

Computer Entertainer

—GAMING'S HEARTBEAT—

THE VIDEO GAME UPDATE

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In This Issue...

Information on Atari Lynx
Epyx Closes Its Doors
New from S.S.I. and Broderbund
REVIEWS Include...
Moriarty's Revenge, Gold Rush, Star Wars
...for Macintosh
Prince of Persia
...for Apple II
Shadow of the Beast, Fiendish Freddy
...for Amiga
Who Framed Roger Rabbit, NFL Football
...for Nintendo
Lakers Vs. Celtics
...for MS-DOS
Walter Payton Football
...for Sega
Ghouls 'N Ghosts
...for Sega Genesis

TOP FIFTEEN COMPUTER GAMES

1. Dungeonmaster (FTL/I)
2. Duel/Test Drive 2 (Aco/I)
3. Falcon (Spec/I)
4. Blood Money (Psy/Am)
5. Battlehawks 1942 (LF/I)
6. Renegade (Tai/I)
7. Red Storm Rising (Mic/I)
8. Death Bringer (Cin/I)
9. Battletech (Inf/I)
10. Indiana Jones/Adv (LF/I)
11. Batman (DE/I)
12. Ballistix (Psy/Am)
13. Gauntlet II (Min/I)
14. Hillsfar (SSI/I)
15. Space Quest III (Sie/I)

TOP FIFTEEN VIDEOGAMES

1. Super Mario Bros II (Nin/NES)
2. Teenage...Turtles (Ult/NES)
3. Ninja Gaiden (Tec/NES)
4. Simon's Quest (Kon/NES)
5. Blaster Master (Sun/NES)
6. Blades of Steel (Kon/NES)
7. MegaMan 2 (Cap/NES)
8. Double Dragon (TW/NES)
9. Skate Or Die (Ult/NES)
10. Zelda II: Adv of Link (Nin/NES)
11. Track & Field II (Kon/NES)
12. Operation Wolf (Tai/NES)
13. Strider (Cap/NES)
14. California Games (MB/NES)
15. Baseball Stars (SNK/NES)

Coming...

Reviews of...
Windwalker
...for Apple and C64
Ghostbusters II
Tongue of the Fatman
...for MS DOS
World Champ Soccer
...for Sega Genesis
...and much more!

Creativity Still Flourishing at Cinemaware

We enjoy making periodic visits to Cinemaware in Westlake Village. They're a short freeway drive away from Computer Entertainer's offices, and we know that we can always count on seeing exciting new products in development. Our most recent visit found Cinemaware designers at work on a variety of projects, a few of which we can't tell you about—yet. First we saw the latest version of **ROCKET RANGER**, an NES version which Cinemaware is doing for Nintendo licensee Kemco-Seika. Programming is nearly completed, and the game looks great. We were especially impressed by the excellent sound effects. NES owners should enjoy this action-adventure inspired by the movie serials of the 1940s and 50s because it is completely different from anything else currently available for the system.

IT CAME FROM THE DESERT Nearly Finished

Programming is also nearing completion on Cinemaware's latest movie-inspired computer epic, **IT CAME FROM THE DESERT** for Amiga, which has been in development for almost two years. Radiated ants become giant creatures that terrorize the desert town of Lizard's Breath in this creepy adventure. We saw scenes that literally raised the hairs on the back of our neck and gave us goosebumps. And we think that gamers will love the appropriately atmospheric music, written especially for this game by a professional score writer. (Cinemaware also employed a professional screen writer for the story of **IT CAME FROM THE DESERT**.) The Amiga version should be available next month, and work is already underway on MS-DOS and ST versions. And it should be exciting news for owners of the new NEC TurboGrafx-16 game system to know that Cinemaware will do a CD-ROM version of **IT CAME FROM THE DESERT** for their system. We were told that the TurboGrafx-16 CD-ROM version will have digitized characters on screen, with even better graphics and sound than the Amiga version. As one of NEC's first third-party developers, Cinemaware will also do a TurboGrafx-16 version of **TV SPORTS FOOTBALL**. Design has already begun, and what we saw looked great.

TV SPORTS FOOTBALL Coming Soon for IBM and Compatibles

We were also impressed by the soon-to-be-released MS-DOS version of **TV SPORTS FOOTBALL**. Although we saw an EGA version, graphics and animation looked more like VGA or even Amiga. This game will feature Cinemaware's realistic sound-on-disk programming for MS-DOS known as ReelTalk. This proprietary sound technique sends digitally sampled sound through the standard IBM speaker, allowing incredibly good sound effects and digitized music without need for a separate sound board in the computer.

"Seat-of-the-Pants" Flight Simulator

Inverate gamers that we are, we love getting an advance look at future products. And we got a peek at the early stages of one that really looks promising. Tim Hayes, who wrote one of the first flight simulators for Macintosh ("Harrier Strike Mission" for Miles Computing), spent some time showing us the early stages of programming on a new flight simulator for Amiga. We know what you're thinking: does the gaming world really need another flight simulator? (We know because that's just what we were thinking.) We've been sworn to secrecy on the details of this new program (working title, **WINGS**), but we can tell you that we were excited by the underlying concept that this is to be "a flight simulator for people who don't like (or can't fly) traditional flight simulators." You will not have to understand the equivalent of a flight school manual to fly the plane in **WINGS**. You can fly this plane "by the seat of your pants" and experience the romance of flying that is totally missing in so many computer flight simulators. Graphics will include both 3D and 2D imaging with a wonderful sense of immediacy and realism.

New Technologies

Almost from the beginnings of its existence as a company, Cinemaware has been actively involved in new technologies. For some time, we have been aware that the company has been involved with AIM (American Interactive Media), the Philips/Polygram joint venture founded to promote the creation of CD-I (Compact Disc-Interactive) applications. On previous visits to Cinemaware we had never been permitted to see any CD-I work in progress. On this visit, however, the door to the top-secret room was opened, and we finally had a chance to see some of Cinemaware's CD-

...contd. on Page 2

MACINTOSH Software

MANHUNTER: NEW YORK (★★★★★★) is a fascinating 3-D animated adventure from *Sierra* which includes windowing effects, split-screens, and close-ups. There's over 250 scenes including maps of New York, taking place in the year 2004 shortly after an alien invasion and world takeover. The alien Orb Alliance has subjugated all humans, implanted them with tracking devices, ordered that they wear brown robes and not speak to other humans under penalty of death. To maintain this terror-filled dictatorship, the Alliance enlists the aid of select humans to become Manhunters—detectives who spy on their fellow humans, track them with the aid of handheld computers, and report subversive human activities to the Alliance.

Become a Manhunter

When playing the game, you become one of the Manhunters, facing all sorts of dangers as you track your fellow man in a familiar, but truly different New York City. There are moments of terror and moments of humor as you switch from first-person participant to third-person observer. You can play the game in different ways—either align with the evil aliens or take the chance of joining fellow humans in an underground movement. There's very little keyboard entry in a role-playing game which will fascinate even those who traditionally don't take to adventures. Try this one, as you'll probably have a hard time pulling away! (one player; 3 - 800k disks; supports color on Mac II; also available for Atari ST, Apple IIGS, Amiga, MS-DOS)
Recommended (MSR \$49.95)

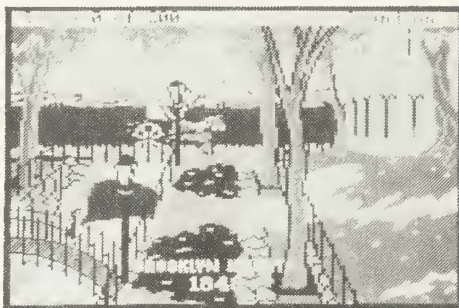


STAR WARS (★★★★★★) comes to Macintosh with vector-type graphics from *Broderbund*. The player takes the part of Luke Skywalker as you pilot an X-wing fighter against the Empire's Death Star. Beginning with a dogfight in outer space where you must shoot down Empire TIE fighters. If you manage through that wave, you'll have to survive laser fire from towers on the planet's surface. In the third and final stages, you must travel through the trench, searching for the exhaust port. In order to fully realize your potential challenge, you must learn how to use The Force. Use your mouse to streak through the screens as you face the battle of a lifetime.

3-D Vector Graphics

The premise is quite simple as you maneuver your X-wing fighter, honing in on enemy fighters, laser fire, and carefully maneuvering through the trenches. The graphics are wire-frame vector-like and work well. There's plenty of action for anyone who enjoys the genre with some good sound effects. (one player; 800k disk; works on Macintosh 512E, Plus, SE, SE30, II, IIX, IICX; also available for MS-DOS, Commodore 64, Amiga)
Recommended (MSR \$39.95)

GOLD RUSH (★★★★★★) is another great 3-D adventure conversion from *Sierra*, this one depicting the California Gold Rush of the mid-1800's. In your role as Jerrod Wilson of Brooklyn Heights, New York, a young man with a limited future in the newspaper business, you receive a letter from your long lost brother. After hearing his tale, you head for California and the



Gold Rush. Of course, in those times, getting to California is a major problem and you have three different routes to choose from. The overland route means the rigors of a stagecoach, steamer to Panama and through the treacherous jungles of the isthmus and then ship again to California is loaded with danger; or the entire journey by ship around Cape Horn promises its own peril. Each

Origin Unveils IBM Version of TANGLED TALES

TANGLED TALES: THE MISADVENTURES OF A WIZARD'S APPRENTICE is now available for MS-DOS systems from Origin. Earlier releases of this title are available for Apple II and Commodore 64/128 (MSR \$29.95 all versions). In this fantasy role-playing adventure, the player becomes a wizard's apprentice who is given three progressively more difficult tasks to perform as proof of his or her wizardly worthiness. The game is full of very odd characters, amusing situations, and plenty of fun.

Specially-Priced Collections from Mindscape

Mindscape is preparing special packages of some of their hit product. First, for MS-DOS, arcade hits *Gauntlet*, *Paperboy*, *Indiana Jones and the Temple of Doom*, *Road Runner* and *Blockbuster* will sell for \$49.95. For Commodore 64/128, the same package will run \$39.95. The package for the Apple II will include *Gauntlet*, *Paperboy*, *Indiana Jones and the Temple of Doom*, *Into the Eagles Nest*, and *Xenious* at a cost of \$44.95. A sports collection for C64/128 will include *Superstar Ice Hockey*, *Indoor Sports*, *Superstar Soccer*, and *Clubhouse Sports* at \$34.95. All packages will be available for a short time this Fall.

adventure has its own unique problems and dangerous escapades.

Historically Accurate

This game is historically and geographically accurate in its depiction of the time frame and, as such, becomes a great educational tool as well as great adventuring. There's over 150 scenes, including on-screen maps and is easy to use in its approach to adventuring. The graphics are quite excellent with plenty of animation and movement as you easily direct your man through his travels. (one player; 3 - 800k disks; also available for MS-DOS; Apple IIGS, Atari ST, Amiga)

Recommended (MSR \$49.95)

THE RATING SYSTEM:

- 4 STARS = Excellent
- 3 STARS = Good
- 2 STARS = Fair
- 1 STAR = Poor

- 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)

MACINTOSH Software

MORIARTY'S REVENGE (★★★/★★★1/2) is an interesting detective game from *Bull City Software*, a division of *HJC Software*, and features a premise somewhat reminiscent of Broderbund's *Carmen Sandiego* series. Not quite as "tongue-in-cheek" as *Carmen*, there's a nice depth to this game in which you must track a suspect around the world using clues which are unearthed in various cities. There are several locations, as well as different people



to talk with as you sift through clues, identities, etc. There's a very interesting clue note page in which you can keep detailed track of the various characteristics as you find useful information. If you think you've honed in on one of the criminal's traits, issue a world-wide bulletin. That can help tremendously in heading to the right city. Of course, you have to be careful to give details in the way in which the suspect is disguised, if that's the case. There are over

Great Sound Effects

The game features very good sound, as well as good graphics. Initially, we felt this would be too close to *Carmen Sandiego*; however, it is simply in the same genre, with a very different approach. This game also has the advantage, though, of being a teaching vehicle as well as entertainment as there will be many clues alluding to correctly guessing capital cities, etc. There is a pocket world atlas enclosed. Overall, this is a great game for anyone who enjoys a thinking man's game! (one player; 800k disk; compatible with Macintosh 512E, Plus, SE, SE/30, II, IIX, IICX)

Recommended (MSR \$59.95)

HUFFLEPUCK CAFE (★★★★/★★★★) has made its way to two more formats in a game from *Broderbund* which we found rather hilarious last year in its original format, the Macintosh. Coming to the Amiga and Atari ST simply make a good game better as the color graphics, animation, and sound effects possible bring these hilarious, yet menacing opponents to an even more realistic level of insanity. Once again, enter the Shuffepuck Cafe, a seedy saloon very reminiscent of the very strange bar in *Star Wars*. Challenge any of this range crew of intergalactic misfits to a rollicking game of air hockey. Initially, you can change the size of our paddle, the power, and feel of it. Each opponent (some are easy to beat, some nearly impossible) has their own very strange characteristics. For instance, Lexan Smythe-Worthington slides up to the table with his glass of bubbly. Somehow he gets through the game (very well, by the way), and then drinks himself under the table. Vinnie the Dweed will growl ferociously when you win a point; the others (nine opponents in all) each have their own "unique" style. This is air hockey like you've never played.

Great Graphics and Sounds

As much as we loved this on the Macintosh, the sound and graphics capabilities on these machines make the game even more fun. It's as challenging as you want it, with a major touch of humor and you'll probably have a tough time walking away! (one player; reviewed on Atari ST and Amiga; also available for Macintosh)

Recommended (MSR \$39.95)

DELUXEPAINT II ENHANCED Is New

Electronic Arts recently released a "significant upgrade" to their graphics and paint program, *DeluxePaint II*. **DELUXEPAINT II ENHANCED** (MSR \$129.95) for MS-DOS features an array of new painting tools and expanded graphic power. An upgrade is available to owners of "DeluxePaint II" for \$59.95 plus \$7.00 shipping and handling (plus \$4.20 sales tax for Calif. residents). Purchasers of the upgrade will also be able to obtain an additional fonts disk for \$35.00 instead of the normal price of \$69.95. Call Electronic Arts at 800-245-4525 for details on ordering the upgrade.

Data East MVP Sports™

Sweepstakes

Win a trip to the 1990 Super Bowl for 4 at the New Orleans Superdome in the Data East Sweepstakes. Additional prizes include cash, Sony entertainment sets, and ABC Monday Night Football pinball machines. Watch for information in computer magazines.

In The Arcades

Konami introduces *S.P.Y.* which stands for Special Project Y and involves a top-secret mission to thwart an enemy threat to world peace. You become an agent who must seek out and destroy the enemy missile base where there is a fully armed nuclear warhead.

Night Striker, from Taito, takes you into the year 2009. The elite division of the United National Special Service Agency, *Night Striker*, is attempting to locate a kidnapped authority on laser science. You take the control of an advanced vehicle used for urban combat as you embark on futuristic cities in a one-player shooting/driving game.

From SNK comes *Street Smart*, a two-player, cooperative/interactive game in which the players fight different enemies as they travel to eight U.S. cities vying for a championship title.

Cinemaware...contd. from Page 1

Explorations. The first surprise was learning that CD-I is now capable of full-screen, full-motion video that is similar to standard VHS quality. (In the January 1987 issue of *CD-I NEWS* we had encountered a comment by Bert Gall, U.S. CD-I product manager for Philips HIS, in which he said, "We have plans to develop full-motion [full-screen] video for CD-I, but it will take at least five years to achieve that.") Best estimates place probable commercial availability of CD-I in 1990, with a format that will allow interactive applications containing music and sound (CD digital audio, hi-fi and mid-fi), speech, natural still and animated pictures, video, graphics, text retrieval, computer programs and computer data. We were shown an example of a travelogue-style video with commentary accessible in three different languages (up to 12 are possible), along with some fascinating applications that we cannot disclose at this time. CD-I appears to have great potential in many areas, including entertainment, education, information and self-help.

P51 Mustang Flight

Simulator in Smithsonian

If you plan a visit to the National Air and Space Museum at the Smithsonian in Washington DC, you'll find Bullseye Software's *P51 Mustang Flight Simulator* being featured in a home flight simulator "hands-on" exhibit. The "Beyond the Limits" gallery exhibit is running indefinitely.

MACINTOSH Software

GRAND PRIX CIRCUIT (★★★1/2/★★★1/2) has been converted for Macintosh owners by *Distinctive Software for Accolade*. First available last year for Commodore and MS-DOS, the game allows you to pilot one of three Formula One race cars through any of eight different Grand Prix race courses. Initially, you can choose to try a practice run. Prior to the actual race, however, you'll have to qualify for position in a 10-car field. There are five levels of expertise to drive at with the first allowing automatic shifting as well as no damage if you spin off the road. Once you master that, you can move up through the levels for additional control and additional potential problems. You can choose to run anywhere from 1 to 99 laps. The cockpit includes all the expected gauges and indicators as well as rear view mirrors which you have to watch for traffic coming from behind. As you find yourself with too much damage, you'll have to make a pitstop where by changing the tires, you can take care of the damage.

Good Sound Effects, Gameplay

The designers have done a nice job of using the sound of the Macintosh where you really feel the rumble of the car beneath you, as well as the screeching tires. There's very good graphics which are animated in the cockpit, as well as all the action on the track. You can control the steering and gearbox via the numeric keypad or the keyboard. You can also steer with your mouse, but accelerate, etc., via the keyboard. You'll find each slight movement will whip that steering wheel around, so you'll need to really get a feel of the car. It's still one of the best race car simulators out there, in our opinion with enough tough challenges to keep you involved for some time to come! (one player; reviewed on Macintosh; 800K disk drive; requires 1mb memory; supports Mac Plus, 512K, SE, EE, 512ke; also available for Commodore 64, Amiga, Apple IIGS, MS-DOS)

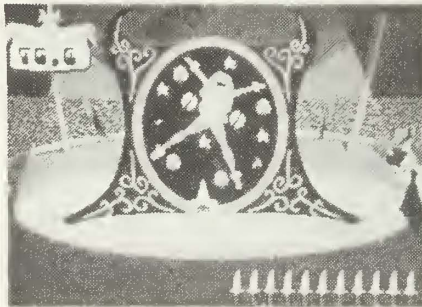
Recommended (MSR \$49.95)

Three-Sixty Software to Be Distributed by Electronic Arts

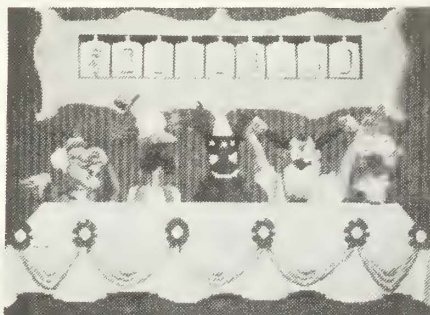
The newest member of the Electronic Arts affiliated label group is Three-Sixty Pacific, Inc., developers of "Thud Ridge," "Warlock" and "Dark Castle." Two new titles coming from Three-Sixty later this year, the World War II tank simulation, SANDS OF FIRE, and HARPOON, a long-awaited naval simulation, will also be distributed by Electronic Arts.

AMIGA Software

FIENDISH FREDDY'S BIG TOP O' FUN (★★★★/★★★★) is a rather twisted look at the circus designed by *Gray Matter for Mindscape*. The thing that's really striking



is the remarkable animation which really makes this a "mini-movie" with six events which you must compete in ...not for fame but to pay off the bank which you're into for \$10,000. The sinister fellow who runs the bank has sent in Fiendish Freddy to foil your attempts to perform perfectly in order to raise the money. Prior to trying your skills at the actual events, you can practice any or all as many times as you wish, in order to get your timing down. As you enter the arena for real, you'll find Freddy at every turn. As you



attempt the high dive into a small tub of water, Freddy will come along blowing a fan at you, trying to get you off course so you miss the tub. Then there's the juggling act...you're on a unicycle as items are thrown in to you which you must juggle. Drop five items and it's over. Meanwhile, Freddy is waiting for you to juggle the bomb thrown in. Drop it and it's all over. Next you must swing on the trapeze from bar to bar. Watch out for Freddy. This time he's armed with scissors and a jetpack. He'll cut those ropes if you stay on the bar too long. Now it's time for the knife throw as your assistant spins on a rotating wheel. Freddy still has some bombs left so watch out for the smoke as he throws them in to try and knock your timing off. Then it's time to try and balance on the tightrope...as you swing precariously from

side to side trying to get your balance to walk across the high wire, Freddy is trying to throw you off by hurling circular saw blades and generally trying to push you off. Finally, there's the human cannonball in which you must try and reach a target somewhere across the tent. If you wait too long trying to decide where to position your target, Freddy comes along with a giant cork...there'll be a big bang! Between each event, there's a roguish crew of circus judges (including clown-like characters) who poke each other and generally create havoc before they award points in the form of money. Remember, it's money you need! If you don't reach your goal at the end, there is a very funny scene which we won't give away in which you lose your circus.

Phenomenal Animation,

But Somewhat Violent

This is truly a "mini-movie" with a storyline and incredible graphic animation throughout the proceedings. However, because of the intense amount of graphics and animation, the segues from scene to scene do take time, which can become a bit tiresome. While the events are certainly challenging and fun, we must point out that many of the tricks Freddy plays and the results border on being very violent - especially for young kids. You may want to think twice before your child watches Freddy peeling Tony Tiptoe's fingers off the tightrope so he will fall to his death (you'll also watch the fall). This is not just a "fun circus" game, but a dastardly plot to force the circus to close. With that warning, you can make the decision for yourself, but we did find ourselves laughing out loud at some of the shenanigans. One thing we feel is that, especially because of the amount of time it takes to load the various scenes and the storyline remaining the same, you may tire of the game after a few times, in spite of the gorgeous graphics and animation. (one player; 3 disks, so 2 drives are recommended but not required; reviewed on Amiga; coming for MS-DOS and Atari ST) (MSR \$49.95)

SHADOW OF THE BEAST (★★★★/★★★★) is a simply stunning game from *Psygnosis* which, while reminiscent of *Altered Beast* (for Sega), also includes scrolling dialogue in gives it a feel of adventure as well as arcade action. Sharing some of the technical attributes of the game will give you just a slight idea of what you're in store for. It includes 2Mb of graphics compressed

two disks which give you 350 screens and 132 unique monsters. The 13 levels of parallax scrolling move at 50 frames per second, giving it a "movie-like" feel. The music is outstanding, with 900K devoted to the soundtrack. The premise finds you a creature of awesome power, strength, and agility after being kidnapped as a child by the evil Beast-



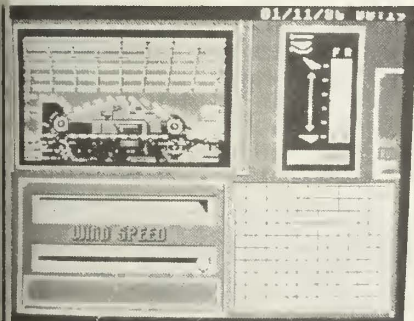
Mages. For years you have faithfully served the Beast as their warrior-messenger. Now that you've found out the truth about your past, you enter the hostile country in order to reach your enemy's stronghold where you meet your ultimate adversary. Throughout your adventure, you must dodge deadly plants, overcome all the monsters and traps in your way, and find and use the long-lost artifacts and weapons.

Stunning Graphics With Great Depth of Play

Designers Martin Edmondson and Paul Lowarth (only 21 and 20 years old respectively) brought the stunning *Ballistix* to the Amiga and have managed to out-do themselves with their newest program. In addition to extremely challenging gameplay, the graphics, animation and sound effects and music are truly state-of-the-art. Every screen looks like a beautiful painting which comes to life. You'll be pretty stounded at the wide array of monsters which come in all sizes, including those who fill 3/4 of the screen! Psygnosis seems to have an incredible track record of breathtaking games on the Amiga and this one is no different! If you own an Amiga, your collection is not complete without this game. By the way, the designers are working on another "breakthrough" project for the Amiga (and Psygnosis) but warn that it may be their last due to the high rate of software piracy! It would be a true pity if we lost the talents of these young men because of people's disregard for "stealing" other's property. (one player; reviewed on Amiga; coming for Atari ST; packaged with a *Shadow of the Beast* t-shirt) Recommended (MSR \$39.95)

MS-DOS

FERRARI FORMULA ONE (★★★★★), from *Electronic Arts*, allows you to design your car from engine to suspension including gear ratios and fuel mixtures and then race on any of the sixteen Grand Prix

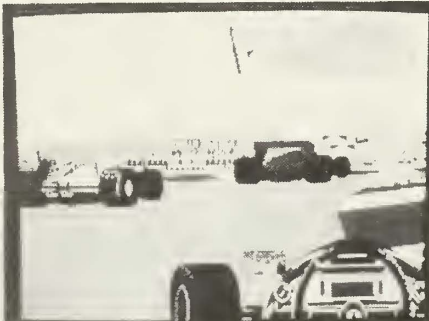


acing courses. Initially, you can spend as much time as you wish in the garage or wind tunnel making any number of adjustments. Choose the items you wish to work on by moving an arrow around the screen to the part you wish to work on. You can even switch engines. Of course, once you make your changes, test the car's performance in the Wind Tunnel or on the Dynamometer. There you can adjust the various controls and see how your engine will perform at various RPMs. Then, you should head out to the test track to try out your customized car. If you're entered in the Season Schedule, you must watch your time testing as you've got to leave for the first race in Rio by a certain date in order to make the race. You can race on a specific course or recreate an entire Formula One season schedule. Each race includes two practice runs, two qualifying runs, a warm-up session, and then a race between 10 and 300 kilometers.

The Race

Once you're out on the track, it's a straight-

ahead race for the finish as you maneuver through turns, around the competition, accelerate, brake, and shift through the five gears. There's a sophisticated pit area available to you which has many of the features



of the garage. Speed is the key here whether it's refueling, fixing damage, or even adjusting your car's wings.

Very Detailed

While this is a very nice race car simulation, what makes it stand out is the amount of customization you can accomplish in the months prior to the racing season. The ability to make all sorts of adjustments and changes obviously give it almost limitless ways to enter the racing season. As you get better and better, you can turn your car into more and more of an awesome machine which has to be driven just right in order to wipe out the competition. The graphics are detailed with graphs, charts, and the various parts of the car very crisp. This is a really fine racing car simulation for anyone who enjoys a hard day at the track! (one player; keyboard, mouse, or joystick controlled; high performance CPU recommended; reviewed on MS-DOS; coming for Amiga)

Recommended (MSR \$39.95)

News from Strategic Simulations

Strategic Simulations has announced the signing of an agreement with FASA Corporation to produce a line of personal computer products based on their Renegade Legion game product line. The first will be INTERCEPTOR, a computer version of FASA's popular ship-to-ship space combat game. Look for this one around the middle of next year.

More AD&D Products Coming from SSI

SSI's group of Advanced Dungeons & Dragons products just keeps expanding. Due this year are the second AD&D action game, DRAGONS OF FLAME (MSR \$39.95 for MS-DOS, Amiga and Atari ST, \$29.95 for Commodore 64/128), and WAR OF THE LANCE (\$39.95 for Apple II and C64/128), the first AD&D computer wargame. In 1990 SSI plans to release DRAGONSTRIKE, an AD&D dragon flight/combat simulator, and CHAMPIONS OF KRYNN, a fantasy role-playing game set in the Dragonlance game world.

Traditional Wargaming from SSI

Also just announced is a new program for the advanced wargamer, SECOND FRONT (\$59.95 MS-DOS), which is based on Germany's invasion of Russia in 1941. SECOND FRONT will be a division-level strategic game on a grand scale, with a map extending from Berlin in the west to Stalingrad in the East and covering the entire Russian front. Players will command over 150 German divisions and over 200 Soviet divisions.

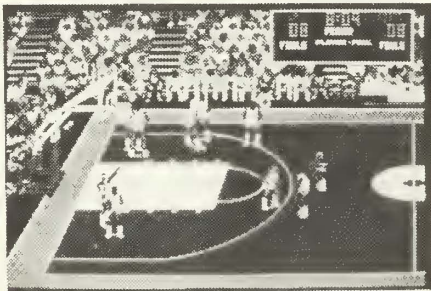
Computer Game Developers Announce Awards

At their third annual conference, professional computer game developers announced their choices of awards to entertainment software publishers. The "Best Publisher" award was given to Accolade, with the "Best Producer" award shared by Shelly Day (then at Accolade, now at Taito) and Rich Hilleman of Electronic Arts. "Best Quality Control" went to Sierra On-Line and "Best Technical Support" to Electronic Arts. The "Most Innovative Publisher" award went to Cinemaware for the second year in a row.

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.

LAKERS VERSUS CELTICS AND THE NBA PLAYOFFS (★★★★★/★★★★★) is a five-on-five basketball game from *Electronic Arts* which includes the Celtics, Bulls, Pis-



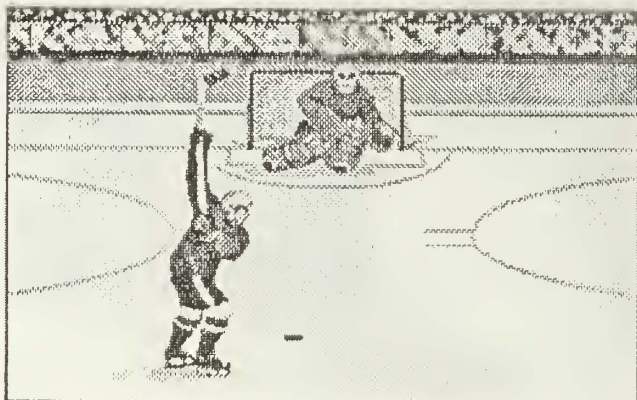
tons, and Knicks from the Eastern Conference and the Lakers, Sonics, Suns, and Jazz from the West, all using their actual stats from the 1989 season. You can choose any two teams to play scrimmage games on select on team to enter the playoffs. Stats and jersey numbers are accurate to the real thing, along with physical attributes. For instance, Kareem delivers his skyhook and Jordan has his slam dunk. You can set different quarter lengths - from 2 to 12 minutes, as well as various skill levels. The rules that basketball fans are familiar with are here as well, such as 10 second backcourt violation, penalties, traveling, 24 second shot clock violation, etc. Using either the keyboard or a joystick, you have quite a bit of ball control as you can shoot, fake, steal, block, pass, or change to another player on offense and defense. The player you control has a black jersey. As you pass the ball, the new player you control then has a black jersey.

Really Fine Basketball Game

The approach on this basketball game really gives you a realistic approach, with true-to-life stats, rules, and play which show a real concern for detail. We really liked that the rules are realistic and there's plenty of action on the boards. Your view is from about 20 rows up in the stands with a half court showing at one time. Scrolling from one side to the other is smooth without jerkiness which we sometime find in various sporting events where the entire playing field can't be shown. With ten active players on the court, you'll find there's plenty going on. It makes a great two-player game as you control, player by player, your entire team. Graphics are quite good, especially with the amount of moving objects. The players are pretty good size and, therefore, recognizable for who they are. This is one of the better sports games we've seen in awhile. (one player; two player simultaneous; keyboard or joystick; 384k)

Recommended (MSR \$49.95)

FACEOFF! (★★★1/2/★★★★) is a fast-moving ice hockey game created by *MindSpan Corp. for Gamestar*. As you begin, you can choose exhibition (great for practice) or league play, and then choose which team you wish to put out on the ice. The player you control will denoted with a "diamond" and you can command one of your computer-controlled teammates to pass to you. You can design set plays in the "Play Editor" and, if you've chosen it as an option, you can select *ShotCam* - a great one-on-one camera angle of you against



the goalie. You activate this option only when you have a clear shot of the opponent's net and there's no other skater between you and the goalie. There's also *FightCam* which you can choose to allow fights to break out. You can start a fight and go up close for the action as you punch it out with the other guy. Under the

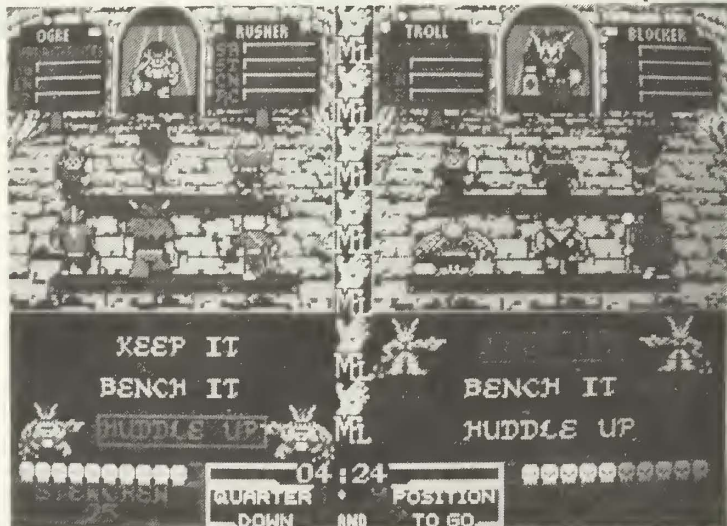
General Manager Functions you can trade, promote, demote, retire, and even sell a franchise.

Another Solid Sports Game

Gamestar has become the expert with high quality sporting games of all sorts and this is no exception. In addition to having strong graphics with interesting inset screens for shots at the net and fights, the gameplay is quite good. Once you take a look at the instructions and note all the various up, down, and diagonals your men can skate with ease and control, you'll see you can really play the entire rink in a fast-action game. You'll really enjoy this with a friend, too. (one player; two player simultaneous; reviewed on MS DOS; requires color monitor; keyboard or joystick)

Recommended

GRAVE YARDAGE (★★★1/2/★★★1/2) is perfectly timed for a Halloween release designed by *Incredible Technologies for Activision*, as this is "football" as you've never seen it! Here it's the Monster Football League (MFL) and the teams are made up of monsters which include goblins, zombies, ghouls, trolls, and more. On offense and defense there are several plays to choose from including "kill them all" and many others that you'll just have to try! The field has holes, land mines, and other distracting terrain. The "ball" is a cross between the eye of a cyclops and a flying chicken...making it a very stupid ball which likes to run around on the field like a chicken with its head cut off. The point here is to beat 'em



up, smash them into the ground, and generally create mayhem...and score a touchdown or two (if you can get ahold of that crazy "ball").

Pretty Hilarious

This is "football" with a terrific sense of humor as you see these monsters go at each other.

The resultant "calls" are done completely tongue-in-cheek with some pretty hilarious writing. The graphics are quite nicely animated and the "ball" is something to behold. You'll love the "mummy" toss at the beginning too. We have a feeling the designers had several side-splitting sessions when they dreamed this one up (either that or they had something strange to eat before bed and dreamed this!). In any event, it's the gridiron game like you've never seen it but you'll have loads of fun with these roguish characters! (one player; two player simultaneous; reviewed on MS DOS; requires 512K and color monitor; keyboard or joystick)

Recommended

AMIGA Software

DOWNHILL CHALLENGE (★★★/★★★) is a computer ski simulation from Broderbund in which you can practice and compete in four different skiing events — slalom, giant slalom, downhill, and jumping. There are three levels of ski runs to choose from. Once you're on the course, you'll find various information on your game screen including time, number of poles missed, and your split times. Use your joystick or keyboard to maneuver down the course, attempting to make it through all the poles.

Quick Reactions Needed

As you schuss down the slopes (your view is from behind your skier), fast reactions are necessary in order to make it between the poles. You can easily find yourself off the course if you're not careful. There's a nice sound of the skis on the snow and the graphics are quite realistic with your skier bending deep to make his turns, and the sun reflecting off the snow. It's another approach to racing for those who enjoy the fast response needed to make turns and beat the competition. (one player; joystick or keyboard; reviewed on Amiga; coming for Atari ST, Apple IIGS, MS-DOS, Commodore 64)

MS-DOS

LICENCE TO KILL (★★★1/2/★★★1/2) by Domark Ltd. for Broderbund is an action game based on the current James Bond movie, and it uses scenes and situations from the film. The game has six separate sequences in which Bond tries to capture an infamous drug lord, starting with a helicopter chasing an escaping jeep through enemy territory. The action continues on foot as Bond chases Sanchez through a gauntlet of the drug lord's henchmen. The third scene is quintessential Bond, as the intrepid Agent 007 is lowered by rope from a helicopter to the drug lord's plane—as it's flying, of course. The action shifts to an underwater harpoon fight and then to barefoot water skiing behind a seaplane in a high-speed chase. The final scene is Bond's last-ditch effort to capture Sanchez after the destruction of the drug lord's factory. The action comes to a climax in a crescendo of fleeing 18-wheeler tankers which Bond pursues from a stolen crop-duster. It's enough to leave you breathless!

Action Varied and Relentless

If you enjoyed the movie, you definitely won't be disappointed in this computer game version which re-creates many of the high points in the film. Graphics are very crisp, clear and reminiscent of the movie scenes on which they are based. The action is both varied and relentless. Be sure to use a joystick for full enjoyment, though, because the action is often much to fast to respond well to keyboard control. (Solo play; Joystick or keyboard; Pause; EGA/CGA/Tandy/Hercules; 512K.) MS-DOS version reviewed. Coming soon for C64/128 (\$19.95); for Amiga and Atari ST (\$34.95) Recommended. (MSR \$29.95)

Broderbund Visits CE

Recently we had the opportunity to spend some time with Gary Carlston of Broderbund Software when he visited the offices of Computer Entertainer to talk about some of the company's new products. After Gary took us through a short demonstration of *PRINCE OF PERSIA* on Apple II, Gary told us about some of Broderbund's current software work in progress. One of the upcoming titles is *WOLFPACK* (MSR \$49.95) for MS-DOS, a naval battle simulation including both submarines and surface ships which is due in December. Gary posed the question of why Broderbund would want to do another naval battle simulation when there are already several of them available—a question that often occurs to reviewers when “yet another” of any well-represented type of game is planned. He said that Broderbund decided to do *WOLFPACK* because it is especially easy to learn, something that is not true of other naval battle simulations currently available.

Coach Your Own Football Team

Broderbund is also close to releasing *PLAYMAKER FOOTBALL* for Macintosh, a simulation that can be played arcade-style as an action game with pre-set teams. However, what it's designed to do is to allow the player to “coach” a team completely for plays under a variety of conditions. According to Gary, the program's high level of AI (artificial intelligence) then allows it to auto-play a game between two pre-coached teams. It will even be possible to send a disk containing your pre-coached team to a friend. Your team can then play his, carrying out the plays you have determined in reaction to any conceivable game events.

Action and Strategy in the Middle Ages

Next month you can expect to see *JOAN OF ARC: SIEGE & THE SWORD* (\$44.95 for MS-DOS, Amiga and Atari ST), an action and strategy game developed in Europe. The game will bring the Middle Ages to life, letting the player become Charles VII of France during the period when he was fighting to drive the British out of his country. The game includes Joan of Arc's battles against the British and the Burgundians and continues past the point when she was captured by the British and burned at the stake in 1432. The program includes five action sequences, including large-scale battles in open countryside, hand-to-hand struggles with individual British soldiers, and perilous assaults on fortress walls.

New Games from Electronic Arts

Electronic Arts has just announced the release of several new games for a variety of systems. New for Atari ST are *F-16 COMBAT PILOT* (MSR \$49.95) by Digital Integration and *POWERDRONE* (\$39.95) by Michael Powell. *F-16 COMBAT PILOT*, which is also available for MS-DOS systems, is a fighter simulation which includes squadron strategy by allowing the player to fly combat missions against MiG fighters and ground targets, all while ordering a squadron of F-16s to destroy key targets. *POWERDRONE* is a futuristic airborne racing simulation in Typhoon-class jet hovercraft. Both *F-16 COMBAT PILOT* and *POWERDRONE* can be played head-to-head by two gamers on separate computers joined by direct datalink. *KEEF THE THIEF* (\$49.95) for the Apple IIGS by Naughty Dog Inc. is a humorous role-playing game that includes the action of combat, multi-level spells and puzzles to solve. Young Keef is a juvenile delinquent intent on beating an evil magician to creating the magic necessary to rule the world. Multiple-player fantasy role-playing offers the gamer something new in *SWORDS OF TWILIGHT* (\$49.95) for Amiga. Up to three players can travel the road to adventure, acting and conversing simultaneously as they explore ruins, temples, castles and keeps. And just released from Electronic Arts affiliate Strategic Studies group of Australia is an MS-DOS version of the award-winning wargame, *ROMMEL BATTLES FOR NORTH AFRICA* (\$39.95). Previously released versions of this World War II game set in the deserts of North Africa are available for Apple II and Commodore 64/128.

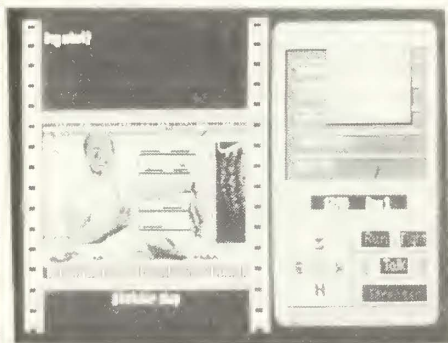
Computer Game Pioneer Epyx Closes Its Doors

Epyx Software, originally known as Automated Simulations in the very early days of computer games, no longer exists as a developer and publisher of computer games. The company, well known to gamers for such hits as *TEMPLE OF APOLLO*, the “Games” series (*SUMMER GAMES*, *WINTER GAMES*, *CALIFORNIA GAMES* and others), *IMPOSSIBLE MISSION* and many more, drastically cut its staff by 90% last month. As a result of longstanding financial stresses on the company, Epyx will no longer develop and publish computer games. The remaining ten staff members are all involved with the development of the hand-held color video game system which is now known as Atari Lynx, and these ten will continue to work with Atari on development of games for Atari Lynx. At this point we do not know what will happen to Epyx's current line and the computer games which were in development, but we will keep you informed as we learn the disposition of these games.

THE CYCLES: INTERNATIONAL GRAND PRIX RACING (★★★1/2/★★★★) by *Distinctive Software for Accolade* is a motorcycle racing game that offers variety, challenge, and great playability. (This is no surprise, considering that the design team is the same one responsible for

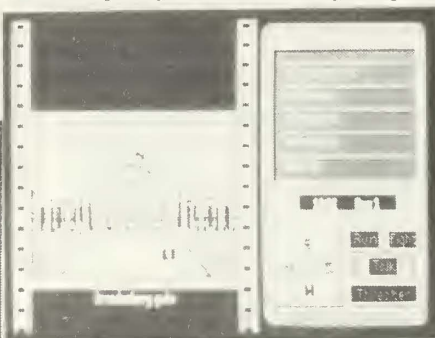


Accolade's "Grand Prix Circuit" and "The Duel: Test Drive II.") The program includes 15 real tracks, such as Circuit Bugatti and Laguna Seca, three classes of cycles (125cc, 250cc, 500cc), and a first-person perspective from behind the windscreen that makes the experience as real as possible without getting onto a cycle and racing on a real track. You can choose a practice run, a single race, or you can race the entire championship circuit for the full challenge. There are five skill levels from Beginner (no shifting and you can't blow your engine) all the way to Pro (you shift, engines can blow, and your competition shows you no mercy). In the races, you compete against nine other riders, each with his own style, and their skill levels range from novice to seasoned pro. We had a wonderful time with THE CYCLES, enjoying the exhilaration of sheer speed and the wonderful variety of cycles, courses and scenery. Accolade has another winner. (Solo play; Joystick or keyboard; Pause; Supports Ad Lib sound & EGA/CGA/Hercules/MGA/Tandy; Off-disk copy protection.) MS-DOS version reviewed. Coming soon for C64/128 at \$29.95. Recommended. (MSR \$39.95)



THE THIRD COURIER (★★★1/2/★★★★) is a role playing adventure that takes you into the world of international

intrigue and espionage. Designed by *Manley & Associates for Accolade*, the program has a contemporary theme and a story that pro-



gresses in real time. You are agent Moondancer—best in the free world. The game actually lets you create your character, answering questions about his or her lifestyle and background to make a character that is uniquely yours. (This also means that the game can be re-played with different nuances if you play as a different character.) As Moondancer, your assignment is to recover stolen NATO non-nuclear defense plans. Three parts of the plans were being carried by three couriers. Two of them are dead, and the third has vanished. Is he alive? Has he made a deal with the Russians? Or is he dead, victim of the same assassin/thief who killed the others? Time is not on your side, as you have just seven days to search East and West Berlin for the Third Courier, unravel the mystery, and locate the three parts of the NATO defense plans before they fall into the wrong hands. The game layout is a re-creation of the real two-sided city of Berlin, complete with many locations that will be crucial to your task. The game is icon and menu-driven, eliminating the necessity for typing, and it includes some features that are especially welcome in a role-playing game. One we liked especially is the ability to go to a specific location that you've already visited once with the use of a single command. No more laborious re-tracing your steps with a series of compass-direction commands—and you can even hail a cab to take you there. We like the feel of THE THIRD COURIER—its intrigue and very true-to-life type of story. And we especially like the replayability with different agent characters. We hope that Accolade's first role-playing game is a portent of more good games to come in this genre. (Solo play; Keyboard, mouse or joystick; EGA/CGA/MCGA/VGA/Tandy; Off-disk copy protection.) MS-DOS version reviewed. Coming soon for Apple IIGS. Recommended. (MSR \$49.95)

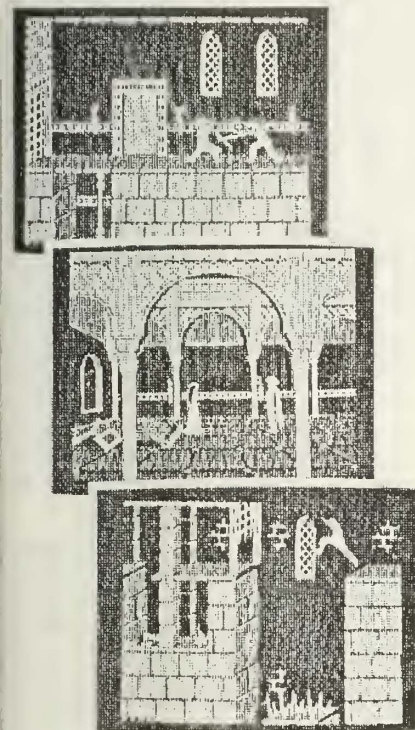
WELLTRIS (★★★★★★★★) arrived quite unexpectedly, because we were not expecting another *Spectrum HoloByte* game by Soviet mathematician and programmer, Alexey Pajitnov, designer of "Tetris." We

couldn't wait to get a look at this one, knowing how universally popular "Tetris" has been with game players. All we can say is that Pajitnov has done it again with a game of utter simplicity that soon leads to complete fascination. Once again, the designer worked with basic geometric shapes. But in WELLTRIS the shapes composed of squares do not fall straight down the screen from top to bottom as in "Tetris." This time the pieces fall away from you, appearing to drop deeply into the screen as they slide down the walls of a four-sided well. Pieces can be rotated as they slide down, and they can also move from wall to wall as you direct them horizontally during their vertical drop. When lines of squares fill in across the bottom of the well, either horizontally or vertically, those lines disappear. What becomes interesting is that as these lines disappear, the remaining pieces slide in ways that are at first unpredictable. However, as you play more, the patterns and characteristics of the squares as they move become more apparent. As you become even more proficient at the game, you learn to use the corners, which can cause pieces to behave in strange ways. WELLTRIS offers multiple levels of difficulty, mind-engaging puzzles, and truly elegant simplicity. WELLTRIS is both more interesting and more challenging than "Tetris"—definitely a worthy successor to the hit puzzle game. (Solo play; Keyboard; Pause; CGA/EGA/Tandy/Hercules; 3.5" & 5.25" disks included; Off-disk copy protection.) MS-DOS version reviewed. Coming soon for Macintosh and Amiga. Recommended. (MSR \$34.95)

OPERATION WOLF (★★★★★★★★) from *Taito* is now available for MS-DOS systems. Based on Taito's own coin-op hit, OPERATION WOLF is one of the very best of the popular military action games. The game is full of non-stop action in a commando-style rescue effort to extract American Embassy officials from a terrorist encampment. The shooting action takes place in a series of scenes full of stark realism. The first-person perspective puts you in the middle of heart-stopping action as very large terrorist figures jump in front of you and start shooting away. The graphics are superbly animated, and Adlib sound also increases the feeling of realism in the game. If you love action gaming, don't miss this one. (Solo play; Joystick, mouse or keyboard; CGA/EGA/VGA/Tandy/Hercules graphics and Adlib sound; Pause; Continue feature.) MS-DOS version reviewed. Also available for C64/128 (\$29.95), Amiga (\$34.95), Nintendo (\$44.95); coming soon for Atari ST (\$29.95). Recommended. (MSR \$34.95 for 5.25", \$37.95 for dual 5.25"/3.5")

APPLE II Software

PRINCE OF PERSIA (★★★★/★★★★) is an action-adventure from *Broderbund Software* by Jordan Mechner, the creator of "Karateka." Just as Mechner broke new graphic ground on the Apple II nearly five



years ago with "Karateka," he has done so again with *PRINCE OF PERSIA*, another action game with a movie-like storyline. The story of a young adventurer from a foreign land who has fallen in love with a princess takes place in an Arabian Nights setting. The adventurer knows nothing of palace politics. He is perceived as an enemy by the Grand Vizier Jaffar who has usurped the throne in the absence of his master, the Sultan, father of the princess. Jaffar throws the adventurer into the Sultan's dungeons and gives the Princess an ultimatum. When the sands of the hourglass stop flowing, she must choose to marry Jaffar or die. All her hopes lie in the adventurer's ability to escape the dungeons and rescue her.

Incredibly Realistic Graphics

The adventure takes place in the palace dungeons: 12 levels and over 250 rooms to explore. In the early rooms, the young adventurer encounters strictly physical challenges—chasms to be crossed, spiked floors to avoid, and the like. Once he becomes armed with a sword, he has to fight his way through successively more aggressive and skilled dungeon and palace guards before he can reach the princess. There are shortcuts and secret passages, potions and other items to be found, and puzzles to be solved. And throughout the game, there are periodic non-playing interludes that advance the storyline. Even with ordinary graphics, this would be

a very good game. However, the graphics in *PRINCE OF PERSIA* go far beyond ordinary to incredibly realistic. We were amazed by the quality of the animation in this game, to the point that we can confidently state that we have never seen better graphics in any Apple II game. The adventurer character actually looks human as he runs, jumps, climbs and hangs from ledges. He even has a way of taking "careful steps" that let him move right up to the very edge of dangerous spots in the dungeons. We understand that this high degree of realism came from painstaking work with live models, movie footage and digitization of images in doing the graphics for the game. You really have to see it to believe it. (Solo play; Joystick or keyboard; Pause.) Apple II version reviewed. Also planned for MS-DOS.

Recommended. (MSR \$34.95)

THE DARK HEART OF UUKRUL (★★★1/2/★★★★1/2) is a fantasy role-playing adventure by Ian Boswell and Martin Buis of *Digital Studios, Ltd. for Broderbund Software*. An inexperienced party of four adventurers (fighter, paladin, priest and magician) explore the passages and catacombs of the mountain city of Eriosthe, seeking to vanquish the tyrant, Uukrul. The tyrant has detached his soul and hidden his heart of black obsidian deep in the maze-like passages of Eriosthe. The task of the adventurers is to free the city from Uukrul's tyranny by finding his dark heart and smashing it.

Departs from Traditional Treatments

THE DARK HEART OF UUKRUL departs from traditional treatments of fantasy role-playing games in a number of ways. You can choose a preset party or generate characters of your own, which is not unusual. However, character generation is accomplished by giving the character a name and designating sex, then answering a series of questions about how your character would react in certain situations. Because you've done more than simply assign quantities of points to attributes such as strength and intelligence, this method of character generation gives you a character that has more meaning to you, the player. The game also includes animated combat scenes, auto-mapping, and a large number of spells and prayers to be used by your magician and priest characters. You don't spend a lot of time referring to the manual while playing, because most of what you need is on the screen at all times or easily accessible in a sub-screen. There is no typing involved due to menu choices and movement keys. *THE DARK HEART OF UUKRUL* is easy to get into and not at all intimidating, despite its large manual. It turns out to be a very interesting role-playing game that doesn't throw a lot of barriers in the way of your enjoyment of the story and the game. (Solo play; Keyboard; Off-disk copy protection.) Apple II version reviewed. Coming soon for MS-DOS.

Recommended. (MSR \$49.95)

APPLE IIGS Software

THE THREE STOOGES (★★★★/★★★★1/2) is the latest version of the slapstick comedy, boardgame-style program from Cinemaware, and the programmers have done a great job of bringing this game to the Apple IIGS. The newest version is nearly identical to the earlier ones, with its arcade sequences tied together by a storyline that has Larry, Moe and Curly hustling for money to save an orphanage from foreclosure by its mean landlord. The arcade sequences (slapping game, pie-throwing, fiddle chase, fighting oysters for crackers in the stew, and hospital chase) come off very well in this version. The slowness of the GS system shows up in disk access time, but it's nothing that GS owners aren't already accustomed to. And the GS version has something new that we liked, a map of the town of Stoogetown that lets you know where you are in the game and also gives you more of the sense of the boardgame-like setup of the program. Beautiful, digitized graphics and plenty of authentic sounds from the Stooges' movies add to the fun. (Solo play; Joystick.) Apple IIGS version reviewed. Also available for Amiga; for Commodore 64/128 at \$34.95. Recommended. (MSR \$49.95)

ARKANOID II, THE REVENGE OF DOH (★★★1/2/★★★★1/2) on the Apple IIGS is an outstandingly colorful and musical version of *Taito's* sequel to their own arcade hit. It's the most sophisticated version yet of the classic theme of breaking through barriers of blocks by deflecting a ball off a moving paddle at the bottom of the screen. And *ARKANOID II* has 67 new levels and more Power Capsules (items which can have a variety of positive effects on your game and score) than the original "Arkanoid." In the GS version, the paddle (or "Vaus") is controlled by the mouse, which we think is much easier to use than a joystick or the keyboard for this type of game. And both the GS and MS-DOS versions also include an easy-to-use construction set which lets you edit existing screens or build new ones to play. (One or two players; Mouse; Pause.) Apple IIGS version reviewed; also available for MS-DOS. Available for Commodore 64/128, Atari ST at \$29.95.

Recommended. (MSR \$34.95)

About the Availability Update

We occasionally hear from readers who say, "that program shipped ages ago. Why do you still show it as not having shipped?" Obviously, keeping track of the programs is a monumental job and one that cannot be accurate without the help of the manufacturers. Unfortunately, some manufacturers send us original press releases announcing plans for a particular title and then never follow it up with notice that the game has released. If the game comes in for review, of course we know it's shipped. We attempt to follow-up with phone calls to manufacturers at least four times a year. However, due to the vast amount of material coming from the various companies, as well as the number of companies, we are not always successful in getting updated information.

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

Atari Lynx Causes Excitement at Computer Entertainer

Not long ago we received a phone call from Atari's public relations agency asking if we'd like a chance to meet with Ron Stringari, president of Atari's Entertainment Division, to see and ask questions about Atari Lynx, the company's handheld color programmable video game system. We answered with an enthusiastic "yes," both because we've had many reader inquiries about Lynx and because we were eager to get another look at the system ourselves. We welcomed Mr. Stringari into our offices and soon learned that he has a keen understanding of the game market. (He was at Sears during the "Pong" era of gaming, and he was Vice President of Marketing at the "old" Atari.) And he is understandably proud of Atari Lynx, a machine he refers to as "a 90s product that brings something new to the game player." As he demonstrated a prototype unit and gave us the chance to try a few games (of course we had to play), we readily agreed with his assertions that Atari Lynx offers many unique and exciting features to game fans of all ages.

Atari Lynx Features

Atari Lynx, which will debut at the end of this month in New York and Los Angeles, features a 3.5" color LCD screen, four-channel sound (capable of reproducing realistic digitized speech), comfortable control pad, and a unique, flippable screen image that makes the unit equally comfortable for right- or left-handed players. The unit can run several hours on six "AA" batteries. The Atari Lynx package (MSR \$150) will include the unit itself plus the CALIFORNIA GAMES cartridge (surfing, skateboarding, foot bagging and BMX racing), an AC adaptor and the ComLynx cable which allows up to eight Lynx systems to be linked for multi-player gaming. (Multi-player possibilities are especially intriguing because each Lynx screen will have its own individual point of view and perspective on the game action.) The technical specs are impressive, including screen resolution of 160x102 pixels, internal system RAM of 64K, the ability to display 16 colors from a palette of 4,096, a system clock that operates at 4 MHz, the ability to accept ROM cartridges of up to 8 Megabytes, and no limit to the number of sprites (hardware-generated images) that can be put on the screen. In addition, the hardware has the capability to "zoom" the sprites, making them larger or smaller to create smooth scaling and add to the sense of graphic depth on the screen.

The Atari Lynx Games

In addition to the CALIFORNIA GAMES cartridge supplied with the unit, there will be four games available initially. BLUE LIGHTNING is a fast-action, fighter jet game that we had a chance to try and liked very much. ELECTROCOP is an action-adventure that sends your character into the Criminal Brain to rescue the kidnapped President's daughter. GATES OF ZENDOCON is a scrolling game with 50 hostile aliens to challenge your dodging and shooting skills. And RAMPAGE is the arcade favorite that lets you become a rampaging monster and trash cities. Among many games currently in development is the arcade favorite, XENOPHOBE. Lynx games will retail for \$34.99 to \$39.99 each. We have been promised a Lynx unit for review, so watch for a hands-on evaluation of Lynx and its games in an upcoming issue.

The Inevitable Comparison

Because both are handheld game systems that accept cartridges, Atari Lynx and Nintendo Game Boy will inevitably be compared to one another. With its much slower screen and monochrome images, Nintendo's Game Boy definitely suffers in comparison to the flashier Atari Lynx. We liked Ron Stringari's comment that marketing the Game Boy with its monochrome screen as new technology is "like selling consumers AM radio as the thing to have." And while we were on the topic of new technology, we asked Mr. Stringari about Atari's rumored 16-bit game machine, which many have said would be based on Atari ST computer technology. He admitted that a 16-bit machine has been in development at Atari, but he said that it is not based on the ST. He also said that the machine is about a year and a half away.

Acclaim & Carolco Pictures Announce TOTAL RECALL

The ink is already dry on a licensing agreement covering game software rights for TOTAL RECALL, a futuristic film due to open in June of next year. The agreement between Acclaim Entertainment and Carolco Pictures gives Acclaim exclusive worldwide rights to create software based on TOTAL RECALL for the Nintendo Entertainment System, Game Boy, computer floppy disks and hand-held electronic games. The film is an epic adventure thriller set in 2075 A.D., a time which has survived yet another world war. Two opposing government blocs rule the planet, and Earth has finally accomplished its goal of colonizing Mars. The film will star Arnold Schwarzenegger. The script is by Ron Shusset ("Alien"), and the film is directed by Paul Verhoeven ("Robocop"). Acclaim's software versions of TOTAL RECALL are expected to be released in conjunction with the opening of the film next summer.

Sega Announces More Titles for Genesis System

The Genesis lineup of game titles has been increased from the initial 13 announced with the system in June of this year. New additions to the Genesis library include REVENGE OF SHINOBI (slated for December), which will feature the familiar martial arts character from the Sega Master System game in a new series of fighting situations, plus several new games planned for release early next year. Players yearning for adventure can look forward to MYSTIC DEFENDER (working title was "Spellcaster II") and SUPER HYDLIDE (not the same game as FCI's "Hydlide" for the Nintendo System). Both of these feature plenty of action along with role-playing adventure elements. And probably the most wanted title on any Sega adventurer's list will be PHANTASY STAR II, promised to be bigger and better than the original "Phantasy Star" which is a favorite of many Sega Master System players. Sega is also working on a Genesis version of their very popular arcade game, GOLDEN AXE. And there's good news for Genesis owners who yearn for a joystick. Sega plans an Arcade Command Stick for release early next year which will work with both the Genesis and Master Systems.

Third Party Developers Announced

We recently learned about two software development companies which will be designing games for the Sega Genesis system. Tengen/Atari Games has four to five games for Genesis in the planning stage at this time for 1990 release. The first will be a conversion of the Tengen/Atari Games arcade hit, CYBERBALL, a futuristic football game that features robot players. Other Tengen titles for Genesis will be announced later. Activision has joined the Genesis party, too. Their first two titles for Genesis will be TONGUE OF THE FATMAN, a conversion of the company's slightly bizarre and very entertaining fighting game which was just released for MS-DOS systems this month, and HARD YARDAGE, a football simulation. Both Activision games are expected to be available in the early spring of next year.

Tengen Announces New Games for NES

A promising group of new games for the Nintendo System was recently announced by Tengen. Four of the games will be very familiar to owners of the Sega Master System, because they have been licensed to Tengen by Sega. The four Sega hits due this year in new versions for the NES are AFTERBURNER, ALIEN SYNDROME, SHINOBI and FANTASY ZONE. Rounding out the Tengen schedule of games for the NES this year are INDIANA JONES & THE TEMPLE OF DOOM, ROADRUNNER (both originally licensed to Mindscape but now returned to Tengen/Atari), ROLLING THUNDER, VINDICATORS and the just-announced TOOBIN'. This last title is based on a Tengen/Atari Games coin-op hit which lets two players take a whimsical float down a river on an inner tube, dodging obstacles and capturing items. The river wanders through different areas such as a jungle and a region of toxic waste (yuk!). TOOBIN' is said to look simple but offer deep strategic play possibilities. Tengen's first titles for 1990 will be XYBOTS and POLICE ACADEMY.

Cinemaware to Develop Games for NEC TurboGrafx-16

Design work is already underway at Cinemaware on a new version of the company's computer-game hit, TV SPORTS FOOTBALL, for the NEC TurboGrafx-16. On the NEC system, TV SPORTS FOOTBALL will take advantage of the TurboTap accessory, allowing up to five players at a time (up to four people on one team). Each gamer will control a single player character on the screen. We saw just a little of the work in progress on this game during a recent visit to Cinemaware, and what we saw looked outstanding. Cinemaware will also do a TurboGrafx-16 version of their upcoming sci-fi computer epic, IT CAME FROM THE DESERT. This tale of giant ants and general pandemonium in the town of Lizard's Breath, California is told in the style of the "big bug" movies of the 1950s. We've seen several sequences from the initial Amiga version of this game (soon to be released), and it has some wonderfully scary scenes. The TurboGrafx-16 version should be quite a treat, since it will be done on CD-ROM rather than TurboChip Card.

Coming Soon from Vic Tokai

Vic Tokai plans two new games for the NES which are scheduled to be released before Christmas. CLASH AT DEMON-HEAD is promised to be a "unique and well-designed action game," according to a company spokesman. The game puts Sergeant Billy "Big Bang" Blitz, a fearless commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E.), in charge of a rescue mission. The brilliant scientist, Professor Plummer, has been captured by an evil gang and taken to the summit of Demonhead Mountain. The evildoers plan to force the professor to reconstruct his lethal "Dead End" device, which is capable of annihilating the world. The game has neither levels nor stages, but rather a maze of highway and subterranean routes with obstacles, rewards and dead ends. Vic Tokai's second pre-Christmas release will be ALL-PRO BASKETBALL, a simulation which will feature five-on-five action and eight teams with twelve players. Each team has distinct characteristics and player personalities. Play is tournament-style with the ability to change players during a game. ALL-PRO BASKETBALL will allow one or two players against the computer, two players against each other, and a demonstration mode.

Back Issues Available

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available. Send \$2.50 for each back issue you want. (Some rare issues are available only in photocopy form.) Buy six or more, and they're just \$1.75 each. Make certain you have a complete set!

Corrections: Video Game System Comparison Chart

In last month's issue, we ran a chart comparing features of four current game systems (Nintendo Entertainment System, Sega Master System, NEC TurboGrafx-16 and Sega Genesis). A few errors found their way into print, and we would like to correct those for you. (With the tremendous amount of new product to review in this issue, we do not have space to re-print the entire, corrected chart. However, you may obtain a copy of the corrected chart by sending a stamped, self-addressed envelope to Computer Entertainer, 5916 Lemona Ave., Van Nuys, CA 91411.)

Nintendo and Sega Master System Corrections

Graphic resolution of the NES is 256 x 240 pixels (not 256 x 192). Also for the NES, the number of sprites possible per screen is 64 (not 32), and the maximum number of sprites per scan line is 8 (not 4). For the Sega Master System, the correct clock speed of the Z80 central processor is 3.6 MHz (not 1.8 MHz), although Sega often uses a rounded figure of 4 MHz when referring to the speed of this processor. (The same clock speed applies to the Z80 co-processor used for sound in the Sega Genesis system and for the Power Base Converter which will allow playing Master System games on the Genesis.) We double-checked our figures with the respective manufacturers, and, to the best of our knowledge, the remaining entries in the chart are correct as printed last month.

Financial Services Link:

The future is about to arrive, courtesy of Nintendo and Fidelity Investments. On October 2, 1989, the two companies announced a joint venture which will bring the potential of home trading of financial services into more than 20 million American homes in 1990. (Nintendo estimates that the NES will be a part of 20 million U.S. households by the end of this year.) With a Nintendo modem and controller, and NES owner can access the "NES Network," expanding the use of the NES to interactive entertainment and informational services via telephone lines. The joint venture between Nintendo and Fidelity Investments, the largest privately held investment manager in the U.S., is the first substantive use of the new NES Network, which was first announced in August. Fidelity, which won a Computerworld Smithsonian award for outstanding use of technology (for Investors EXPRESS and FAST, Fidelity Automated Telephone Service), will develop software cartridges for home securities trading. With the cartridges, NES owners will have access to Fidelity's on-line financial services, including personal portfolio management, real-time trading of securities and mutual funds, and access to financial market information through Fidelity's home trading system. Until now, this kind of access has only been available to personal computer owners in the United States. However, Nintendo has considerable experience with on-line services of this type in Japan, where many families and businesses use their Famicoms for similar purposes.

NEC Enters Coin-Op Market

Late last month NEC announced its entry into the video arcade market with the unveiling of a coin-op version of the company's TurboGrafx-16 home system at the Amusement Manufacturers of America (AMOA) Show in Las Vegas. The arcade version of the TurboGrafx-16, like the home version, features game software on small TurboChip game cards, allowing arcade operators to change games quickly and easily in their conventional arcade cabinets. Nine arcade software titles were introduced with the system, with six to ten more promised by the end of the year. The arcade introduction of the NEC games is expected to precede their availability in the home market by four to twelve months.

SEGA GENESIS

GHOULS'N GHOSTS (★★★★★★) is the latest for *Sega's* new Genesis system, and it's a superb game in every aspect. Licensed from Capcom and based on the coin-op of the same name, GHOULS'N GHOSTS has everything from dazzling graphics and wonderfully appropriate stereo music to absolutely addictive game play. Your character is the dashing, armor-clad knight, Sir Arthur, and he has a very big task. The Prince of Darkness has set his evil minions loose in the land, pillaging the towns and plaguing the people with paralyzing fear. Worse yet, the Prince of Darkness has kidnapped the princess, who also happens to be Sir Arthur's girlfriend. And so Sir Arthur sets off on his quest to rescue the princess from her prison in the Demon's Castle. He enters the Demon's World through the graveyard, which is the Execution Place full of scythe-wielding Spirits of Death and dangerous vultures. (This section of the game is reminiscent of Capcom's "Ghosts'N Goblins" game on the Nintendo system, but later sequences are all different.) As he moves on through a floating island plagued by demon winds, an earthquake-ridden village, a town of fire, and other challenging stages, he encounters every gruesome creature you can imagine, and then some. Sir Arthur has a sword at the beginning of his quest, but he can find other weapons and even learn to use magic against the Demon's followers. There is even a special suit of gold armor with a dashing red cape to be found (and all too easily lost, unfortunately). We had a very difficult time putting this game away and spent considerably more time playing it than was absolutely necessary to write this review. The graphics are outstanding, and the music is perfect for the game's theme. There is so much variety and challenge in the settings, monsters and weapons of different types that it would be very difficult to become tired of playing this game. GHOULS'N GHOSTS is our new favorite on the Genesis system—an absolute must-have for your new Genesis library. (Solo or 2-players alternating; Pause; Continue feature.)

Recommended.

SKY SHARK (★★★☆☆) is a fast-paced World War II aerial action game from *Taito* which allows you to pilot your P-40 fighter behind enemy lines using wing-mounted machine guns as you dogfight with enemy aircraft, as well as bombs to fight waves of tanks and fortified artillery bunkers. You'll travel over vertically scrolling landscapes as more and more enemy fire comes at you. You can capture bonus items to increase your fire power and bombing capabilities.

Fast-Paced Shoot-'Em-Up

This game has been very popular in the arcades and is translated nicely for those who enjoy shoot-'em-ups. While similar to other games such as *1943*, etc., it does pack lots of action and the graphics are bright and crisp. If you enjoy the genre, you will want to check it out. (one player; two-player) (MSR \$42.99)

WHO FRAMED ROGER RABBIT (★★★☆☆ 1/2) from *LJN Toys* is based on the popular movie released last year which is available this fall on home video. The premise follows that of the movie...a Hollywood "toon" star (Roger Rabbit) is accused of murdering one of the most popular men in town. As Eddie you must help Roger solve the mystery by finding the four sections of the will as well as weapons needed to beat Judge Doom's evil plan to "dip" Roger and Jessica and "erase" them. There's two point-of-views as you move through four sections of 1940's Los Angeles. A side view close-up allows you to go into buildings and search rooms, asking for help. The overhead map allows you to move through the city, with Roger running along with you. The four areas of town are the city, the park, ToonTown, and the warehouse district. There are clues everywhere which you must watch for. Watch out for the weasels if they catch Roger. If you can come up with the correct punchline to the joke Roger starts, the weasel will laugh hard enough to drop Roger.

Major "Blinking" Problem

While the backgrounds were nicely defined, we discovered a very troublesome problem (one which we rarely run into on the Nintendo system) in which parts of Eddie's body kept "disappearing" and moving objects did the same! It seemed as though the graphic programming was never finished as these graphic problems are ones we are used to seeing in unfinished versions, not the finished product! We found the problem very disconcerting. The game was fun; with more enjoyment for someone who's seen the movie. There are several twists to the game which will be hard to follow if you don't know the movie. This is one of those games which you might want to try and look at before purchase, not only to see if the graphics problems bother you (they bothered us alot), but to see if the "adventure" will keep your attention long enough to justify the cost. (one player; password)

NFL FOOTBALL (★★★☆☆) is the latest gridiron test for Nintendo, this from *LJN Toys*. This game allows you to choose among any of the NFL or AFL teams and team rosters are broken down into positions and individually rated on various skills. The game allows you to "upgrade" weak areas (two upgrades are the maximum), but those upgrades bring greater penalty risks. It should be noted that, while you choose from the various "real" teams, you do not get the characteristics of the team you choose. Rather, you choose among various team packages with various ratings given to the different positions ("A", "B", "C"). There are three screens used: the scoreboard screen with all the appropriate data (this screen also features the stadium TV screen where instant replays of key plays are shown), the 40 yard screen which is the main playing field

(a high overhead view), and the 15 yard close-up screen which is similar to the isolation camera on Sunday afternoon. This close-up screen is used on a passing play with the intended receiver and two defensive players.

The Kick-Off

If you're receiving on the kick-off, you'll see four of your receivers as potential ball handlers. Use your crosskey to choose the receiver you wish to control and catch the ball. As you begin your march downfield, you'll have your choice of twenty offensive plays (including punts, field goals, and fake field goals). You use a combination of your "A" and "B" button with the crosskey to call your play. As your players take their positions, you have a chance to call an audible at the line of scrimmage. (Those audibles are "preset" meaning that each original play called has a corresponding audible available - you cannot call any audible you wish.) On defense, you also have twenty plays available to you. Once the offense comes on the field, you have a chance to change your play in response to the offensive formation on the field. As the play begins, you have four defensive players to choose from to control. And, if the offense calls an audible, you'll see the pointers reappear over the defensive backs, giving you the opportunity to choose a different player to control. When attempting to run down a ballcarrier, you can make a diving tackle.

Pretty Good Game

While the sound effects are nothing special, the graphics are pretty good with alot of movement on the field without flickering. We liked the fact that we could choose control of various players (more control than *John Elway Quarterback*, less control than *Tecmo Bowl*), and the close-up screen of the pass receiver gives a nice point-of-view as well as allowing better opportunity to catch the ball. While we will still give the overall nod to *Tecmo Bowl* as the current "best" football game out there for Nintendo, NFL Football moves into second place over John Elway. (one player; two player simultaneous)

ADVENTURES OF DINO RIKI (★★★☆☆) takes us to prehistoric times when dinosaurs ruled the earth. Dino Riki, a courageous young man, must fight his way through deserts filled with quicksand, caverns, canyon, and sinking lotus swamps in this action game from *Hudson Soft*. Initially, he is armed with shooting weapons which change and progress from rocks to axes, boomerangs, and torches which are the most powerful weapon. Throughout the adventure, Dino can pick up bonus items which help in various ways such as allowing him to fly, speed up his mobility, give him more strength, etc.

Pretty Typical

This game's theme is very typical of several others out there, with him fighting various enemies and picking up power-up items. The graphics are nice, with Dino Riki being a rather plump well-defined young fellow. Our feeling was this game is geared towards young boys only (under age 12). Frankly, we don't feel there's anything special or unusual here to make it stand out from many of the other games of the genre. (one player; continue feature)

Not Recommended

BACK TO THE FUTURE (★★1/2★1/2) is another movie-based game from *LJN Toys*. It's a multi-stage game that puts the player in the role of Marty McFly as he attempts to undo the harm he did by taking a time machine into the past of 1955 where he unintentionally tampered with the past of his parents before they met and fell in love. In the game as in the movie, Marty's time is limited, and he must restore the past as it was or

he will delete his own future. In the first stage, Marty must make it through four blocks in the town of Hill Valley, avoiding bullies and racing to the cafe where George and Lorraine (his parents in the future) may be hanging out. This section is a basic obstacle course run, followed by the Cafe scene in which Marty protects George from the bullies by throwing milk shakes at them. In the School scene, Marty must avoid kisses thrown at him by Lorraine, who has decided that Marty is pretty cute. If he's caught by even one kiss, Lorraine won't consent to go to the school dance with George. His future hanging in the balance, Marty's next task is to play guitar harmoniously with the band at the school dance. He tries to make the atmosphere more romantic, causing the Love Meter to go up so that Lorraine and George will share their first kiss. If Marty gets this far and helps his future parents to fall in love, his past is straightened out, but he still has to get himself "Back to the Future." He can accomplish this final goal by driving the time machine car at exactly 88 mph, timing his arrival at the town's clock tower to exactly the point when a giant lightning bolt hits and re-charges the time machine car.

True to the Plot of the Movie

The designers employed by LJN certainly deserve credit for staying true to the plot of the movie that has become the title of their game. However, we found most of the game sequences to be routine and rather boring on repeat plays. Overall graphics are about average for the NES, but the game has very little staying power. We believe that *BACK TO THE FUTURE* is a game that most players would prefer to rent once or possibly twice, rather than buying it and having it collect dust on a shelf. (Solo play; Pause.)

Not recommended.

THE GUARDIAN LEGEND (★★★☆☆1/2) by Irem for *Broderbund Software* combines extremely fast shooting action with an underground dungeon maze. The theme of the game is yet another save-the-Earth scenario of alien invasion. This time the bad guys are the evil inhabitants of a planet-like structure known as Naju, which is hurtling toward the Earth. Of course, it's up to you to destroy Naju before the otherwise inevitable collision. You begin the game by controlling a very fast little ship, blasting your way through the surface labyrinths of Naju as the aliens litter your path with obstacles and flying objects. You can pick up extra weapons and other important items in the labyrinths, but you must be constantly vigilant for the appearance of corridors which are entrances to the Naju dungeons. Within the dungeons, you switch to human form for exploring. Here you may find keys or safety devices. When you are able to activate the ten safety devices within the dungeons, you will destroy Naju.

Challenging Game

THE GUARDIAN LEGEND looks like a standard, though extremely speedy, vertically scrolling shooting game when you first start playing. It's not until you've read the instructions and played for awhile that you realize how much more there is to the game than simply flying and shooting. And this is where the gaming strength of *THE GUARDIAN LEGEND* lies, because you must use your mind as well as your shooting reflexes to find and activate all the security devices to destroy Naju. The game's territory covers a large area, and all of it must be explored before you can even think about winning. We found *THE GUARDIAN LEGEND* very challenging, with good graphics and sound effects. (Solo play; Pause; Password feature.)

Recommended.

SEGA Software

CASINO GAMES (★★★★1/2/★★★) is a collection of Las Vegas-type games (except Pinball, an odd, but fun addition) from *Sega* which includes, in addition to Pinball, Poker, Blackjack, Baccarat, and Slot Machines. Initially, in order to open your account, you'll enter your name to get your \$500 stake (if you've done well you can return and reclaim what you've earned for a bigger bank). The card games are quite similar to the real thing as, in Poker, you bet, pass, fold, call, and raise; in Blackjack, you hit, stand, double-down, get insurance; and in Baccarat, you stand, draw, or come up with a "natural." If you don't know the rules of any of the games, you'll find the information you need in the instruction booklet. In Slot Machines, you'll choose how many coins to put in the machine and then spin the wheel to see if you have a winning combination. If you do, the coins will spill out the bottom and be quickly scooped up to add to your account. The pinball game, an odd choice only because that is not a casino game, allows for three different "pitches." In other words, you can play with a gentle, middle, or steep angle which can change the action of the ball quite a bit.

Very Nice Graphics and Animation

The graphics and animation are very eye-catching, especially in Slot Machine where the spin of the wheel is quite realistic. We did tire of the Slot Machines fairly quickly, however, as there's no challenge - simply "pull" the lever and watch the wheel. The pinball game is played from an interesting angle which we haven't seen before. We found the pinball game to have pretty good action. While there aren't a lot of bumpers and such on the playing field, you do get some good movement with the flippers and the bumpers which are on the field. You'll note some very nice animation whenever you work the flippers as the hands at the bottom of the screen move the flipper buttons on the sides of the pinball machine as you work the control buttons. A nice touch. The card games are pretty straight ahead, with the cards being dealt quickly for your perusal and play. We're especially partial to the game of Blackjack and really enjoyed being able to play without finding a human partner! (one player; password save)

Recommended

WALTER PAYTON FOOTBALL (★★★/★★★) takes you to *Sega's* gridiron of action in either the "Road to the Super Bowl" where you compete in a series of games leading to the NFL Championship, or "Monday Night Game" in which you select your team among the 28 NFL teams. You can save your standings via a Password save. There are three levels of difficulty, and two methods of keeping time (running time or real time). Once you've chosen your team, it's time for the kickoff. First, observe the screen for wind direction and strength, as well as distance to the goal (a feature used in punting and field goals). As you make the kick, you have control over the ball's power and spin. Once it's "1st and 10," there's the

huddle screen which gives you all the plays available to you on both offense and defense (there are three basic formations with all plays variations on these. There's three types of offensive plays: line, passing, and kicking with a total of 14 offensive plays.). You have 30 seconds to choose your play; otherwise, the play begins automatically. While your playing field is viewed from straight overhead, the screen will switch to a side close-up of the referee as he makes his calls.

Some Flickering Problems

Due to the number of moving players on the screen, there is a fair amount of flickering. While it didn't bother us too much, we did find both teams breaking up into "blotches" on occasion. Otherwise, the graphics are quite good with good sized players below you. The side shots of the referee and the kicker as he punts are a nice touch. There's some voice as the quarterback gives an audible at the line of scrimmage; however, you cannot change the play at the line. The gameplay is good, with enough offensive and defensive variables to be a good football game. By the way, you control one player at a time, with that player noted with a cursor around him. (one player ; two player simultaneous; password)

CAPTAIN SILVER (★★★★1/2) from *Sega* is based on a Data East arcade game in which young Jack Avery attempts to track down the treasure of the legendary pirate, Captain Silver. Armed with his cutlass, Jack sets off on an action-adventure that takes him through the town of Barren, onto the deck of a pirate ship, across a dangerous island, into a cave, and on through a jungle filled with fierce natives and strange beasts until he finally reaches Captain Silver's Treasure Island. Along the way, Jack earns gold coins which he can use to purchase special items that can help him in his quest for the treasure. Game play is fairly standard for this type of game, although the pirate theme is different and creates a little more interest in the game. The game has good character animation and overall graphics. **CAPTAIN SILVER** is fun to play for a while, but we didn't find it sufficiently different from others of the type to keep us interested for repeated playing sessions over a long period of time. (Solo play; Continue feature.)

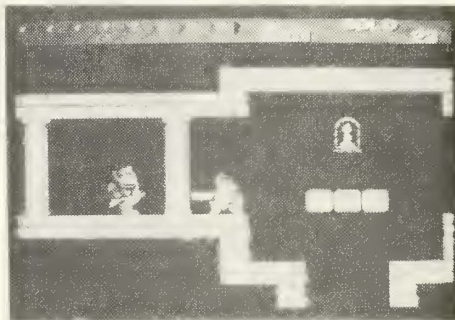
Not recommended.

SPELLCASTER (★★★★/★★★★) from *Sega* has an innovative combination of action and role-playing features that will keep players coming back for playing session after playing session. You take the role of Kane, the SpellCaster warrior of Summit Temple, whose quest takes him on a journey to discover what forces are destroying the temples in his land. As a well-trained SpellCaster warrior, Kane has the ability to shoot Ki force from his fingertips and cast magical spells. As he searches for the source of destruction in the land, visiting towns and temples, he encounters many strange and

dangerous beings which must be defeated in the action sequences. (These sequences are notable for their excellent character animation.) Between action sequences, there are adventure scenes where Kane gathers clues, converses with other characters in the game, and often has to use his intellect to solve a problem or puzzle. For the player, the adventure scenes also perform the function of fleshing out the emerging story of the game as it progresses. Because of this technique, **SPELLCASTER** has a much stronger storyline than is typical of most role-playing adventures made for videogame systems. The strong storyline, combined with varied action and strategy challenges, create a game that is especially satisfying to play. *Sega* has another winner on its hands with **SPELLCASTER**. (Solo play; Continue feature; Password feature.)

Recommended.

WONDER BOY III: THE DRAGON'S TRAP (★★★★1/2/★★★★1/2) brings back one of *Sega's* most popular characters for yet another adventure. This time Wonder Boy runs afoul of the evil Meka Dragon in the first stage of the game. The defeated dragon casts a spell on Wonder Boy in his dying moments. Starting with the second stage of



the game, Wonder Boy is transformed into a series of non-human characters, beginning with the fire-spitting Lizard-Man. With the defeat of successive boss creatures at the end of each level, Wonder Boy becomes one animal after another, from Mouse-Man to Hawk-Man. Each character has certain special abilities that can be used to Wonder Boy's advantage as he seeks a return to his human form. To become human again, he must find the Salamander Cross, a magical object that has been hidden by the Vampire Dragon deep within Monster Land. Throughout Wonder Boy's search for a return to his human form, he travels through Monster Land and an imaginative succession of settings and creatures. There are hidden doors and locked doors, along with gold to be grabbed and special weapons to be bought in the shops. The character of Wonder Boy is as lovable as ever in his third adventure, and the variety of challenges in the game keep the adventure constantly interesting. (Solo play; Password feature.)

Recommended.

ATARI ST

SEPTEMBER

Arkanoïd II (TAJ)
Bad Dudes (DE)
x-Blood Money (PSY)
Fiendish Freddy's Big Top (MIN)
x-Hullfar (SSI)
x-Indiana Jones Last Crusade/Action (LF)
Indiana Jones Last Crusade/Adv (LF)
x-Manhunter: San Francisco (SIE)
Never Mind (PSY)
x-Omega (ORI)
Operation Wolf (TAJ)
Pipe Dream (LF)
Quix (TAJ)
Shinobi (SEG)
Shoot 'Em Up Construc Kit (ACO)
x-Shufflepuck Cafe (BRO)
Stryx (PSY)
Wayne Gretzky Hockey (BS)
OCTOBER

After Burner (SEG)
Infestation (PSY)
Licence to Kill (BRO)
Matrix Marauders (PSY)
x-Paperboy (MIN)
x-Populous (EA)
x-Powderline (EA)
Their Finest Hour (LF)
Xybots (TEN)
NOVEMBER
Barbarian II (PSY)
Carthage (PSY)
Flash Dragon (PSY)
Joan of Arc (BRO)
Killing Game Show (PSY)
DECEMBER
Aquaventure (PSY)
Dragons of Flame (SSI)
Gore (PSY)
Pool of Radiance (SSI)
Shadow of the Beast (PSY)
POURTH QUARTER

A.P.B. (TEN)
Bionic Commando (CAP)
Colony, The (MIN)
Double Dragon II (MH)
Downhill Challenge (BRO)
Dragon Force (INS)
Federation (SPO)
Forgotten Worlds (CAP)
Galactic Conqueror (TI)
Ghouls & Ghosts (CAP)
Guardians of Infamy (PAR)
Guerrilla War (DE)
Harpoon (TS)
Krisal, The (CN)
Last Duel (CAP)
LED Storm (CAP)
1943 (CAP)
Pirates (MIC)
Platoon (DE)

Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Side Arms (CAP)
x-Star Command (SSI)
Street Fighter (CAP)
Sunder (CAP)
Total Eclipse (SPO)
Weird Dreams (MED)
Wizard Wars (PAR)
FIRST QUARTER 1990
Furthest (PSY)
Loom (LF)
Space Rogue (ORI)
COMMODORE 64/128

SEPTEMBER
Ballistics (PSY)
Battle Chess (IP)
Black Tiger (CAP)
Cabal (CAP)
Deathbringer (SPO)
x-Might and Magic II (NWC)
1918 (CAP)
Orel Hershtizer's Strike Zone (MH)
Pipe Dream (LF)
Space Rogue (ORI)
Wayne Gretzky Hockey (BS)
x-Windwalker (ORI)
OCTOBER

ABC Monday Night Football (DE)
x-Beyond Dark Castle (ACT)
Blood Money (PSY)
x-Downhill Challenge (BRO)
Face Off! (GAM)
x-Frightmare (ACO)
Cycles, The (ACO)
Xybots (TEN)
NOVEMBER
Dragon Wars (IP)
DECEMBER
Dragons of Flame (SSI)
Sentinel Worlds 1: Future Magic (EA)
Starlight (EA)
FOURTH QUARTER

A.P.B. (TEN)
Adventures of Bayou Billy (KON)
Ajax (KON)
Bad Dudes (DE)
Blades of Steel (KON)
Captain Fuzz (PSY)
Castlevania (KON)
Double Dragon II (MH)
Empire (INS)
Falcon (SPE)
Ferrari Formula One (EA)
Forgotten Worlds (CAP)
Ghosts II (ACT)
Ghouls & Ghosts (CAP)
Heavy Barrel (DE)
Last Duel (CAP)
LED Storm (CAP)
Licence to Kill (BRO)

1943 (CAP)
Pocket Rockets (CAP)
PT-109 (SPE)
Rick Davis World Trophy Soccer (MH)
Sgt Slaughter: Ma Wars (MIN)
Shark Attack: G Norman Ult Golf (MH)
Sunder (CAP)
Super Hang-On (DE)
TV Sports Football (CIN)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Tiger Road (CAP)
War in Middle Earth (MH)
Weird Dreams (MED)
AMIGA

SEPTEMBER
x-Afterburner (SEG)
Bad Dudes (DE)
Dr Doom's Revenge (PAR)
F-19 Stealth Fighter (MIC)
x-Hullfar (SSI)
Indiana Jones Last Crusade/Adv (LF)
Never Mind (PSY)
x-Omega (ORI)
x-Paperboy (MIN)
Pipe Dream (LF)
x-Shinobi (SEG)
x-Shufflepuck Cafe (BRO)
Sky Shark (TAJ)
x-Star Command (SSI)
Stryx (PSY)
Windwalker (ORI)
OCTOBER

Barbarian II (PSY)
x-Beyond Dark Castle (ACT)
x-Downhill Challenge (BRO)
x-Fiendish Freddy's Big Top (MIN)
Infestation (PSY)
Licence to Kill (BRO)
Matrix Marauders (PSY)
x-Shadow of the Beast (PSY)
Their Finest Hour (LF)
x-Where in USAC Sandiego? (BRO)
Xybots (TEN)
NOVEMBER
Blue Angels (ACO)
Carthage (PSY)
Flash Dragon (PSY)
Joan of Arc (BRO)
It Came from the Desert (CN)
Killing Game Show (PSY)
Neuromancer (IP)
Pool of Radiance (SSI)
Sellar Crusade (SSI)
TV Sports Basketball (CIN)
DECEMBER

Aquaventure (PSY)
Dragons of Flame (SSI)
Gore (PSY)
Starlight (EA)
FOURTH QUARTER
A.P.B. (TEN)
Adventures of Bayou Billy (KON)
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Arkanoïd II (DIS)
Artura (ARC)
Blades of Steel (KON)
Castlevania (KON)
Colony, The (MIN)
Dragon Force (INS)
Federation (SPO)
Fidelity Chessmaster 2100 (ST)
Forgotten Worlds (CAP)
Ghosts II (ACT)
Ghouls & Ghosts (CAP)
Guerrilla War (DE)
Hardball II (ACO)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Jackal (KON)
KyBos (BS)
Last Duel (CAP)
LED Storm (CAP)
Leisure Suit Larry II (SIE)
Magic Johnson Basketball (MH)
Metal Gear (KON)
1943 (CAP)
Operation Clean Streets (BRO)
Pocket Rockets (CAP)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Side Arms (CAP)
Street Fighter (CAP)
Sunder (CAP)
Teenage Mutant Ninja Turtles (ULT)
Test Ride (CAP)
Total Eclipse (SPO)
Weird Dreams (MED)
JANUARY 1990

Harley Davidson: Rd to Sturgis (MIN)
Loom (LF)
Star Trek V: Final Frontier (MIN)
FIRST QUARTER
Furthest (PSY)
Pirates (MIC)
Space Rogue (ORI)
APPLE II/IIe

SEPTEMBER
x-Ancient Art of War (BRO)
x-Curse of Aztec Bonds (SSI)
x-Earl Weaver Baseball 1.5 (EA)
Quix (TAJ)
Renegade (TAJ)
x-Space Rogue (ORI)
x-Windwalker (ORI)
OCTOBER
x-Dark Heart of Uukul (BRO)
Dragon Wars (IP)
Knights of Legend (ORI)
x-Prince of Persia (BRO)
NOVEMBER
Pipe Dream (LF)
War of the Lance (SSI)
Where in Time/C Sandiego (BRO)
POURTH QUARTER
Baiman (DE)
First Over Germany (SSI)
Heavy Barrel (DE)
Indiana Jones & Temple of Doom (MIN)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
RoboCop (DE)
Superstar Ice Hockey (MIN)
JANUARY 1990

Degeneration (BRO)
APPLE IIGX
SEPTEMBER
x-Hotage (MIN)
OCTOBER
Battle Chess (IP)
Downhill Challenge (BRO)
Indoor Sports (MIN)
x-Keef the Thief (EA)
Superstar Soccer (MIN)
Three Stooges (CIN)
Xybots (TEN)
NOVEMBER
Third Courier (ACO)
Jam Session (BRO)
POURTH QUARTER
A.P.B. (TEN)
Ancient Land of Ys (KY)
Captain Blood (MIN)
Double Dragon II (MH)
Halls of Montezuma (SSG)
Indiana Jones & Temple of Doom (MIN)
Leisure Suit Larry II (SIE)
Life & Death (ST)
Quantifair (INF)
Quix (TAJ)
Rastan (TAJ)
Renegade (TAJ)
Zoom! (DIS)
MACINTOSH

SEPTEMBER
Omega (ORI)
x-Gold Rush (SIE)
x-Hotage (MIN)
x-Manhunter: New York (SIE)
x-Puzzle Gallery (MC)
x-Star Wars (BRO)
OCTOBER
x-Grand Prix Circuit (ACO)
x-Pipe Dream (LF)
x-Pool of Radiance (SSI)
NOVEMBER
Playmaker Football (BRO)
FOURTH QUARTER
Arkanoïd Construc Set (DIS)
Arkanoïd II (DIS)
Captain Blood (MIN)
Carner Command (MED)
P-19 Stealth Fighter (MIC)
Fidelity Chessmaster 2100 (ST)
Halls of Montezuma (SSG)
Harpoon (TS)
Karnov (DE)
Leisure Suit Larry II (SIE)
Scrope (DIS)
Starglider II (MED)
Ultima IV (ORI)
Wayne Gretzky Hockey (BS)
FIRST QUARTER 1990
Space Rogue (ORI)
Star Trek V: Final Frontier (MIN)
MS-DOS

SEPTEMBER
x-Action Fighter (SEG)
x-After Burner (SEG)
x-Alien Syndrome (SEG)
Ballistics (PSY)
Bubble Bobble (TAJ)
Cabal (CAP)
Colonel's Bequest (SIE)
Federation (SPO)
x-Fiendish Freddy's Big Top (MIN)
Forgotten Worlds (CAP)
x-Hoyle's Book of Games (SIE)
Indiana Jones Last Crusade/Action (LF)
x-Indi Team Sports (MIN)
Krisal, The (CN)
x-Lakers V's Celtics (EA)
Manhole, The (ACT)
x-Manhunter: San Francisco (SIE)
Never Mind (PSY)
1943 (CAP)
Quix (TAJ)
x-Rommel Battles for N Africa (SSG)
x-SimCity (MAX)
x-Space Rogue (ORI)
x-Star Trek V: Final Frontier (MIN)
Sunder (CAP)
Sword of the Samurai (MIC)
Their Finest Hour (LF)
x-Thunder Blade (SEG)
x-Where in Time/C Sandiego (BRO)
OCTOBER
A-10 Tank Killer (DYN)
ABC Monday Night Football (DE)
x-Aussie Games (MIN)
x-Bar Games (ACO)

Clubhouse Sports (MIN)
Conquests of Camelot (SIE)
x-Cycles, The (ACO)
David Wolf: Secret Agent (DYN)
Deathtrack (ACT)
Deja Vu II (IS)
Die Hard (ACT)
x-F16 Combat Pilot (EA)
x-Face Off! (GAM)
x-Ferrari Formula One (EA)
x-Frightmare (ACO)
x-Ghosts II (ACT)
x-Graveyard (ACT)
Harley Davidson: Rd to Sturgis (MIN)
Hero's Quest (SIE)
x-John Madden Football (EA)
Knights of Legend (ORI)
x-Licence to Kill (BRO)
Matrix Marauders (PSY)
MechWarrior (ACT)
x-Mines of Titan (INF)
Neuromancer (IP)
x-Pipe Dream (LF)
Rambo III (TAJ)
Rastan (TAJ)
x-Shinobi (SEG)
x-Tangled Tales (ORI)
x-Third Courier (ACO)
x-Tongue of the Fatman (ACT)
Xybots (TEN)
NOVEMBER
Blood Money (PSY)
Blue Angels (ACO)
Dragons of Flame (SSI)
F14 Tomcat (ACT)
Joan of Arc (BRO)
TV Sports Football (CIN)
DECEMBER

Battles of Napoleon (SSI)
Gore (PSY)
Second Front (SSI)
Wolfpack (BRO)
FOURTH QUARTER
A.P.B. (TEN)
Adventures of Bayou Billy (KON)
Ajax (KON)
Arthur: Quest for Excalibur (INF)
Baal (PSY)
Blades of Steel (KON)
Carner Command (MED)
Castlevania (KON)
Code Name: Ice Man (SIE)
Conspiracy: Deadlock Files (ACO)
Dark Side (SPO)
Deathbringer (SPO)
Don't Go Alone (ACO)
Double Dragon II (MH)
Double Drabble (KON)
Downhill Challenge (BRO)
Dragon Wars (IP)
Eye of the Storm (ACO)
Galactic Conqueror (TI)
Gold of the Americas (SSG)
Hardball II (ACO)
Harpoon (TS)
Heat Wave (ACO)
Hybris (DIS)
Jackal (KON)
Journey (INF)
KyBos (BS)
Last Duel (CAP)
LED Storm (CAP)
Leisure Suit Larry III (SIE)
MI Tank Platoon (MIC)
Menace (PSY)
Metal Gear (KON)
Orel Hershtizer's Strike Zone (MH)
Overrun (SSI)
Pocket Rockets (CAP)
Quantifair (INF)
Rick Davis World Trophy Soccer (MH)
Scooby-Doo (MI)
Shark Attack: G Norman Ult Golf (MH)
Shogun (INF)
Sorcerian (SIE)
Star Fleet II (INS)
Starglider II (MED)
Storm across Europe (SSI)
Super Hang-On (DE)
Teenage Mutant Ninja Turtles (ULT)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
Zork Zero (INF)
JANUARY 1990

Aquaventure (PSY)
Barbarian II (PSY)
Infestation (PSY)
Loom (LF)
Prime of Persia (BRO)
ATARI 2600

FOURTH QUARTER
Double Dragon (ACT)
Ikari Warriors (AT)
Planet Smashers (AT)
Rampage (ACT)
Sentinel (AT)
White Water Madness (AT)
ATARI 2600

FOURTH QUARTER
Double Dragon (ACT)
Ikari Warriors (AT)
Planet Smashers (AT)
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FOURTH QUARTER
Double Dragon (ACT)
Ikari Warriors (AT)
Planet Smashers (AT)
Rampage (ACT)
Sentinel (AT)
White Water Madness (AT)
ATARI 2600

Commando (AT)
Jinks (AT)
Mean 18 Golf (AT)
Xenophobe (AT)
POURTH QUARTER
Barnyard Blaster (AT)
Ikari Warriors (AT)
Mat Mania Challenge (AT)
Ninja Golf (AT)
Planet Smashers (AT)
Rampage (ACT)
Sentinel (AT)
White Water Madness (AT)

ATARI 2600
FOURTH QUARTER
Commando (AT)
Deflector (AT)
Midi Maze (AT)
Super Football (AT)
Tower Toppler (AT)
Xenophobe (AT)

NINTENDO
SEPTEMBER
x-Back to the Future (LJN)
x-Casque (NY)
x-NFL Football (LJN)
x-P.O.W. (SNK)
x-Strange Street ABC (HT)
x-Sky Shark (TAJ)
x-Who Framed Roger Rabbit (LJN)
OCTOBER

Abyss, The (ACT)
x-Adventure of Dino-Riki (HS)
Air Fortress (HAL)
Battle of Olympus (BRO)
Code Name: Viper (CAP)
Duchard (ACT)
x-Duck Tales (CAP)
Fester's Quest (SUN)
x-Hollywood Squares (GT)
x-Jeopardy Jr (GT)
x-Jordan Vs Bird (MB)
x-Road Runner (TEN)
x-Rolling Thunder (TEN)
Romance of Three Kingdoms (KOE)
Short Order/Eggsploide (NIN)
x-Tetris (NIN)
To the Earth (NIN)
Twin Eagle (ROM)
Wheel of Fortune Jr (GT)
Willow (CAP)
NOVEMBER

Afterburner (TEN)
Alien Syndrome (TEN)
All Pro Basketball (VT)
Barker Bill's Trick Shooting (NIN)
Chessmaster (HT)
Clash at Demon Head (VT)
Goal! (JAL)
Jack Nicklaus Greatest 18 (KON)
Kings of Beach (ULT)
NES Play Action Football (NIN)
Spy Vs. Spy II (KS)
Top Gun II (KON)
Vindicators (TEN)
Wild Boys (BAN)
Win Lose Or Draw (HT)
DECEMBER

Archon (ACT)
Cyberoid (ACM)
Dig Dug II (BAN)
Ghosts II (ACT)
IronSword (ACT)
Knight Rider (ACM)
NES Satellite (NIN)
Rescue: Embassy Mission (KS)
RoboCop (DE)
Shadowgate (KS)
Shinobi (TEN)
Super Pitfall II (ACT)
Tombs and Treasure (ACT)
Toobin' (TEN)
FOURTH QUARTER
Bad Street Brawler (ACT)
Basketball Simulator (CB)
Boy & His Blob (ABS)
Demon Sword (TAJ)
Double Dare (GT)
Flying Dragon (CB)
Glove Pilot (MAT)
Hunt for Red October (HT)
Stewart Super Off Road (TW)
Marvel's X-Men (LJN)
Power Glove (MAT)
Roller Ball (HAL)
2001 (MIN)
Silent Service (ULT)
Strath A.T.F. (ACT)
Super Glove Ball (MAT)
Super Password (GT)
Target Renegade (TAJ)
Terror of Tech Town (MAT)
Three Stooges (ACT)
Twin Cores (AS)
Unser's Turbo Racing (DE)
Vegas Dream (ITAL)
JANUARY 1990

Bigfoot (ACM)
Championship Bowling (ROM)
Double Dragon II (ACM)
Fantasy Zone (TEN)
MTV's Remote Control (HT)
Police Academy (TEN)
Xybots (TEN)
MARCH
Fun House (HT)
Hunt for Red October (HT)
Murphy Adventure (HT)
FIRST QUARTER 1990
Barman (SUN)
Gilgamesh's Island (BAN)
I Can Remember (FP)
Jeopardy Silver Anniversary (GT)
Magic Johnson's Fast Break (TW)
Perfect Fit (FP)

Bigfoot (ACM)
Championship Bowling (ROM)
Double Dragon II (ACM)
Fantasy Zone (TEN)
MTV's Remote Control (HT)
Police Academy (TEN)
Xybots (TEN)
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Antom Fighter (FCL)
 onessa Tomato (HS)
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 ur Trek V (BAN)
 per Spy Hunter (SUN)
 per Sushi Pinball (CSG)
 rminator (SUN)
 Force (BRO)
 3. Championship Volleyball (NIN)
 xcel of Fortune Family Ed (GT)
 and Champ Wrestling (FCL)
GA MASTER SYSTEM
PTEMBER
 Captain Silver (SEG)
 Casino Games (SEG)
 pelicaster (SEG)
 Wonder Boy III: Dragon's Trap (SEG)
 Walter Payton Football (SEG)
TOBER

Basketball Nightmare (SEG)
 Galaxy Force (ACT)
 World Games (SEG)
NOVEMBER
 Dead Angle (SEG)
 Dynamic Dux (SEG)
 Scramble Sprui (SEG)
 Super Golf (SEG)
 Tennis Ace (SEG)
JANUARY 1990
 Golden Axe (SEG)
 Ultima IV (SEG)
FIRST QUARTER 1990
 Arcade Command Stick (SEG)
SEGA GENESIS
SEPTEMBER
 1. Genesis System
 2. Last Battle (SEG)
 3. Space Harrier II (SEG)

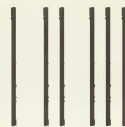
1. Super Thunder Blak (SEG)
 2. Thunder Force II (SEG)
 3. Tommy Lasorda Baseball (SEG)
 4. World Championship Soccer (SEG)
OCTOBER
 Arnold Palmer Golf (SEG)
 1. Ghouls 'N Ghosts (SEG)
NOVEMBER
 Rambo III (SEG)
 Super Hang On (SEG)
DECEMBER
 Basketball (SEG)
 Forgotten World (SEG)
 Revenge of Shinobi (SEG)
JANUARY 1990
 Golden Axe (SEG)
 Mystic Defender (SEG)
FIRST QUARTER 1990
 Alex Kidd Enchanted Castle (SEG)
 Arcade Command Stick (SEG)
 Cyberball (TEN)

Falcon (SPE)
 Fantasy Star II (SEG)
 Super Hydride (SEG)
 TeleGenesis Baseball (SEG)
 TeleGenesis Modem (SEG)
 Zoom (SEG)
NEC TURBOGRAFX-16
SEPTEMBER
 1. Aliens Crush (NEC)
 2. Dungeon Explorer (NEC)
 3. Legendary Axe (NEC)
 4. TurboGrafx-16 System
 5. Victory Run (HS)
OCTOBER
 Blazing Lazers
 China Warrior
 Fighting Street/CD
 Power Golf
 R-Type

TurboGrafx-16 System
 Vigilante
NOVEMBER
 Deep Blue
 Dragon Spirit
 Fantasy Zone
 Final Lap Twin
 Galaga 90
 Monster Lair/CD
 Moto Racer
 Ordyne
 Pac-Land
 World Class Baseball
 World Court Tennis
DECEMBER
 Military Madness

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Rare Games Collectors Forum

New this month:

Kazuhiko Honma, 3-3-16, Ikunonishi, Ikunoku, Osaka, 544 Japan: looking for Vectrex and old cartridges for NES.

Edward Villalpando, 13525 Utica St., Whittier, CA 90605: looking for an old Atari console called Video Music. Also looking for old Atari catalogs (1978 and before) and old videogame magazines.

Donald Tremblay, Box 63, Courval, Sask. Canada S0H-1A0: Looking for the "Voice of Odyssey", voice module, plus "Attack of the Timelord" and "Great Wall St. Fortune Hunt." Also looking for Bally/Astrocade cartridges: Cosmic Raiders, Incredible Wizard, Solar Conqueror, Treasure Cove and Pirates Chase.

Charlotte Anderson, 12626 Burbank Blvd., #201, N Hollywood, CA 91607: Selling Vectrex, Intellivision, ColecoVision, also Coleco Expansion Modules 1 & 2, various controllers by Coleco and Wico. Send self-addressed stamped envelope for listing and prices.

And, still running...
Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450: looking for 2600 cartridges Kyphus, Ewok Adventure and Wings. Also looking to purchase Vectrex.

Warren Endicott, 4 Seashore Dr., Daly City, CA 94014 is interested in games for ColecoVision. Please send him a list.

Ralph Linne, 8385 Findley Dr., Mentor, OH 44060 has a Mattel Aquarius system and C64 Koala Pad with complete line of software for sale. Looking for Intellivision games made by Coleco or Sega.

David S Parker, 99-A Birch Rd., Cedar Grove, NJ 07009 has the following for sale: Atari 5200 system; approx. 20 games all boxed with instructions, some brand new; Wico joystick never used and in box; "Roller Ball" adaptor.

Ricardo Ramirez, 33-13 98 St., Corona, NY 11368 (or call at 718-424-8987) has Burgertime for Intellivision and would also like to trade or sell old C64 titles such as Dino Eggs, The Heist, Decathlon, and Satan's Hollow.

John Vacopoulos, 108 Clarke Rd., Hornsby NSW 2077, Australia looking to complete his 2600 collection...only interested in the following titles (original box, instructions, all in top condition): Steeple Chase, Stellar Track, Sub Commander, Video Cube, Waterworld, Crazy Climber, Gravitar, Quadrun.

John Bonavita, PO Box 95, Haesite, NY 11743 looking for Vectrex games and Mattel Aquarius. Has old Atari ST, Nintendo, Sega & 2600 games for trade. He also has a list of ADAM software for sale.

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

Bill Sommerwerck, 4257 148th Ave, NE #A-207, Bellevue, WA 98007: "Complete" 2600 collection for sale: 420+ carts, plus many accessories, memorabilia. Also have rare 2600 and ColecoVisoin carts. Also looking for Bandai's "Stadium Events" for Nintendo.

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

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

Remember, trades, sales, etc. are the responsibility of the two parties individually. Our intention is merely to have a forum where you can find one another! If you haven't written yet, be sure to do so - we'll run this column, space permitting, each month. Also, if you're listed here and the information has changed, please let us know!
Happy hunting!

NOTE: Please drop us a line if you are listed here and want to change or cancel your ad!

NEC Launches

PlayTour Challenge

On the weekend of October 6-8 in Los Angeles, Calif., NEC launched PlayTour Challenge, a six-city video game, music and sports extravaganza, to search for top game players to become members of the TurboGrafx-16 TurboTeam. The first winner and member of the TurboTeam is 17-year-old Jim Hakola of Lakewood, Calif., who won the finals with 220,080 points on BLAZING LAZERS. (Watching the finalists blaze their way through this shooting game was quite an experience!) for his efforts, Hakola took home a TurboGrafx-16 system plus CD player, NEC monitor and a Vision Street Wear skateboard. Upcoming PlayTour Challenges will be held at: Trumbull Shopping Park, Trumbull, CT (Oct. 21-22) The Odeum, Villa Park, IL (Oct. 27-31) William Patterson College, Wayne, NJ (Nov. 11-12) Royal Crown Plaza Trade Center, Marlborough, MA (Nov. 18-19) Georgia World Congress Center, Atlanta, GA (Dec. 2-3) If you live near one of these locations, be sure to attend. You will have the opportunity to play-test many TurboGrafx-16 games for yourself.

Nintendo Licensees to Produce Game Boy Titles

Many of Nintendo's licensees are jumping onto the Game Boy bandwagon, adding Game Boy titles to their list of products. Among those that have been announced so far are CASTLEVANIA: THE ADVENTURE and NFL FOOTBALL from Konami, BOXBLE from FCI (game set in a warehouse in which you rearrange boxes, known as "Soko-Ban" in computer versions by Spectrum HoloByte), TOTAL RECALL from Acclaim, one or more sports-oriented games from CSG Imagesoft, MOTOCROSS MANIACS from Ultra, and others.