land of ancient gods and spirit demons, the dreaded Neff (lord of the undead) has kidnapped the daughter of Zeus. Zeus brings a Roman Centurion back from the grave to rescue her. With the use of Spirit Balls, Centurion can shed his human form and transform into beasts of amazing power. Move through amazing worlds and transform into some pretty fancy beasts. There's speech, animation, vivid colors, music, and terrific gameplay...a great combination for any gameplayer!

Entry Into The U.S. Market

While being kept under wraps, the Sega 16-Bit System will enter the U.S. market this fall under the name *GENESIS*. We have been told that it will be shown at the upcoming C.E.S. (allowing us to report on more software and further details). We expect approximately 6-7 titles to be available at the time of release with about 10 available by Christmas. Sources tell us that game development for Genesis will be occurring on both sides of the Pacific - some games designed in Japan, some in the United States by American development teams. Terrific news for any Sega owner as a "Power Base Converter" will be available as a separate item to Genesis, allowing it to play all current Sega Master System cartridges. This alone will be a major selling point. In speaking with independent game developers, we have learned that this system has very sophisticated capabilities which have not yet been exploited in the first few 16-bit games. Genesis is, indeed, a gaming system which has the ability to really shake up the industry as the quality of what's being offered far surpasses anything else currently available in the U.S. With an aggressive marketing campaign, Sega could do a great deal to narrow the gap between it and industry giant, Nintendo as Nintendo does not yet have a 16-bit machine. We've noticed a slight slowdown in sales as many gamers who've heard rumors of the impending arrival of 16-bit machines hold off their purchases. This could be an interesting fall, indeed!

Capcom to Release New Disney Games for NES

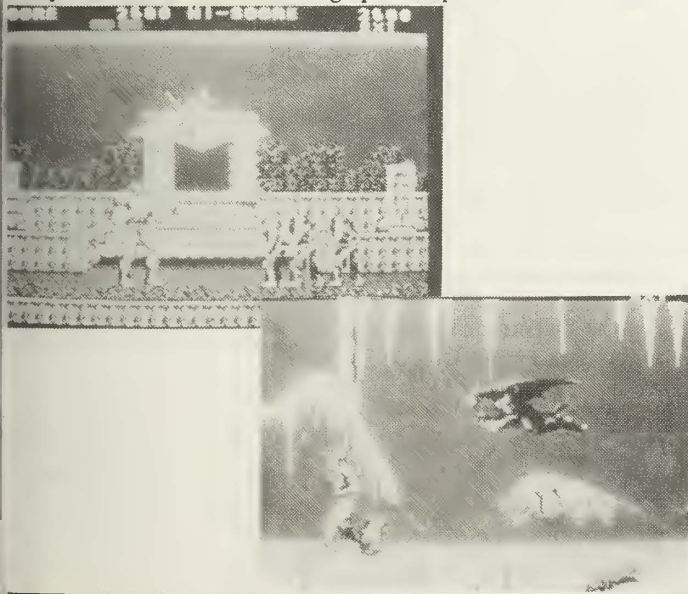
Following the success of *MICKEY MOUSECAPADE*, Capcom has announced more NES games in its line of Disney-licensed titles which will be previewed at CES next month. In *DUCKTALES* (MSR \$49.95), Scrooge McDuck searches for hidden treasures in five different locations. He is assisted by his nephews Huey, Dewey and Louie, plus high-tech Gizmo Duck and young tag-along Gizmo Duck. *ADVENTURES IN THE MAGIC KINGDOM* (\$49.95) is an action-adventure set in a Disney theme park, and the game features Mickey Mouse and a variety of other Disney characters. *RESCUERANGERS* (\$49.95) will feature the antics of Disney's high-energy chipmunks, Chip and Dale.

Rebates Offered to Buyers of Capcom Games

Purchasers of Capcom games for the Nintendo Entertainment System and home computers can now take advantage of a rebate offer which will run through December 31, 1990. Players who send in a rebate certificate along with Universal Price Codes (from game boxes) and their cash register receipts can earn \$2.50 for the purchase of two games, \$5.00 for four games, or \$10.00 for six games.

New Hand-Helds Announced from Konami

SKATE OR DIE, licensed from Electronic Arts, was recently announced as the sixth release in Konami's upcoming group of hand-held electronic games. The other titles are *GRADIUS*, *TOP GUN*, *TEEN-AGE MUTANT NINJA TURTLES*, *CONTRA* and *DOUBLE DRIBBLE*.



Why There Are No Game Hints

A few of our readers have commented on the disappearance of the "game tip" feature that we used to run. That feature has been discontinued permanently because there are now so many sources of excellent tips, hints and even maps in newsletters and magazines produced by various game manufacturers, plus the widespread availability of hints by phone from many game producers. In the very early stages of the current video game boom, we saw a need that we could fill in a small way, even though our primary purpose always was—and still is—providing no-nonsense reviews of entertainment software, along with up-to-the-minute game news.

How to Get Help

If you want lots of tips and help on your games, you should do two things. First, ALWAYS fill out the warranty registration card that comes with every piece of software you buy. This is guaranteed to put you on a mailing list, and you may be very pleased with some of the information about games that comes your way as a result. Some companies even have fan clubs for owners of their games—JOIN! Second, keep this issue, because we're providing you with as complete a list as is currently available of those video game companies that offer tips by phone. (If the company that makes your favorite game is not listed, try writing to them. A few companies that we contacted admitted to having a hint line but would not give us the number because they did not want the number publicized!) Most of the numbers are NOT toll-free 800 lines (which are extremely expensive for a company to maintain), so be aware that becoming a "hint junkie" can create shocks when the phone bill arrives. Sunsoft asked us to tell our young game players that they must have their parents' permission to call. This is a good rule for all long-distance calling if your parents must pay the bill. Many numbers listed are the main numbers for the companies, and you should ask for game hints or customer service or tech support. Phone numbers followed by an asterisk (*) are special lines dedicated to game counseling and customer service. All companies with the exception of Nintendo offer hints only for the games they produce. (Nintendo game counselors offer help for games by Nintendo and all Nintendo-licensed games by "third parties.")

Acclaim Entertainment 516-624-9300*

Activision 415-329-7699*

American Sammy Corp. 213-320-7167

Broderbund Software 415-492-3500*

Capcom USA 408-727-1665*

Culture Brain USA 206-882-2339

Data East USA 408-286-7080*

FCI 212-968-0425*

Hal America 503-644-4117

Hi-Tech Expressions 212-941-9703/9704*

Hudson Soft USA 415-495-HINT*

Jaleco USA 312-647-7077

Konami 312-350-1268*

Mindscape 312-480-8715*

Nintendo 206-885-7529*

SNK Corp. of America 800-PLAY-SNK*

Sega of America 415-742-9300 or 800-USA-SEGA*

Seika Corp. 213-373-0404

Sunsoft 312-350-8800

Taito Software 800-663-8067*

Taxan USA 408-946-3400 ext 253 (Ken)*

Tecmo 213-329-5880

Tradewest 214-874-2683

Ultra Software 312-350-1268*

NINTENDO Software

LEGACY OF THE WIZARD (★★★1/2/★★★1/2) from *Broderbund* combines action gaming with multiple-character fantasy role-playing for an experience that is a little different from the typical action-adventure on the NES. According to the story, a wizard once imprisoned an evil dragon that was terrorizing the land. Now the wizard is a grandfather living in peace with his son, the woodcutter, and his family, but the dragon is threatening once again. The woodcutter, his wife, their two children, and the family pet take on the quest of destroying the dragon. They must find the four crowns that protect the great and magical dragonslayer sword and then defeat the evil beast for once and for all. Play begins at the woodcutter's cabin, where you can choose any of the four family members or their pet, Pochi. Take your character into the monster-infested dungeons, which are divided into five major sections, to find treasure and begin seeking the crowns. Also in the dungeons and the shops are many special and even magical items which can help in the quest. As you explore more of the dungeons with the different characters, you'll find that each character has certain strengths which are especially useful in one of the dungeon sections. During the game, you can return a character to the woodcutter's cabin, save the game and get a password, and then set off with a different character.

More Than Monster-Bashing

Surviving in the dungeons requires quick reflexes and quick wits. However, the task never has the nearly impossible feel to it that some games of this type can have. If you have enough gold, you can always stop at one of the inns for a complete refill of life and magic powers, enabling your character to fight on. The variety of characters with their different attributes keeps the game interesting and challenges you to use each character to best advantage. In fact, strategic thinking is extremely important in this game as you seek the hidden crowns. We enjoyed **LEGACY OF THE WIZARD** because it offers much more than mindless monster-bashing. (Solo play; Password feature.) Available for NES only.

Recommended. (MSR \$44.95)

TABOO THE SIXTH SENSE (★★★/★★) from *Tradewest* is not a game at all, but rather an electronic version of tarot card reading, which has been used for hundreds of years for fortune telling or prediction. The designers caution that **TABOO** is not intended for children under the age of 14, and that it is meant for curiosity value and entertainment only. A session begins with entering your name, date of birth and gender, plus a question that you want answered, and then the cards are shuffled against a dizzying array of flashing colors on the screen. The cards are laid out in a celtic cross, and they are revealed one at a time in the manner of a tarot card reading. When your question is fully answered, the program will also provide you with a set of personal "lucky numbers." **TABOO THE SIXTH SENSE** is at least mildly interesting for a few rounds. However, we don't think it maintains much interest after that, unless you happen to be fascinated by the occult in general and tarot card readings in particular. We're inclined to dismiss this one as strictly a novelty item with very limited appeal. (Solo play.) Available for NES only.

Not recommended. (MSR approx. \$40)

NINJA GAIDEN (★★★★/★★★1/2) features a well developed story with lots of martial arts action and excellent animation. Designed by *Tecmo*, **NINJA GAIDEN** uses cinematic techniques such as closeups, bits of dialogue, and different "camera angles" or viewpoints to create more interest in the story, which is divided into six "acts" comprising

twenty different scenes or areas. The background is set with an opening sequence describing a blood duel between two Ninjas. The defeated Ninja Ken, head of the Hayabusa clan which has been the guardian of the Dragon sword for generations, has left a letter for his son, Ryu. Ken directs Ryu to take the secret Dragon sword and go to America, where Ryu is to seek vengeance for his father's death and uncover an evil plot to conquer the world. You take control of Ninja Ryu upon his arrival in the U.S., where he begins his quest on the mean streets of the city, slashing his way through menacing street toughs and using his incredible Ninja agility to scale walls and avoid obstacles. As he fights his way through enemy characters and finds helpful characters, he learns more about the plotting of the evil Jaquio. You must keep a watchful eye on Ryu's physical strength and his spiritual strength, both of which are vital to his success. Throughout the game Ryu can find special items, including Ninja weapons and increased powers. These, too, are critical parts of winning the game. Tecmo has done a fine job with NINJA GAIDEN. By having a strong story to support the martial arts action, the designers have added to the playability and satisfaction of the gaming experience.

Solo play; Continuation feature.) Available for NES only.

Recommended. (MSR \$44.95)

GOLF CHALLENGE PEBBLE BEACH (★★★/★★★1/2) has some interesting features which should satisfy most armchair duffers. From *Bandai*, you can choose from two levels of play and pick your handicap prior to teeing off. There are additional screens which will provide information and help such as the Scorecard screen (self-explanatory) as well as the Course window in which you can pan the course, as well as moving in for a close-up look at the green. Once you're ready to play, move on to the Shot Screen. You can use the "default" club, or you can override the selection and use another club of choice. There is also a direction cursor which automatically placed. You can also override that if you wish. At the top of the screen you'll have the various information you need such as the club, wind factor, etc. Now it's time to have your golfer come up to the ball and swing. You'll have a birdseye view of him, as well as a cross-sectional view at the top which gives you a side view of the topography. Your swing and hit is the typical combination of a combination of three button pushes, timed for backswing, size of swing, and moment of impact. Once you reach the green, a close-up of the green will appear with marks indicating the direction of the roll.

Quite Realistic

All the elements for an afternoon on the links is here with a nice graphics feel giving multiple views. Being able to play straight through without choosing clubs will be welcome by the novice player, with the ability to change clubs an important feature for anyone who wants to venture out with their own ideas of what club to use and when. This is the first Nintendo game allowing handicaps which adds again to realism. We found the swing meter relatively easy to maneuver and, overall, found the gameplay very satisfying. (one player; two player alternating) Recommended

New Titles Announced by FCI

FCI has announced two new games in the works for the Nintendo Entertainment System, both to be shown at CES next month and to be released later in the year. **WORLD CHAMPIONSHIP WRESTLING** has a self-explanatory title, and **PHANTOM FIGHTER** is a martial arts game in which a Kung Fu warrior battles ghosts and other creatures in eight villages and 100 haunted rooms. FCI also announced the limited re-release of **LUNAR POOL**, their billiards simulation with many table setups and a wide variety of gravity settings. And players of FCI's **ULTIMA** for NES will soon be able to obtain a hint book, which will be available from retail stores that carry FCI games or by mail directly from FCI.

New Comic Book to Star Golgo 13 Character

GOLGO 13: TOP SECRET EPISODE, the NES game by Vic Tokai, is based on fan's best-selling "Golgo 13 Graphic Novel Series," which was created in 1971 by Tokai Saito. Vic Tokai has just announced a joint venture with Japan-based Saito Productions and Lead Publishing Company Ltd. which will result in the release of **GOLGO 13 COMICS** in the U.S. this summer. The series of comic books about Golgo 13 (also known as "Duke Togo," secret agent for hire) will start as a trilogy, with the first story adapted from one of the more than 60 volumes of the Japanese graphic novels. In addition the stories in the comic books, each issue will contain secrets, tips and tricks for various players of **GOLGO 13: TOP SECRET EPISODE**.

Air Fortress (HAL)
Jordan Vs Bird (MB)
Road Runner (MIN)
720 (MIN)
Silent Service (KON)
Sky Shark (TAJ)
Super Password (GT)
Vegas Dream (HAL)
OCTOBER
Abyss, The (ACT)
Adventures in Magic Kingdom (CAP)
Card Sharks (GT)
Classic Concentration (GT)
Dishard (ACT)
Family Feud (GT)
Star Trek V (BAN)
NOVEMBER
Double Dragon 2 (ACM)
FOURTH QUARTER
Batman (SUN)
California Raisins (CAP)
Faxanadu (NIN)
Fun House (HT)
Glove Pilot (MAT)
Knight Rider (ACM)
Nightmare on Elm St (LJN)
Ninja Taro (AS)
Phantom Fighter (FCI)
Rescue Rangers (CAP)
Roller Ball (HAL)
Super Glove Ball (MAT)
Sweet Home (CAP)
Terminator (SUN)
Terror of Tech Town (MAT)
To the Earth (NIN)
Track Shouting (NIN)
User's Turbo Racing (DE)
World Champshp Wrestling (FCI)

SEGA

APRIL
2. Rastan (SEG)
MAY
Alex Kidd Hi Tech World (SEG)
Ali (SEG)
Monozuma's Revenge (PB)
California Games (SEG)
JUNE
Galaxy Force (ACT)
Vigilante (SEG)
JULY
King's Quest (PB)
AUGUST
Alienated Beast (SEG)
Out Run 3-D (SEG)
Warrior Quest, Spellcaster (SEG)
SEPTEMBER
Casino Games (SEG)
Genesis System
Maze Hunter 3-D II (SEG)
Super Basketball (SEG)
Walter Payton Football (SEG)
THIRD QUARTER
Time Soldiers (SEG)

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

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision/Mediasoft
ARC...Arcadia
AS...American Sammy
BAN...Bandai
BAU...Baudville
BRO...Broderbund
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
COS...Cosmi
CSG...CSG ImageSoft
DE...Data East
DES...Design S/W
DIS...Discovery S/W
DS...DataSoft
GAM...Gamasoft
GT...GameTek
HAL...Hal America
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Interplay
IP...Interplay
IS...ICOM Simulations
JAL...Jaleco
KOE...Koei
KON...Konami
KS...Kemco-Seika
KYO...Kyodai
LF...Lucasfilm Games
MAX...Maxis
MB...Milton Bradley
MC...Mindcraft
MD...MicroDeal/MichTren
MED...Medalist Int'l
MH...Melbourne House
MI...MicroIllusions
MIC...MicroProse
MIN...Mindcape
MW...Mindware Intl
NIN...Nintendo
ORI...Origin
PAR...Paragon
PB...Parker Bros
POL...Polarware
PSY...Pyromedia/Psycapac
PI...Publishing Int'l
RAL...Rambard
SET...Seta
SIE...Sierra
SIR...SirTech
SPE...Spectrum HoloByte
SUB...Sublogic
SUN...Sunsoft
TAI...Taiio
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Tutis S/W
TS...Three Sixty Pacific
TW...Trade West
ULT...Ultra
USG...U.S. Gold
VIR...Virgin Games
VT...Vic Tokai

NEC Set to Introduce Its Game System to U.S. Players

At a May 23, 1989 press conference in New York City, NEC will unveil the TurboGrafx-16 System, the U.S. version of its advanced game system which is known as the PC Engine in Japan. The TurboGrafx-16 System, expected to ship early this fall, will come with the game **KEITH COURAGE IN THE ALPHA ZONES**, an adventure featuring a hero who is designed to appeal the the system's presumed audience, 8 to 15-year-old boys. (NEC should have the opportunity to meet a representative group of our many readers who are anxious to get their hands on this system—most of whom are definitely NOT 8 to 15-year-old boys!). The TurboGrafx-16, so named because it contains a 16-bit graphics processor, utilizes games which are provided on Turbo Chip game cards about the size of a standard credit card. Numerous peripherals will be available for the TurboGrafx-16 System, including special controllers, a multiple-player adaptor, and a CD-ROM drive.

Moved???

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

AVAILABILITY UPDATE

ATARI

APRIL
 x Action Fighter (SEG)
 x Balance of Power 1990 (MIN)
 x Captain Fizz (PSY)
 x Double Dragon (ARC)
 x Jug (MD)
 x Renegade (TAI)
 x Space Quest III (SIE)
 MAY
 After Burner (SEG)
 x Bubble Bobble (TAI)
 Deathbringer (SPO)
 Demon's Winter (SSI)
 Federation (SPO)
 Kristal, The (CIN)
 Pirates (MIC)
 Speedball (SPO)
 Total Eclipse (SPO)
 x Talespin (MD)
 JUNE
 Battle Chess (PF)
 Dark Side (SPO)
 Qix (TAI)
 Shunobi (SEG)
 Star Command (SSI)
 SECOND QUARTER
 Android Decasion (DS)
 Artura (ARC)
 Axe of Rage (EPY)
 Bad Dudes (DE)
 Bionic Commando (CAP)
 Clue (VIR)
 Colony, The (MIN)
 Curse Buster (EPY)
 Devon Aire Diamond Caper (EPY)
 Downhill Challenge (BRO)
 Galactic Conqueror (TI)
 Guardians of Infinity (PAR)
 Guerrilla War (DE)
 Indiana Jones & Last Crusade (LF)
 Master Ninja (PAR)
 Mini Putt (ACO)
 Monopoly (VIR)
 1943 (CAP)
 Operation Wolf (TAI)
 Paperboy (MIN)
 Platoon (DE)
 Red Storm Over London (IS)
 Risk (VIR)
 RoboCop (DE)
 Rocket Ranger (CIN)
 Savage (RAI)
 Skate Wars (EPY)
 Sky Shark (TAI)
 Sports-A-Roni (USG)
 Street Fighter (CAP)
 Thud Ridge (TS)
 Time & Magic (DS)
 Trials of Honor (EPY)
 Undersea Commando (EPY)
 Wizard Wars (PAR)
 JULY
 Red Lightning (SSI)
 AUGUST
 TV Sports Football (CIN)
 THIRD QUARTER
 Forgotten Worlds (CAP)
 Ghouls & Ghosts (CAP)
 Harpoon (TS)
 L.E.D. Storm (CAP)
 Last Duel (CAP)
 Rastan (TAI)
 Side Arms (CAP)
 Sinder (CAP)

COMMODORE 64/128

APRIL
 x Action Fighter (SEG)
 x BattleTech (INF)
 x Combat Course (MIN)
 x Demon's Winter (SSI)
 x Firezone (DS)
 x Hillstar (SPO)
 x Last Ninja 2 (ACT)
 x Overrun! (SSI)
 x Sky Shark (TAI)
 MAY
 After Burner (SEG)
 Speedball (SPO)
 Total Eclipse (SPO)
 JUNE
 Dark Side (SPO)
 Pocket Rockets (CAP)
 Qix (TAI)
 Spider-Man & Capt America (PAR)
 SECOND QUARTER
 Ajax (KON)
 Alien Furs (PAR)
 Android Decasion (DS)
 Annals of Rome (DS)
 Artura (ARC)
 Aussie Games (MIN)
 Axe of Rage (EPY)
 Bad Dudes (DE)
 Carrier Command (RAI)
 Castlemania (RAI)
 Chesterfield (VT)
 Curse Buster (EPY)
 Destroyer Escort (MED)
 Devon Aire Diamond Caper (EPY)
 Dondra New Beginning (MI)
 Double Drabble (KON)
 Downhill Challenge (BRO)
 F-86 Sabre Strike (ACO)
 Falcon (SPE)
 Heavy Barrel (DE)
 Hostage (MIN)
 Night and Magic II (NW)
 Hydride (KYO)
 Indiana Jones & Last Crusade (LF)
 Jackal (KON)
 Keith Van Anom Pro Soccer (MED)
 L.E.D. Storm (CAP)
 Lancet (DS)
 Last Duel (CAP)
 Life Force (KON)
 Magic Candle (MC)
 Metal Gear (KON)

1943 (CAP)
 Omnicron Conspiracy (EPY)
 Pete Rose Pennant Fever (GAM)
 PT-109 (SPE)
 Savage (RAI)
 Sgt Slaughter Mai Wars (MIN)
 Shunobi (SEG)
 Skate Wars (EPY)
 Sorcerer Lord (DS)
 Sports-A-Roni (USG)
 Super Hang-On (DE)
 Tangled Tales (ORI)
 Teenage Mutant Ninja Turtles (ULT)
 Test Ride (CAP)
 Thud Ridge (TS)
 Time & Magic (DS)
 Trials of Honor (EPY)
 Ultima V (ORI)
 Ultima Trilogy (ORI)
 Undersea Commando (EPY)
 Univ Military Simulator (RAI)
 Warlock (TS)
 Wizard Wars (PAR)
 JULY
 Curse of Azure Bonds (SSI)
 Heroes of the Lance (SSI)
 Storm Across Europe (SSI)
 AUGUST
 Dragon Wars (IP)
 TV Sports Football (CIN)
 SEPTEMBER
 Deathbringer (SPO)
 THIRD QUARTER
 Forgotten Worlds (CAP)
 Ghouls & Ghosts (CAP)
 Starglider II (RAI)
 Sinder (CAP)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Blades of Steel (KON)

AMIGA

APRIL
 x Action Fighter (SEG)
 x Aunt Arctic Adventure (MW)
 x BattleShip (EPY)
 x BattleTech (INF)
 x Bionic Commando (CAP)
 x Captain Fizz (PSY)
 x Double Dragon (ARC)
 x Duel Test Drive II (ACO)
 x Firezone (DS)
 x Journey (INF)
 x Lords of Rising Sun (CIN)
 x Manhunter New York (SIE)
 x Police Quest (SIE)
 x Rampage (ACT)
 x Renegade (TAI)
 x Shogun (INF)
 x Silent Service (MIC)
 x Space Racer (BRO)
 x Star Wars (BRO)
 x Time & Magic (DS)
 x Zork Zero (INF)
 MAY
 After Burner (SEG)
 x Blood Money (PSY)
 x Bubble Bobble (TAI)
 Deathbringer (SPO)
 Deja Vu II (IS)
 Demon's Winter (SSI)
 Federation (SPO)
 x Gunship (MIC)
 Indiana Jones & Temple of Doom (MIN)
 Kristal, The (CIN)
 x Operation Wolf (TAI)
 Sky Shark (TAI)
 Speedball (SPO)
 Total Eclipse (SPO)
 Where in World's C Sandiego (BRO)
 JUNE
 Dark Side (SPO)
 Qix (TAI)
 Shunobi (SEG)
 SECOND QUARTER
 Ajax (KON)
 Android Decasion (DS)
 Annals of Rome (DS)
 Arkonoid II (DIS)
 Axe of Rage (EPY)
 Bad Dudes (DE)
 Balman (DE)
 Castlemania (KON)
 Curse Buster (EPY)
 Colony, The (MIN)
 Devon Aire Diamond Caper (EPY)
 Dive Bomber (USG)
 Double Drabble (KON)
 Guardians of Infinity (PAR)
 Guerrilla War (DE)
 Indiana Jones & Last Crusade (LF)
 Jack Nicklaus Greatest 18 (ACO)
 Jackal (KON)
 Leisure Suit Larry II (SIE)
 Metal Gear (KON)
 Mind Roll (EPY)
 Monopoly (VIR)
 1943 (CAP)
 Neuroman (IP)
 Operation Clean Streets (BRO)
 Red Storm Over London (IS)
 Risk (VIR)
 RoboCop (DE)
 Savage (RAI)
 Skate Wars (EPY)
 Sorcerer Lord (DS)
 Sports-A-Roni (USG)
 Street Fighter (CAP)
 Street Sports Football (EPY)
 Teenage Mutant Ninja Turtles (ULT)
 Test Ride (CAP)
 Time & Magic (DS)
 Trials of Honor (EPY)
 Thud Ridge (TS)
 Undersea Commando (EPY)
 Zoom! (DIS)

Undersea Commando (EPY)

Wizard Wars (PAR)
 AUGUST
 Pocket Rockets (CAP)
 SEPTEMBER
 Spider-Man & Capt America (PAR)
 THIRD QUARTER
 Forgotten Worlds (CAP)
 Ghouls & Ghosts (CAP)
 Harpoon (TS)
 L.E.D. Storm (CAP)
 Last Duel (CAP)
 Rastan (TAI)
 Side Arms (CAP)
 Strider (CAP)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Blades of Steel (KON)

APPLE II/III

APRIL
 x Bad Dudes (DE)
 MAY
 x Bubble Bobble (TAI)
 Indiana Jones & Temple of Doom (MIN)
 Renegade (TAI)
 JUNE
 First Over Germany (SSI)
 Qix (TAI)
 JULY
 Dragon Wars (IP)
 SECOND QUARTER
 Devon Aire Diamond Caper (EPY)
 Games: Winter Edition (EPY)
 Gunship (MIC)
 Hunt for Red October (DS)
 John Madden Football (EA)
 Legend of Blacksilver (EPY)
 Leisure Suit Larry II (SIE)
 Manhunter New York (SIE)
 Mind Roll (EPY)
 Risk (VIR)
 RoboCop (DE)
 Sporting News Baseball (EPY)
 Street Sports Football (EPY)
 Street Sports Soccer (EPY)
 Superstar Ice Hockey (MIN)
 Tangled Tales (ORI)
 Technocop (USG)
 Ultima Trilogy (ORI)
 Victory Road (DE)
 Wizard Wars (PAR)
 THIRD QUARTER
 BattleTech (INF)
 Journey (INF)
 Shogun (INF)
 Zork Zero (INF)

APPLE IIGS

APRIL
 x Instant Synthesizer (EA)
 MAY
 Captain Blood (MIN)
 Deja Vu II (IS)
 PT-109 (SPE)
 Renegade (TAI)
 JUNE
 Qix (TAI)
 SECOND QUARTER
 Balance of Power 1990 (MIN)
 Battle Chess (IP)
 Dondra New Beginning (MI)
 Downhill Challenge (BRO)
 Final Assault (EPY)
 Games: Summer Edition (EPY)
 Hostage (MIN)
 Indiana Jones & Temple of Doom (MIN)
 Jack Nicklaus Greatest 18 (ACO)
 Leisure Suit Larry II (SIE)
 Red Storm Over London (IS)
 Rocket Ranger (CIN)
 Scooby-Doo (MI)
 Sentinel Worlds I: Future Magic (EA)
 Silent Service (MIC)
 Silphed (SIE)
 Street Sports Football (EPY)
 Superstar Ice Hockey (MIN)
 Sub Battle Simulator (EPY)
 Sword of Sodan (DIS)
 Thud Ridge (TS)
 Undersea Commando (EPY)
 Zoom! (DIS)
 SEPTEMBER
 Rastan (TAI)

THIRD QUARTER

Ancient Land of Ys (KYO)
 Quarterstaff (INF)

MACINTOSH

MAY
 Captain Blood (MIN)
 x Gauntlet (MIN)
 x Where in USA/C Sandiego (BRO)
 SECOND QUARTER
 Arkonoid Consue Set (DIS)
 Arkonoid II (DIS)
 4th & Inches Team Construct Disk (ACO)
 Games: Summer Edition (EPY)
 Guardians of Infinity (PAR)
 Hostage (MIN)
 Karnov (DE)
 Leisure Suit Larry II (SIE)
 Manhunter New York (SIE)
 Red Storm Over London (IS)
 Scripture (DIS)
 Ultima IV (ORI)
 Undersea Commando (EPY)
 THIRD QUARTER
 Starglider II/Mac II (RAI)
 FOURTH QUARTER
 Harpoon (TS)

MS-DOS

APRIL
 x Abrams Battle Tank (EA)
 x C Yeager Flight Trainer 2.0 (EA)
 x Combat Course (MIN)
 x Demon's Winter (SSI)
 x Indiana Jones & Temple of Doom (MIN)
 x Omnicron Conspiracy (EPY)
 x Prophecy (ACT)
 x Renegade (TAI)
 x Silphed (SIE)
 x 688 Attack Sub (EA)
 x Sky Shark (TAI)
 x Space Quest III (SIE)
 MAY
 After Burner (SEG)
 Alien Syndrome (SEG)
 x Dan Bunten Modern Wars (EA)
 x Dr Doom's Revenge (PAR)
 x Earl Weaver Baseball 1.5 (EA)
 x Hillstar (SSI)
 IROC (TS)
 x Red Storm Rising (MIC)
 Shunobi (SEG)
 x Speedball (SPO)
 x Steel Thunder (ACO)
 Total Eclipse (SPO)
 JUNE
 Action Fighter (SEG)
 Alcom (TAI)
 Bubble Bobble (TAI)
 Dark Side (SPO)
 F-14 Tomcat (ACT)
 Operation Wolf (TAI)
 Rastan (TAI)
 SECOND QUARTER
 Ajax (KON)
 Android Decasion (DS)
 Aussie Games (MIN)
 Axe of Rage (EPY)
 Battleship (EPY)
 Carrier Command (RAI)
 Castlemania (KON)
 Crossbow (ABS)
 Curse Buster (EPY)
 Deja Vu II (IS)
 Devon Aire Diamond Caper (EPY)
 Double Drabble (KON)
 Downhill Challenge (BRO)
 Galactic Conqueror (TI)
 Harpoon (TS)
 Heavy Barrel (DE)
 Hybris (DIS)
 Hydride (KYO)
 Indiana Jones & Last Crusade (LF)
 Int'l Team Sports (MIN)
 Jackal (KON)
 Last Duel (CAP)
 Metal Gear (KON)
 Might and Magic II (NW)
 Mind Roll (EPY)
 1943 (CAP)
 Neuroman (IP)
 Psychic War (KYO)
 Quarterstaff (INF)
 Red Storm Over London (IS)
 Risk (VIR)
 RoboCop (DE)
 Sage (CAP)
 Savage (RAI)
 Scooby-Doo (MI)
 Sgt Slaughter Mai Wars (MIN)
 Skate Wars (EPY)
 Space Harrier (SEG)
 Sporting News Baseball (EPY)
 Sports-A-Roni (USG)
 Stocker (CAP)
 Street Car (USG)
 Street Fighter (CAP)
 Street Sports Football (EPY)
 Super Hang-On (DE)
 Suzuki RM-250 Motocross (GAM)
 Sword of Sodan (DIS)
 Technocop (USG)
 Teenage Mutant Ninja Turtles (ULT)
 Test Ride (CAP)
 Times of Lore (ORI)
 U-Porco (BRO)
 Tower Toppler (USG)
 Trials of Honor (EPY)
 Ultima Trilogy (ORI)
 Undersea Commando (EPY)
 JULY
 Battles of Napoleon (SSI)
 Red Lightning (SSI)
 AUGUST
 Deathbringer (SPO)
 Pocket Rockets (CAP)
 TV Sports Football (CIN)
 SEPTEMBER
 Thunder Blade (SEG)
 THIRD QUARTER
 Ancient Land of Ys (KYO)
 Forgotten Worlds (CAP)
 Ghouls & Ghosts (CAP)
 Journey (INF)
 Kristal, The (CIN)
 L.E.D. Storm (CAP)
 Legend of Blacksilver (EPY)
 Overrun (SSI)
 Pirates (MIC)
 Qix (TAI)
 Shogun (INF)
 Starglider II (RAI)
 Zork Zero (INF)
 FOURTH QUARTER
 Adventures of Bayou Billy (KON)
 Blades of Steel (KON)
 Dragon Wars (IP)
 Sinder (CAP)

ATARI 2600

SECOND QUARTER
 Crack'ed (AT)
 Dark Chambers (AT)
 Double Dragon (ACT)
 Nebulus (AT)
 Rampage (ACT)
 ATARI 7800
 APRIL
 x Crack'ed (AT)
 x Crossbow (AT)
 x Dark Chambers (AT)
 x Fight Night (AT)
 SECOND QUARTER
 Ace of Aces
 Commando (AT)
 Double Dragon (ACT)
 Jinks (AT)
 Nebulus (AT)
 Pete Rose Baseball (AB S)
 Rampage (ACT)
 Skyfox (AT)
 Super Huey (AT)
 Tule Match Pro Wrestling (ABS)

ATARI X GAME

APRIL
 x Cracked (AT)
 x Crossbow (AT)
 x Dark Chambers (AT)
 x Fight Night (AT)
 MAY
 x Eagle's Nest (AT)
 SECOND QUARTER
 Airball (AT)
 Choplifter (AT)
 Commando (AT)
 Crime Busters (AT)
 Crystal Castles (AT)
 Desert Falcon (AT)
 F-16 Fighting Falcon (AT)
 Jinks (AT)
 Karateka (AT)
 Mario Bros (AT)
 Mean 18 Golf (AT)
 Nebulus (AT)
 Summer Games (AT)
 Ultimate Driving (AT)

NINTENDO

APRIL
 x Amagon (AS)
 x Dance Aerobics (MIN)
 x Fast of North Star (TAX)
 x Friday the 13th (LJN)
 x Kung Fu Heroes (CB)
 x Marble Madness (MB)
 MAY
 Battle of Olympus (BRO)
 California Games (MC)
 Cobra Triangle (NIN)
 Double Dare (GT)
 Guardian Legend (BRO)
 Hollywood Squares (GT)
 Jockey Jr (GT)
 x Legacy of the Wizard (BRO)
 x Mappy Land (TAX)
 x Marvel's X-Men (LJN)
 x Mask Rider (BAN)
 x NFL Football (LJN)
 x Ride-On Bus Trip (PF)
 x Super Mario Bros (NIN)
 x Taboo (TW)
 x Tennis (TEN)
 x Vindication (TEN)
 Wheel of Fortune Jr (GT)
 Who Framed Roger Rabbit (LJN)
 JUNE
 Adventures of Bayou Billy (KON)
 Airwolf (ACM)
 Baseball Stars (SNK)
 Bowling (PF)
 Chessmaster (HT)
 Defender of Crown (ULT)
 Fur House (FP)
 Guerrilla War (SNK)
 Hydride (FCL)
 Little Piano Teacher (FP)
 MegaMan II (CAP)
 Monster Party (BAN)
 Muppet Adventure (HT)
 Shadowgate (KS)
 U-Porco (BRO)
 Sunset Cop (BAN)
 Sinder (CAP)
 Win Lose Or Draw (HT)
 Teenage Mutant Ninja Turtles (ULT)
 SECOND QUARTER
 Athlete World (BAN)
 Dr Jekyll & Mr Hyde (BAN)
 Goal! (JAL)
 Hoops (JAL)
 Predator (ACT)
 Rolling Thunder (TEN)
 Sesame Street ABC (HT)
 Spy Vs. Spy II (KS)
 Sixth Eagle (ACT)
 Super Sprint (TEN)
 Three Stooges (ACT)
 World Games (MB)
 JULY
 Adventures of Tom Sawyer (SET)
 AUGUST
 Bad Dudes (DE)
 Bad Street Brawler (MAT)
 Ghostbusters II (ACT)
 Power Glove (MAT)
 SEPTEMBER
 DuckTales (CAP)
 Feather's Quest (SUN)
 Iron Sword (ACM)
 P.O.W. (SNK)
 Rono Cop (DE)
 Willow (SUN)
 THIRD QUARTER
 Adventures of Lolo (HAL)

...continued on Page

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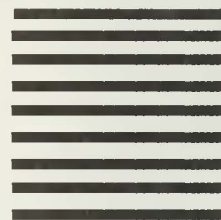


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Carmen Sandiego Debuts on Amiga

WHERE IN THE WORLD IS CARMEN SANDIEGO?, the first of Broderbund's series of three award-winning Carmen Sandiego programs, is now available in a graphically enhanced version for Amiga (MSR \$44.95). The program combines the entertainment of solving a series of crime mysteries with the educational value of learning about world topography, flags, currency, languages, historical events, cities and other facts. The program is packaged with a copy of *The World Almanac*.

Sir-Tech Announces WIZARDRY Essay Contest

Declaring that "all the market research in the world won't tell us what a Wizardry player feels when he or she plays the game, nor will it tell us what the user feels is missing from the Wizardry world," Sir-Tech Software is sponsoring a "Wizardry—What's Hot, What's Not" essay contest for game enthusiasts of all ages with the aim of learning more about how to make the next WIZARDRY scenario exceed the players' expectations. The contest is open to anyone, whether or not they have played WIZARDRY, with prizes of software packages, WIZARDRY jackets, shirts, caps and other items awarded by age groups. Entries must be submitted to Sir-Tech on or before September 30, 1989. Essays must be no longer than 2000 words, must describe the person's likes and/or dislikes of the WIZARDRY series (or a particular scenario), and must include a section describing what the user would like to see in the next WIZARDRY scenario. Entries should be sent to Sir-Tech at P.O. Box 245, Charlestown Mall, Ogdensburg, NY 13669. All entrants will receive a WIZARDRY certificate, and entries will not be returned. Judging will be based on creativity, writing style and content.

"F-19 Stealth Fighter" Earns Spot at National Air and Space Museum

A new gallery ("Beyond the Limits: Flight Enters the Computer Age") at the National Air and Space Museum in Washington, D.C. will feature many interactive displays from noted names in the world of flight, such as McDonnell-Douglas and NASA. MicroProse has been honored as the only entertainment software company to have a display in the gallery with an introductory version of "F-19 Stealth Fighter," which has been modified so that gallery visitors can learn to fly the program's jet in less than two minutes.

Capcom to Show New Computer Games at CES

Promising more and better computer games in their upcoming lineup, Capcom plans to show several new titles next month at the Consumer Electronics Show. New for Amiga (MSR \$39.95) and Atari ST (\$19.95) will be LAST DUEL, SIDE ARMS and LED STORM. The company will also debut POCKET ROCKETS (pre-viewed in this issue) for Commodore 64/128 (\$29.95). This is a fast-action game that allows players to "test ride" a variety of high-performance 600cc motorcycles. The game will also be available for IBM (\$34.95) and Amiga (\$39.95) in late summer.

***Eagle-Eyed Reader Notices
Omission from MASTER INDEX***

We could try to put a good face on it and claim that we left an item or two out of our "MASTER INDEX/AWARDS - 1982-1988" intentionally as a test of our readers' skills of observation. However, it wasn't intentional, and Mike Price of Auburn, Calif. noticed that we omitted "Rescue Mission" for Sega, which was reviewed in our May, 1988 issue. We won't ask how he noticed this one item out of more than 2400 reviews listed, but we appreciate his calling it to our attention and it has been added to our database. Since we missed one review, it's possible that we missed others, so feel free to let us know if you find any others missing!

***Readers Vote to Keep Current
Availability Update Format***

Along with their votes for the Readers' Hall of Fame, readers were asked whether or not they wanted a change in the format of the Availability Update. The alternative format, suggested by long-time subscriber Bill Sommerwerck, would have eliminated the subdivisions by month and quarter under each system and provided a continuous list of titles arranged alphabetically by system. With the proposed new system, each title would be listed with its projected release date in parentheses. The suggested new format was favored by 31% of the readers who voted, while 69% preferred that the format of the Availability Update remain unchanged. Therefore, the Availability Update will continue in its familiar format. We appreciate the input of our readers on this issue, and we continue to welcome expressions of personal opinion, whether or not you agree with us. (If all of our readers agreed with us all of the time, we would not be doing out job very well!)