

Computer Entertainer

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

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Coming...

Reviews of...

Times of Lore for Atari ST

Word of Aragon for MS-DOS

Back to the Future for Nintendo

Vonder Boy III and Spellcaster

for Sega

...and much more!

Exciting Fall & Winter Lineup of Games from Sierra

Watch for a great-looking lineup of new 3-D animated adventures coming from Sierra this fall and winter. All of the Sierra titles will be available first in MS-DOS format, with versions for Atari ST, Amiga, Apple IIGS and Macintosh to follow. First in the group of new games is the further adventures of the alien orbs we first encountered in the chillingly futuristic "Manhunter: New York." MANHUNTER: SAN FRANCISCO, just released as this issue went to press, promises the same blend of horror, humor and realistic adventure that made the first Manhunter game so engrossing an experience. Due very soon is HOYLE'S BOOK OF GAMES, which includes such family favorites as Cribbage, Gin, Old Maid and Crazy 8s. The twist that makes this one look interesting is that the program comes with a wide selection of computer opponents with their own personalities and skill levels. Many of these opponents are familiar characters from Sierra games. How about a game of Gin with Roger Willco, space sanitation engineer of "Space Quest" fame?

Adventure Takes Many Forms

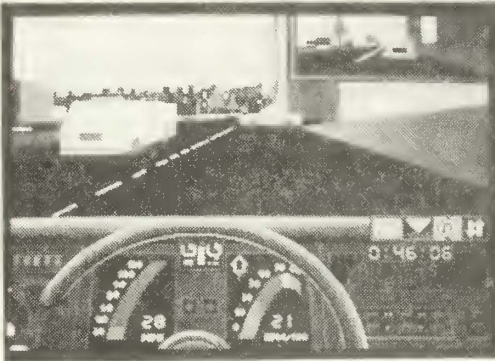
Sierra promises a wide variety of adventure themes for gamers over the next few months. The next in their series of Japanese imports is SORCERIAN, a program that includes 15 separate role-playing adventures with plenty of action. And in HERO'S QUEST, you'll have the chance to explore a wide-ranging variety of settings as a thief, warrior or magician. What we've seen of this game looks very good, with your hero moving around within some wonderful 3D settings. And Sierra moves from fantasy to reality in the latest adventure from Jim Walls, designer of the "Police Quest" games. CODE NAME: ICE MAN lets you become a member of the elite U.S. Navy SEALs (Sea, Air, Land) commando team on a mission to rescue an American ambassador from a group of terrorists. There's plenty of high-tech simulation along with the adventure in this one, as you'll have the chance to operate a nuclear attack submarine among other experiences. The portions we've seen of CONQUESTS OF CAMELOT look wonderful, with the classic Arthurian tale of the quest for the Holy Grail in a new 3D animated adventure designed by Christy Marx and Peter Ledger. These two are a husband and wife team whose combined previous experience in TV animation, script writing, film and comic books promises to bring new excitement to a very old story. And there's good news for Roberta Williams fans. Roberta has taken a new direction with THE COLONEL'S BEQUEST, a real-time murder mystery set in the Roaring Twenties that is full of danger and humor. Roberta pays homage to the classic mystery boardgame, Clue, in the naming of her characters (Colonel Henri Dijon and Ethel Prune, among others), and she has crafted a story of the murderer who came to dinner. And in the sequel that is bound to be a Christmas hit, LEISURE SUIT LARRY III introduces a new character and female counterpart to Larry, promiscuous Passionate Patty. The game promises to be a real gender-bender, because it will allow the player to switch roles between Larry and Patty. This one definitely looks like fun!

Preview of New Games Distributed by Mediagenic

We recently received a package of information from Mediagenic which included video clips from many of the upcoming releases from the lines they distribute, including Activision Entertainment, Gamestar, Infocom, Interplay and Dynamix. This is a method of promotion we're beginning to see more of from software developers, and it certainly gives us a better feel for new games than we can get from even the best-written press release. The lead-off title was Activision's GHOSTBUSTERS II (MSR \$39.95 for MS-DOS), which promises to follow the plot of one of this summer's hit movies. We know very little about the play mechanics of the game until we have a chance for a hands-on review, but the clips looked very good. Also based on a movie is DIE HARD (\$39.95 MS-DOS). This one features a nearly first-person perspective, with large, very well animated figures in the tale of an off-duty police officer thrust into a terrorist attack in a Los Angeles high-rise. Reminiscent of the movie "Road Warrior" but not actually based on it, DEATHTRACK (\$44.95 MS-DOS) features some of the meanest cars and most dangerous-looking characters we've seen in a game in some time. The custom cars come with adjustable rearview mirrors to keep an eye out behind you, and there are ten different tracks. And for a different kind of battling, there's the futuristic MECHWARRIOR (\$49.95 MS-DOS), based on FASA's BattleTech universe. The game will combine strategy and first-person battles between BattleMechs of the 31st century. The video also gave us another look at the new MS-DOS version of THE MANHOLE (\$49.95), which has been an enduring favorite among Macintosh owners. This is not a game, but a program of wondrous exploration for children of all ages. And for Amiga we got a peek at BEYOND DARK CASTLE, originally designed for Macintosh by Silicon Beach software and definitely one of the all-time great action adventures. This one looks terrific! There are doses of offbeat humor among Activision's new

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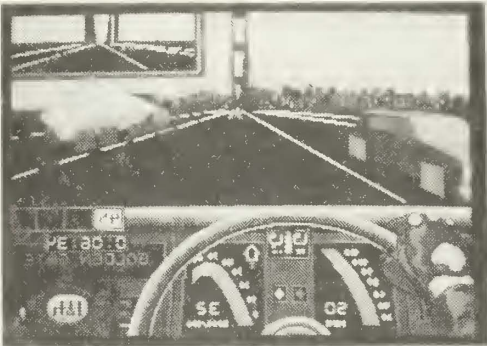
VETTE! (★★★★★★) is a truly remarkable program from *Spectrum Holobyte* which we first got a peek at in unfinished form at the June CES. Driving simulations have never been like this! You have



your choice of four different models of Corvettes (1989 stock model, ZR1 King of the Hill, Callaway Twin Turbo, or Callaway Sledgehammer – the higher the performance of the vehicle, the more demanding the driving skills) with correspond-

ing characteristics and features for street racing through San Francisco on four courses. Before choosing which area of San Francisco you wish to race, enter the Performance test garage to check out your car. You

also must choose your opponent from among four increasingly powerful European sports cars: Porsche 928S4, Lamborghini Countach, Ferrari Testarossa, or a Ferrari F40. It's now time to choose the area of San Francisco you wish to start in. If you've ever been



to the city by the bay, you'll recognize the choices: Zoo to Golden Gate Bridge; Golden Gate Bridge to Bay Bridge; Bay Bridge to Zoo; or the grand tour. One of the first things which will amaze you is the realistic feel of the city with landmarks, main streets (watch out for all those one-ways...go the wrong way and you'll probably be ticketed), and more. We got a tremendous kick out of crossing the Golden Gate and sought out Lombard Street, the crookedest street in the world...it's all here!!!

Incredible views, Incredible 3D Modeling

You'll really enjoy all the viewpoints you can drive from including a helicopter view, two side views with mirrors, and from the driver's perspective. As you switch around, you discover the amazing detail...other cars which are seen from one view do not mysteriously disappear when you switch views – they simply show up just where they should. And wait until you see the other vehicles with unique 3D solid modeling graphics, not quite like anything we've seen. Buses are recognizable, trucks, ambulances, police cars, and more. Overall, the graphics are truly outstanding with landmarks being very recognizable along with the crisp details of your car. There are three difficulty levels. We strongly suggest you start as a rookie as you'll be driving in automatic and you can't crash. It's a good way to get the feel of your car. Keep in mind there are amazing control capabilities from turning down any street you wish, u-turns, cruise control for the freeways, and your instrument panel includes the speed limit for the street you're on, the name of the upcoming cross street, lap time clock, and all the normal gauges you'd find in any high performance Corvette. As you move up in difficulty, you'll deal with the shifting of gears, avoiding other cars and trucks, and even pedestrians (if you run over one, you'll see the flattened fellow in your rear view mirror!). You can also get caught up in one of those dreaded California traffic jams.

And If That Isn't Enough

Not content to create a truly incredible one player driving experience, Spectrum Holobyte has added a two-player option where you can race

against a friend by direct computer link (two of you in a room with a serial cable running between your two computers) or via modem across town or across the country!! We normally do not indicate that a program is in the running for our year-end *Computer Entertainer Awards of Excellence* as so many fine games can come out before the end of the year; however, this has got to be a front-runner for a major award. This just entered our personal library of top games to pull down when we want to relax between reviewing! (one player; two-player view cable or modem, 1200 baud or more; joystick optional; reviewed on MS-DOS; CGA version needs 7mHz turbo or faster and 512k with color graphics card or Hercules monochrome graphics card; EGA version requires 640k; packaged with both 5-1/4" and 3-1/2" disks; coming for Macintosh, Amiga, Atari ST) Recommended (MSR \$49.95)

F40 PURSUIT SIMULATOR (★★★1/2/★★★1/2) is a car simulator for MS-DOS from *Titus Software* which is a strong entry in the genre. It is, of course, nothing like *Vette!* and the two should not be compared



as it would be unfair to this one (especially as this is a straight-ahead racing game where the other is a driving simulation). Here you're behind the wheel of a Ferrari F40 somewhere in a four-state area including Utah and Colorado. There is a detailed highway map which you must consult to find

out your destination. That map will toggle up whenever you need to consult where you are and which way you're heading. You don't necessarily want to take the shortest route as that could be the most dangerous. There's cops all over the play, roadblocks, and cars. You've got a highly sophisticated radar on board but it's going to take some fancy driving as well. You'd better learn how to do controlled 360° spins, as well as cutting through fields, hills, and more. Of course you're timed and your onboard computer will display highway numbers and direction arrows as you near junctions. Watch your rearview mirror too for those black and whites! Your goal is simple...reach the destination you are assigned to in the time allotted.

Great Graphics and Driving

Graphics are big and bold with great detailing on the cars as well as the landscape, barricades, and various telephone poles, fences, etc. The car is responsive to your command (a joystick or mouse will work better than the keyboard) and will be enjoyed by anyone who gets a kick out of fast driving as you streak across the highways and byway of your route. Just good fun! (one player; joystick or mouse optional; EGA, VGA, and CGA compatible; reviewed on MS-DOS; also available for Amiga and Atari ST)

Recommended (MSR \$44.94)

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.

THE RATING SYSTEM:

4 STARS = EXCELLENT

3 STARS = GOOD

2 STARS = FAIR

1 STAR = POOR

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

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

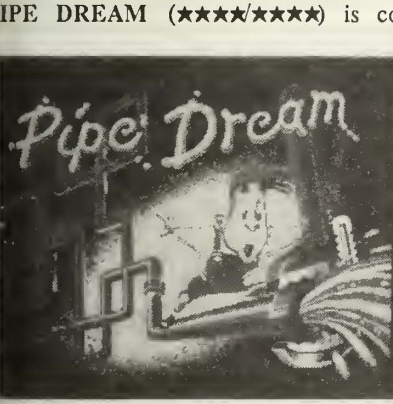
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ames, too. TONGUE OF THE FATMAN (\$39.95 MS-DOS) features bizarre combat between outrageous alien creatures with truly incredible weapons. And in GRAVE YARDAGE (\$34.95 MS-DOS), footfall is taken to a gruesome ultimate in violence as goblins, ogres, zombies and ghouls battle to the death on the gridiron.

Mediagenic Affiliated Publishers

A hockey game from Gamestar, FACE OFF (\$39.95 MS-DOS), features extra-large player characters, closeups on the goalie at critical moments, and even the fist fights that break out on the ice. And coming from Infocom is a graphic adventure that looks promising. MINES OF SATAN (\$44.95 MS-DOS) takes the player to the icy moon of Saturn where a mystery waits to be solved in the subterranean mine tunnels populated with strange creatures. Altogether, lots of new releases to look forward to over the next couple of months from Mediagenic.

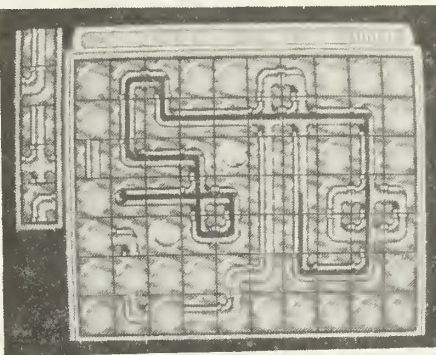
**SNEAK PREVIEW
MACINTOSH Software**



PIPE DREAM (★★★★★★) is coming this month from Lucasfilm Games, and you'd better be prepared to be captivated by this fascinating game! This first-ever Lucasfilm game for the Macintosh was invented by a group of British programmers, and the Lucasfilm people first saw it in an advanced stage of conceptual development. Since that time, the Lucasfilm design team has participated in the further development of the game, which was still being fine-tuned late last month when we were invited to Lucasfilm's Skywalker Ranch facility in Marin County, California to see PIPE DREAM for the first time. We have since received a Beta copy of a sample disk—not the complete game—but more than enough to know that we're already hooked and can't wait for the full game to arrive in our offices.

Great Games are Often Easy to Learn, Difficult to Master
Great games often have simple premises, and they are typically easy to learn but difficult to master. PIPE DREAM is no exception. Take a grid with a bit of pipe on one of its squares, add a dispenser that offers seven basic pieces of pipe (straights, cross pieces and elbows), throw in a goal and a time limit to reach it, and spice up the mixture with music and appropriate sound effects. Add a slight time delay before an unstoppable ooze begins flowing from the initial bit of pipe into the pipeline that you lay by making split-second placement decisions, and you have the formula for the most delightfully maddening puzzle game we've played since "Tetris." We recommend that you start with the slow Training Mode at first, which lets you get the feel of using the pipe pieces as they become available. (You are shown four pieces of pipe at a time, but only one can be chosen, and it cannot be rotated.) Then you can move on to the standard game in which you have a set goal (the number of grid squares which must contain a piece of pipe that forms

part of a complete pipeline) to reach within a time limit. Reach the goal and you move on to the next grid. (There are 36 in all.) There are also

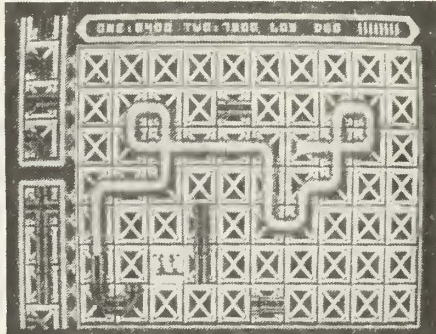


bonus rounds where you can earn passwords that will allow you to start the game at a higher level. Additional bonuses are awarded for pulling off tricky feats such as making the flow cross itself in a loop. As you move to the higher levels, there may be obstacles scattered on the grid or one-way pipe pieces to deal with. And if you get so

good that you aren't challenged at the higher levels, try the Expert Mode in which you have two dispensers of pipe pieces with bonuses for alternating between the stacks. For even more variety, PIPE DREAM can be played cooperatively or competitively by two "plumbers."

More Depth and Variety Than "Tetris"

PIPE DREAM will inevitably be compared to the recent classic of the totally addictive school of computer gaming, "Tetris." Although the two games are not anything alike, they do share a common puzzle heritage and a quality of appeal that makes it nearly impossible to stop playing them. As much as we like "Tetris," we've found a new favorite in PIPE DREAM because it offers so much more depth and variety. While the difficulty level of "Tetris" is escalated through the simple device of increasing speed, PIPE DREAM adds obstacles and varied playfields along with increased speed. Like "Tetris," PIPE DREAM is another game destined to be banned from offices because it is so easy to become completely absorbed in its challenges. We appreciated the opportunity to get an advance look at this wonderful game (and the opportunity to experience the idyllic setting at Lucasfilm's Skywalker Ranch which fosters such creative efforts). Now that you know about it in advance, don't miss PIPE DREAM! It will give your pre-visualization and quick thinking skills a real workout. (Solo, 2-player cooperative or competitive; Mouse, keyboard; Pause; Password feature; Color on Mac II; Not copy protected.) Macintosh version reviewed. Also coming soon for MS-DOS, C64/128, Amiga, Atari ST, Apple II.



Recommended.

A Note About Your Mailing Label...

We get a lot of questions about Subscriber numbers, when a subscription is coming due, etc. Here's a quick read on how to decipher your mailing label, telling you everything you need to know! The label will look something like this—P059010026R947. The four digits following the P tell you when your subscription expires (in this case, May of 1990. The next five digits are your zip code. The last four digits (always including a letter, in this case R947) is your subscriber number.

ATARI ST/AMIGA Software

RAMBO III (★★★1/2★★) from *Taito* (game design by *Ocean Software*) puts you squarely into movie-based action in which you play the role of Rambo on a series of missions to free Colonel Trautman from the Russians holding him in Afghanistan. You view the action from top-down perspective as you sneak into the fortress where your friend is being held. You must search everywhere, try to avoid attracting too much attention from the Soviet guards, and pick up items that will help you to accomplish your objective. Of course, this could hardly be a real Rambo adventure without a lot of violence, and you will have to dispatch many a guard as you seek the Colonel. The second mission involves escaping from the fortress through the heavily guarded vehicle compound, finally commandeering a helicopter to make good your escape. But you and Trautman aren't in the clear yet, so you hijack an enemy battle tank in a desperate run for the border. Here it becomes a duel between your tank and plenty of enemy men backed up by a helicopter gunship. **RAMBO III** follows the plot of the movie and offers a good combination of hard-hitting action with strategy and planning. Rambo fans will love it. (Solo play; Joystick and mouse; Pause; Continue feature.) Atari ST and Amiga versions reviewed. Also available for C64/128 (\$29.95) and coming soon for MS-DOS (\$34.95)

Recommended.

ATARI ST Software

ROCKET RANGER (★★★★★★★★) brings *Cinemaware's* celebration of the movie serial to one more system. And Atari ST owners are likely to be just as crazy about this game as owners of other systems have been. The story is slightly preposterous, which is just right for a game in the style of the old movie serials. Scientists from a future in which history says that the Nazis won World War II decide to change their history. They send a rocket pack and secret decoder to you in the year 1940. As Rocket Ranger, it's then up to you to save your world—and the future—from the Nazi menace in 1940. You control a network of secret agents, trying to keep the Nazis in check, while trying to find the parts of a rocket and the fuel to run it. Wearing your rocket pack, you go nose-to-nose with Nazi fighter planes and a Zeppelin. There's a rescue to be accomplished, too—a famous scientist and his beautiful daughter. It's a wonderful game concept, expertly programmed and lots of fun to play. (Solo play; Joystick; Not copy protected.) Atari ST version reviewed. Also available for Amiga, MS-DOS and Apple IIGS; for Commodore 64/128 at \$34.95.

Recommended. (MSR \$49.95)

Cinemaware Products to Be Distributed by Electronic Arts

At presstime, we learned that Cinemaware and Spotlight games will be distributed by Electronic Arts under an affiliated label agreement between the companies. According to Cinemaware president Bob Jacob, the arrangement will allow Cinemaware to concentrate on product development while leaving the marketing and distribution of those products in the capable hands of Electronic Arts Distribution.

MACINTOSH Software

THE PUZZLE GALLERY (★★★★) is an interesting collection of 180 puzzles in the form of 40 carnival attractions from *Miles Computing* (distributed by *Electronic Arts*). With varying degrees of difficulty, you'll find yourself solving puzzles on various "rides," in the Hall of Mirrors, on the bumper cars, various midway games, etc. The various types of puzzles include word searches, jigsaws, blocks, polygons, crosswords, mazes, jumbles, and more. With the simple point and click of the mouse, you move the various elements of the puzzles around in order to solve them. The Puzzle Gallery disk is a game disk, with "At the Carnival" the puzzle disk included. The publisher promises additional puzzle disks with new themes, challenges, and difficulty levels.

Good Challenge for Adults

While there are several puzzles geared towards children, many of the puzzle types fit adults more easily. There are several which are quite challenging and will be fun for anyone who enjoys word puzzles of varying types. Upon solving a puzzle, we mistakenly expected to get some sort of "reward" ...music, a statement on the screen, or something. We were a bit disappointed that there isn't something which indicates "you solved the puzzle." Also, we would have liked to see the ability of putting a time limit on solving a puzzle. Instead, you could sit in front of a puzzle for hours which may take some of the challenge away for some gamers. We did like the fact that this is something different which various members of the family can enjoy (reviewed on Macintosh; requires two 800k drives or one 800k drive and hard disk; compatible with Mac Plus, SE, SE/30, II, IIx, IIcx; supports color and multifinder) MSR \$39.95

WHERE IN EUROPE IS CARMEN SANDIEGO? (★★★★★★★★) has been around on several computer formats and now finds a home on Macintosh, a computer which allows for enhanced sounds and graphics. Part of a highly successful trilogy from Broderbund, it once again pits you against the notorious Carmen Sandiego and her gang of thugs who are stealing priceless treasures throughout Europe. It's a fast-paced chase through all 34 European countries as you follow clues, ask questions, as well as using the atlas included (the more knowledge you have, the better your chance to catch up to this band of thieves). You jet from city to city, learning a bit about each location as you move about. There's an on-screen fact-finder's database and crimestoppers notebook to help your quest.

Fun, Educational, Great Graphics

This trilogy has a great sense of humor as you learn about geography, culture, and history, without realizing you're doing it (perfect for the kids in the household!). It's great fun to jet from city to city, with the find Mac sound effects. There's fine animation on the screen as well, as you sharpen your thinking skills as you try to get one step ahead of Carmen. There are schools which use this trilogy, for good reason, but even if you're not playing to sharpen your knowledge of Europe, you're in for some rollicking good crime solving! (reviewed on Macintosh; requires 800k disk drive; also available for Amiga, C64, Apple II, Apple IIGS)

Recommended (MSR \$49.95)

Back Issues Available

Don't miss out on all the great back issues! We've been covering entertainment software for over five years and we've reviewed hundreds and hundreds of titles. Most issues are still available. 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! You can also purchase the *SPECIAL EDITION*, published in Spring, 1987 in celebration of our Fifth Anniversary. It covers everything from a look at videogaming to capsule reviews of some of the top games of all time. This Special Edition is \$1.50.

AMIGA Software

IX (★★★1/2/★★★1/2) is a classic arcade title which has come to the Amiga via *Taito*, enabling greatly enhanced graphics. A game of strategy and dexterity, you must avoid roving sparks and waves of wandering energy in the form of a whirling multi-colored helix, as you attempt to draw a series of grids. As the grids fill in, a multi-colored design begins as a patchwork on the screen. If you're able to draw grids, avoiding the sparks, and trap the Qix within the constructed space, you move on to the next (of over 14 levels) and more difficult level.

Habit-Forming

This has long been one of our favorite games, dating back to when we first reviewed it for the Atari 5200 in 1983. The approaches are almost limitless as you doggedly attempt to lock in the Qix. Extremely simple concept, it requires fast thinking and movement if you're going to have a chance. As many years as it has been around, it still holds up well, the mark of a classic (one player; two-player simultaneous; reviewed on Amiga; also available for C64; coming for MS-DOS, Apple II, Apple II GS, Atari ST) Recommended (MSR \$34.95)

FOOT 'EM UP CONSTRUCTION KIT (★★★1/2/★★★★) is your basic space shoot-'em-up from *Avantage* (a division of *Accolade*) with the additional feature of being able to build your own game. Before designing your own game, you can play one of three games included – all adaptations of the basic space theme with enemy aliens, etc. The real hook here, however, is the construction kit. All the basic tools are here including

the ability to build backgrounds, creating animation and sound effects, designing various weapons and vehicles including number of hits required to kill, fire rate, bullet speed, and much more. For those technically inclined, you've got 127 sprites, 58 objects, 22 levels, 23 combinations of colored text, and 24 sounds.

Great Value

If this were just another shoot-'em-up, the value couldn't be there; however, the construction kit aspect makes this a great value. Any arcade lover should have a great time designing games with

the easy-to-use editors. This will be a fun addition to anyone's library! (reviewed on Amiga; also available for C64) Recommended (MSR \$14.95)

BATMAN, THE CAPED CRUSADER (★★★★/★★★) swoops onto the Amiga from *Data East* as part of the Batmania which has hit every nook and cranny of America this summer. Based on the DC Comics hero, this version includes the evil forces of The Joker and The Penguin. The Joker, in his escapade, kidnaps Robin. As Batman, you must move through Gotham City to a fair where you must ride the rollercoaster of fear. Solve the puzzle and save the world. Collect items as you go in order to have the power to hurtle obstacles and find Robin. The Penguin plots to take over the world with an army of robot penguins. Travel through Gotham City and across rooftops to destroy the Penguin's master computer.

Great Graphic Detail

The details of Batman are really terrific with flowing cape. Backgrounds are richly detailed and your "cursor" on the status screen is that highly recognizable bat emblem in gold and black. The characters are nicely sized and there's plenty of action and strategy in order to solve both cases. (one player; reviewed on Amiga; also available for C64, Atari ST, Apple II)

Recommended (MSR \$44.95)

Psygnosis Ready to Reveal Another Beauty!

We got a glimpse at a preview disk of the latest Amiga game from Psygnosis, "Shadow of the Beast." We've come to expect something special from Psygnosis and this appears to be no exception! The game boasts 128 colors on the screen at once (the sunsets and varying shades of greens on the trees were gorgeous!); 350 screens of action, great soundtrack music using at least six major pieces; 132 different monsters which are half screen size; as well as 13 level high speed parallax scrolling which affords some pretty amazing and varied movement in the foreground and background. Written by the same gentlemen who wrote Ballistix, another winner, this features a strange story of a small child stolen from its parents and raised deep below the earth. With secret potions, the Mages of Darkness transforms this boy into a man-monster of great agility and strength. The child is brought up to be evil but eventually learns the horrible truth about his past. Now he's on a trail of revenge as he fights his way through hostile country to the heart of the enemy's stronghold.

Watch for a full review when we receive the product.

SIM CITY Reaches Amiga

Amiga owners will be pleased to know that Maxis Software's *SIM CITY* has just been released for their machine. Originally reviewed in March for Macintosh, we found this program to be innovative, challenging, and fun. With the additional capability of color on the Amiga, the program has simply gotten a bit better with all the colorful detail now added. This program should grace everyone's shelf as you'll find virtually limitless simulation options in building your own city, or taking charge of one of seven cities included. Suggested retail is \$49.95

COMMODORE 64/128 Software

ARKANOID II: REVENGE OF DOH (★★★1/2★★★1/2) is a



sequel to the arcade classic from *Taito* in which there are 67 complex barriers to work your way through. Somewhat reminiscent of the classic *Breakout*, this is much more sophisticated and complex as there are some pretty ingenious arrangements of blocks to break through, all quite musical and colorful.

Construction Kit

Included

There's added dimension with the Arkanoid Construction Set included which allows you to build customized force barriers

and add any levels of play you wish. Give yourself the ultimate challenge! Anyone who's enjoyed Breakout-style games in the past will undoubtedly enjoy this newest incarnation with superior color and animation. (one player; reviewed on C64; joystick or mouse required; also available for MS-DOS and Apple IIGS)

Recommended (MSR \$29.95)

STORMACROSSEUROPE (★★★/★★★) is the latest World War II strategy game from *SSI* in which the entire war can be recreated. It covers all the conflicts in Europe from 1939 through 1945 with each game turn representing three months of action on the continent. Billed as an intermediate level strategy game, you control all aspects of movement as you move your armies, mount landings and bombing strikes, and drop paratroop forces behind enemy lines. There are multiple scenarios available and you can change the starting levels of play in order to add to the variation of play. Up to three players can join in with the computer playing as either the Russians or the Allies. You'll need to balance between production of supplies and advanced research with your limited funds. The program allows for a sweeping approach to the entire European theatre for the duration of the war. Relatively simple use of computer interface via joystick makes this simple to get started and move through, allowing your energies to concentrate on winning the war! (one to three players; reviewed on C64) (MSR \$39.95)

INDIANA JONES AND THE LAST CRUSADE: THE ACTION GAME (★★★1/2★★★) by *U.S. Gold and Lucasfilm Games* is the second piece of entertainment software based on the hit movie of the same name. This one is for all the fans of action gaming, who will enjoy the chance to control Indy in several key sequences taken from the movie. Indy's first task is to search through caverns for the Cross of Coronado. He has to dodge flying weapons and falling stalactites, swing from ropes and gather torches to light his way. Once he nabs the Cross from a gang of grave robbers, the getaway sequence takes him across the tops of circus-train cars and through many more obstacles. The next level finds Indy in the catacombs of Venice, which are

overrun with rats, fireballs and crumbling walls. If he survives the catacombs, he passes to the next level after climbing into Schloss Brunwald. Like the movie, the action in the game is relentless, continuing inside the catwalk maze within the giant Nazi zeppelin. In the final stage of the game, Indy faces the three trials of the Grail Temple in a desperate attempt to save his father's life. This game gives the player top-notch action gaming with Indiana Jones, one of the great adventure heroes. Not only does the game follow the plot of the movie, but the game looks and sounds like the movie. Even Indy's swagger has been programmed into the animation of the character on the screen. This is a game worthy of the Indiana Jones legend, and it's great fun to play. (Solo play; Joystick.) Commodore 64/128 version reviewed. Coming soon for MS-DOS, Amiga, Atari ST at \$39.95. Recommended. (MSR \$29.95)

KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEYBALL (★★★/★★★) from *Electronic Arts* is a conversion of the original MS-DOS program which first brought the Southern California sport of beach volleyball to the computer screen. This is full-court



volleyball with two players on each side of the net, including computerized versions of two of the top pros, Sinjin Smith and Randy Stoklos. The game offers a wealth of options, fast action, humor, and good animation. It starts at the registration tent, where you set up the difficulty level and decide to play against the computer or

with a friend (either cooperatively on the same side of the net or opposing each other with computer-controlled partners). There are practice courts where you can polish your bumps, sets and spikes. In the match court, you have the opportunity to try your new skills in a real game. Tournament play is strictly for the pros, unless you really enjoy being beaten badly (and very quickly). But once you're ready for the tournament circuit, you can travel from city to city, playing on the beaches of San Diego, Sydney, Rio and Waikiki. This is a great sports simulation, especially if you play with a friend. (Solo, 2-player cooperative or competitive; Joystick; Pause.) Commodore 64/128 version reviewed. Also available for MS-DOS at \$39.95. Coming soon from Ultra for Nintendo. Recommended. (MSR \$29.95)



ATARI ST Software

BLOOD MONEY (★★★★★★★★) is a virtuoso performance in arcade-style game programming by David Jones for *Psygnosis*. No Japanese coin-op has more horrific monsters. No shooting game we've played lately kept us quite as engrossed as this one. You're off on an alien safari and a visit to four hostile worlds (provided you can survive). The company that sets up these safaris will provide you with different vehicle for each planet and cash rewards for every alien you slay. They guarantee hostility from every creature you meet—and a quick death if you fail. The blood money you earn can be spent at equipment centers for more death-dealing weaponry, but weapons aren't enough to survive these dangers. You have to keep your wits as attacking aliens have some very inventive approaches to ending your safari holiday. **BLOOD MONEY** has it all: superlative graphics, excellent music and sound effects, relentless and varied shooting action. Amiga owners have already made this game a hit, and ST owners can now join the fun. No one who loves arcade-style gaming could even consider missing **BLOOD MONEY**. (One or two players; joystick; Pause.) Atari ST version reviewed; also available for Amiga. Recommended. (MSR \$39.95)

MS-DOS

BEYOND THE BLACK HOLE (★★★1/2★★) arrived unannounced and unexpected from *The Software Toolworks*. It definitely aroused our curiosity—with its hole in the box and an accompanying proclamation that "True Stereoscopic 3-D is finally here!" Wondering what we were in for, we opened the box to find the disks and instructions along with two different sets of cardboard 3-D glasses and a neat little booklet on the History and Lore of 3-D—complete with illustrations that are indeed 3-D when you use the enclosed 3-D "reading glasses" with one blue lens and one red lens. The other pair of glasses, to be worn while playing the game, are like none we've ever seen because they have one clear lens and one neutral gray lens. Easily seduced by an interesting gimmick, we popped in the disk and tried a little of the game after a cursory glance at the instructions. An introductory sequence took us plunging into the Black Hole, where the game takes place. The game itself seemed easy enough after a few rounds: vertical paddles (called "rebound fields") move in tandem up and down the sides of the screen, controlled by arrow keys, joystick or mouse. Bouncing back and forth between these paddles is an orb, which is supposed to have something to do with outer-space cartography. We spent the orb diving at strange objects in the Black Hole, with often unpredictable results. The creatures of the Black Hole are imaginative and ever more bizarre as you move through its levels.

Playing Games in the Dark

We were having a good time, but the flimsy cardboard glasses refused to stay in place, either with or without the eyeglasses we really MUST wear to see the screen clearly. And we really didn't see much of a 3-D effect. Going back to the instructions, we learned that darkening the room would enhance the effect. This worked well, with graphics now gaining true 3-D effects that we missed when the room was bright. (It led to a puzzled stare from a new employee, however. Passing the viewer's open office door, he was heard saying, "Playing games? In the DARK??") Thanks to the explanation in the History and Lore of 3-D, we learned that this game depends on the Pulfrich Effect, generated because a darker image (through the gray lens) takes an extra split-

second of time more than does a well-lit one to reach the brain. The brain thus receives two separate images, which it interprets as originating at different points in space. We liked the game with its puzzles and whimsical creatures. We were duly impressed by the 3-D effects. However, we hate the little cardboard glasses that refuse to stay put! If you get hooked on playing this "Pong in the third dimension" game, you might want to try removing the left lens from a cheap pair of sunglasses with gray lenses. Otherwise, you may spend hours controlling the game with one hand while holding the cardboard glasses with the other. (Solo play; Keyboard, joystick or mouse; CGA/EGA/VGA/Tandy; Includes 5.25" & 3.5" disks; Not copy protected.) For MS-DOS systems only (512K required).

Recommended. (MSR \$49.95)

WHERE IN TIME IS CARMEN SANDIEGO? (★★★★★★★★)

adds a fourth member to the wonderful family of Carmen Sandiego mystery games from Broderbund. And Carmen's fans will have a great time hopping through history in this one, using a "Chronoskimmer 321i" to move between 400 AD and the 1950s. With 15 new villains, 12 countries, over 1200 clues, and a whole panorama of famous people, historical events and inventions, this **CARMEN SANDIEGO** game is going to be good for many, many hours of fun and learning for all ages. Beginning as a Time Cadet with the Acme

Detective Agency, you'll be put on your first case right away as the agency will send you off chasing one of Carmen's V.I.L.E. henchmen through time. With more technology at your disposal than in previous



Carmen Sandiego games, you can set your Chronoskimmer to a specific place and historic time to track the thief. When you reach a location, you'll be able to scan electronically for clues. Using your copy of the New American desk Encyclopedia (packaged with the game), you must use the clues you gather to stay on the trail of the thief. Once you've obtained enough clues for the data function of the Chronoskimmer to narrow your search to a single suspect, a warrant will be issued, and your Capture Robot will take care of the rest. Solve one case, and it's on to the next. Solve enough cases and you'll earn a promotion. The more cases you solve, the more difficult the cases you're assigned, until you're finally ready to pursue the master criminal herself. With each new Carmen Sandiego game we're reminded of how really great the basic premise of the series is. We've loved each and every one of the Carmen Sandiego games, and **WHERE IN TIME IS CARMEN SANDIEGO?** is no exception. One of these days, Gene Portwood and Lauren Elliott of the Broderbund design team will run out of ideas for new Carmen Sandiego escapades. We hope it doesn't happen too soon, though, because these games are so much fun to play. (Solo or group play; Keyboard, mouse or joystick; Requires 2 drives or hard disk; CGA/EGA/VGA/MCGA/Tandy/Hercules.) MS-DOS version reviewed; coming soon for Apple II.

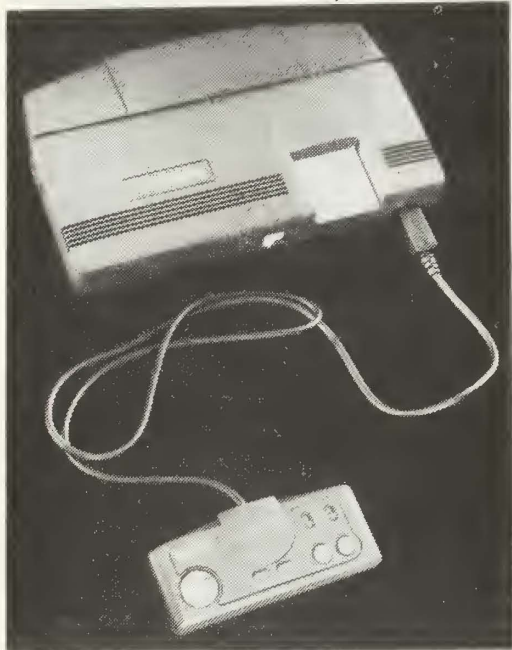
Recommended. (MSR \$44.95)

GAMING'S HEARTBEAT

THE VIDEO GAME UPDATE

A Look at the NEC TurboGrafx-16

NEC's TURBOGRAFX-16 is the second advanced videogame system to hit the U.S. market within a very short timespan. Thanks to NEC, we were able to obtain an advance look at the TurboGrafx-16 and two of the first four TurboChip game cards before their release. The system, which comes with one TurboPad controller and one TurboChip game card, KEITH COURAGE IN ALPHA ZONES, is the U.S. market version of the system sold in Japan



under the name "PC Engine." Although the larger, black game console of the TurboGrafx-16 looks quite different from the diminutive, white PC Engine console, the systems are the same internally. As many of our readers know, we also have a PC Engine, and we were curious about the seemingly identical-looking game cards that play on both the PC Engine and the TurboGrafx-16. We can assure you that they just LOOK identical—neither machine will play software made for the other.

The System and Accessories

The TurboGrafx-16 (MSR approx. \$200) has a cleverly designed card slot on the front which prevents the player from removing a game while the power to the unit is turned on. Also on the front of the unit is a single controller port. To add a second TurboPad controller (approx. \$20), a TurboTap adapter (approx. \$20) is needed. The TurboTap actually allows up to five players to participate in those games programmed to permit two or more players (DUNGEON EXPLORER and MOTO ROADER up to 5, WORLD COURT TENNIS 4, for example). The TurboPad controller is the now familiar design with direc-



TurboTap

tional pad on the left and two action buttons on the right. The TurboPad also has two TurboSwitches immediately above the action buttons which permit rapid-fire action. (The TurboSwitches are a desirable feature on the basic controller, but we feel that they are positioned too close to the action buttons because they are very easily activated unintentionally during game play.) The back of the TurboGrafx-16 is encased in a removable plastic cover which protects a multiple-pin connector. This is where the user connects the optional TurboBooster peripheral (approx. \$40), an audio/video enhancer which provides connections for direct video (to a monitor) and stereo audio. Since the TurboGrafx-16 has no stereo earphone jack or other provision for stereo audio output from the console itself, the TurboBooster will be a necessary purchase for any player who wants to hear the stereo sound the unit is capable of producing. Altogether, bringing the TurboGrafx-16 to a two-player system with stereo sound and monitor connections brings the total cost to about \$280. According to an NEC spokesman, the company's rationale in separating these components is to "allow the system to grow and expand" without requiring the consumer to "pay for everything up front." Our feeling is that the consumer who wants the advanced capabilities of a "next generation" game system is going to want the stereo, monitor connections, and two or more player capability "up front," making the initial set of TurboGrafx purchases a serious entertainment investment—before even the first additional game is purchased.

TurboGrafx-16 Comes with Action and Adventure

KEITH COURAGE IN ALPHA ZONES (★★★1/2/★★★1/2) is the game that comes with the TurboGrafx-16, and it's a classic action adventure with plenty of variety and surprises. Keith Courage, the player's alter ego in the game, is a hero of the future who takes on the invading forces of B.A.D. (Beastly Alien Dudes). The invasion of strange creatures coincided with a giant meteor's collision with Earth, and they have established B.A.D. headquarters by burrowing deep below the surface of Earth. Keith Courage is the son of a nuclear scientist who invented the Nova Suit, a secret force that allows Courage to become a half-man, half-robot creature in his battles against the forces of B.A.D. beneath the Earth in the seven Alpha Zones. Each zone consists of an Overworld and an Underworld where Courage faces the aliens armed with his sword and a variety of special weapons that he can purchase from the Wise Wizard or the Weapons Master. He collects gold coins by defeating certain creatures in the Overworld, and then he buys special weapons to help in the Underworld where the action is faster and he has the help of his Nova Suit. We enjoyed this game a lot, despite the fact that we're considerably older than the game's stated 8 to 16-year-old target audience! It combines attractive graphics, plenty of action, and the need for strategic thinking which helps keep the player's interest through repeated playing sessions. (Solo play; Pause; Continue feature.) For TurboGrafx-16 only.

Recommended.

LEGENDARY AXE (★★★★★★) by *Victor Musical Industries for NEC* is another action adventure for the new TurboGrafx-16 system. Set in a mythical past, the game pits Gogan the Mighty Warrior against the forces of an evil cult known as the Jagu. Gogan, recently returned to his village from warrior training, is greeted with the news that his childhood friend has been taken by the Jagu in order to be offered as this year's human sacrifice to the half-man, half-beast creature who leads the Jagu. Armed with the Legendary Axe "Sting," Gogan sets out to assai the Evil Place, the mountain stronghold of the Jagu. The game is challenging from the outset, forcing the player to think and react quickly to the many dangers that face Gogan on his quest to save his friend from the sacrifice. It is also full of alternate paths to discover and many hidden features, which add to the depth of the gaming experience. This one is a must for anyone who enjoys a good adventure of the "hack and slash" variety. (Solo play; Pause; Continue feature.) For TurboGrafx-16 only.



TurboPad

VICTORY RUN (★★★/★★★) by *Hudson Soft for NEC* is a road rally-style racing game set on the 13,000-kilometer Paris to Dakar course, taking the player from the French countryside to the sands of the Sahara Desert. The rally is run in eight different stages through day and night, each of them with a time limit for completion. When the player starts the race, twenty replacement parts are provided (player's choice of distribution among tires, gears, engine, suspension and brakes). At the end of each of the eight stages, there is an opportunity to replace any worn parts before continuing with the race. And you will need to replace parts! The key to success in this game is learning to use the gears properly, and it takes quite a bit of practice to learn to use the directional pad as a gear shift. Some of the background scenery in this game is quite pretty, but you don't have much time for sightseeing as you try to determine the best combination of speed and good shifting techniques over a variety of roads while you deal with non-race traffic. Although the premise of VICTORY RUN is familiar because every game system simply must have at least one auto racing game, this one is different because of its rally-style setup. The integrating of shifting action should make the game seem more realistic, but we never were able to become completely comfortable with the control pad shifting scheme if VICTORY RUN. Background graphics are very good, but the racing car itself was not as detailed as we would have liked. Overall, we enjoyed the game a great deal, but the playing experience was not as satisfying as some racing games we've played on other systems. (Solo play; Pause.) For TurboGrafx-16 only.

Questions about TurboGrafx-16 from Our Readers

In the course of putting together our initial set of reviews of the NEC TurboGrafx-16 and games, we had the opportunity to talk with Ken Wirt, Vice President of the Home Entertainment division at NEC. Because we've had a number of questions relating to the TurboGrafx-16 from our readers, we had hoped to be able to answer them in this issue featuring the new system. At the top of the list of questions was the "PC Engine 2," the fully 16-bit NEC system which has been rumored to be nearly ready for introduction to the Japanese market. We asked Mr. Wirt about this system, and he said that he, too, has heard the rumors. He added that such a system is not available in Japan yet, but he "could not confirm the rumors." However, based on our conversations with several very knowledgeable sources in the industry, the 16-bit "PC Engine 2" is quite real, as is a second, less expensive version of the original PC Engine. These new systems would be likely to be available in the Japanese market only, at least at first, just as was the case with the original PC Engine. The issue of first introductions to the Japanese market is becoming something of a sore point with some of our readers. Renwick Thompson, Jr. of San Diego expressed the frustration we're hearing from many of you when he asked about the "PC Engine 2" and its initial release only in Japan: "Is it just like Nintendo and the Mario Bros. games: the U.S.A. gets the leftovers while the latest hits are on the shelves in Japan? If the PC Engine 2 is imminent, why should people load up on the 'first generation' PC Engine 1 in this country just because it is the only system NEC wants to sell here at this time? Sure, they have a lot of games available for it now, but isn't it yesterday's news?" Mr. Wirt's answer to those consumers who don't know whether to buy now or wait for the next development was to say that there is always something newer or more advanced in development, no matter when the consumer decides to buy a particular kind of product.

The Videogame Rental Issue

We've also been asked about the issue of videogame rental, especially after a recent article in *Billboard Magazine* stated that NEC "is investigating a means by which both hardware and software for the system can be rented to consumers through video retailers across the country." Mr. Wirt agreed that NEC is "favorably disposed and

studying" the rental issue, but he said that "a straight retail product is not necessarily appropriate to the rental channel." (The TurboGrafx-16 games that we were loaned for review, certainly designed to be "straight retail product," carry the following notice in their instruction booklets: "Any duplication, copying or rental of the software is strictly prohibited.") According to Mr. Wirt, the key issues in the rental market are the need for multiple instruction booklets for each game and either extra plastic jewel boxes or a different kind of packaging that would stand up under repeated rentals. While stressing that NEC has made "no formal commitment" to supporting rental yet, Mr. Wirt said that if the company does decide to proceed with rental, a decision would be made quickly—likely before Christmas this year. Since we are aware that NEC's initial distribution of the TurboGrafx-16 is limited primarily to established NEC audio/video retailers and that quantities are expected to be limited, we asked Mr. Wirt how NEC would be able to support additional distribution through video rental retailers. Explaining NEC's belief that "trial usage is important" because purchasing a TurboGrafx-16 and games is "a significant investment for a kid," Mr. Wirt said that NEC might consider "diverting some product" into the rental channel to allow kids to "test drive" the TurboGrafx-16 and games before buying. We asked Mr. Wirt how many TurboGrafx-16 units NEC planned to release into the U.S. market in 1989, but he declined to answer with an actual number, stating that the company is "not releasing specific numbers for competitive reasons." (If NEC continues to keep its numbers to itself, it's going to be very difficult to assess comparative market shares among Nintendo, Sega and NEC.) Although Mr. Wirt would not reveal specific NEC numbers, he did say that NEC believes "demand for the next generation of machines in 1989 will be one million-plus units," and NEC feels that their production and Sega's (for Genesis) will not be able to meet that demand fully. Since Sega has already stated publicly that they will ship 500,000 Genesis units this year, we can assume that NEC will ship that many or fewer of the TurboGrafx-16.

Third-Party Game Developers

NEC plans a significant release schedule of 20 TurboChip games plus two CD games for the TurboGrafx-16 between now and the end of the year. We asked Mr. Wirt about the third-party developers of games for the NEC system. He explained that NEC doesn't develop games at all, and that all TurboGrafx-16 games are developed by third parties. Hudson Soft is the primary developer, with many other companies designing games for the system including Namco, Irem, NCS and others whose names would likely be unfamiliar to U.S. consumers. The companies cited by Mr. Wirt were all Japanese, so we asked whether or not any U.S. developers would be doing games for the TurboGrafx-16. He said that contracts are in the negotiation stage with several U.S. developers at this time, and NEC expects to announce six or more of them in about a month.

TurboGrafx-16 Promotions Planned

Our conversation with Mr. Wirt closed with his mention of a number of promotions planned by NEC to make consumers aware of the TurboGrafx-16. In the major markets where the NEC system will be available initially, consumers will be able to try out the TurboGrafx-16 and games in NEC's TurboVans—trucks emblazoned with graphics from the Keith Courage game. The trucks are outfitted with five systems and will make the rounds of special weekend events in major cities which can be expected to attract large numbers of people. NEC is also sponsoring special events of its own, such as a world invitational cycling event to be held in Los Angeles October 7th and 8th in the Velodrome which was built for the 1984 Olympics. At this event, NEC will have a large circus-style tent filled with 250 TurboGrafx-16 systems set up for people to try their hand at a variety of games. Video game fans will have a great time!

Atari's Hand-Held Game System Given New Name

First introduced at the June Consumer Electronics Show in Chicago as the Atari Portable Color Entertainment System, the new Epyx-developed hand-held system will be known as Atari Lynx (MSR \$169.95). Last month Atari and Epyx sponsored a three-day developers' conference centered on the technological capabilities of Lynx. More than 100 software developers and third-party marketers attended the conference. Atari and Epyx expect to announce a number of major development agreements very soon as a result of the conference. According to an Atari spokesman, many developers who attended the conference also expressed renewed interest in Atari's 7800 videogame system.

New Games for Atari 2600 and 7800

Atari announced three new games that are to be released this month. RADAR LOCK (MSR \$17.99) for the Atari 2600 puts you at the controls of a supersonic F-22 fighter in an aerial combat game that promises realistic perspectives as you roll and maneuver your aircraft. The newest titles for the Atari 7800 are XENOPHOBE and JINKS (\$34.99 each). XENOPHOBE is Atari's version of the coin-op favorite in which you battle a band of hostile aliens who have taken control of nine of your planet's space stations. JINKS takes you on an exploratory mission to a strange planet full of invisible inhabitants.

Early Response to Sega GENESIS

At presstime, the earliest shipments of Sega's new Genesis System and its first five games had hit dealers' shelves in the New York and Los Angeles areas. Predictably, a number of our readers were among the first to own the new system, and we've been hearing from them. The response from these new Genesis owners has been unanimously positive and enthusiastic. The first thing everyone raves about is the graphic quality of the games. Even among CE subscribers accustomed to the graphic excellence of the Amiga computer, the reaction to Genesis' high-resolution graphics has been one of surprise at the extremely detailed images on a composite monitor. Readers like the stereo sound, too, with many citing the sound effects and music in THUNDER FORCE II. The games most often mentioned as early favorites are ALTERED BEAST and THUNDER FORCE II. Those of you who have purchased a Genesis System should know that Sega's helpful Customer Service folks have already collected some Genesis game hints which are available for the asking.

CE Readers' Forum: Are You Ready for 16 Bits?

A few months ago at the June Consumer Electronics Show in Chicago, Nintendo held a press conference to debut Gameboy and the NES games for the second half of this year. Part of that press conference was a fairly elaborate filmed production featuring an actor portraying Mario (of the Super Mario Bros. games). The point of that production was to explain why the market is not ready for 16-bit systems because there is still so much to be exploited in the 8-bit world, specifically in the Nintendo Entertainment System. Quoting from the remarks of Peter Main, Vice President of Marketing of Nintendo of America, at that press conference: "If we had allowed an unbridled enthusiasm for 'new' technology to get the best of us, we could have introduced 16-bit long ago. But the Nintendo Entertainment System as we know it has plenty of room to grow—there's a great deal of value left for current NES owners. At the upcoming Consumer Electronics Show, you will see samples of 16-bit hardware systems. And they may impress you. But we are here to tell you that they are not what consumers are asking for...or ready for." OK, CE subscribers, here's your chance to speak your mind and see your name in print. Are you ready for 16-bit systems or not? Let us know what you think, and we will publish your responses to Mr. Main's assertion in an upcoming issue.

NINTENDO Software

BUGS BUNNY CRAZY CASTLE (★★★/★★★) from *Kemco-Seika* features one of everyone's favorite cartoon characters in a climbing-style action adventure to rescue his girlfriend. Honey Bunny has been hidden deep within the sixty levels of the Crazy Castle by Bugs' Looney Tunes nemeses—Daffy Duck, Yosemite Sam, Sylvester and Wile E. Coyote. Controlling Bugs Bunny, your object is to collect all the carrots on each level while avoiding the enemy characters who try to keep you from reaching Honey Bunny. Bugs runs across stone ledges, climbs stairs, and passes through doorways and pipes as he races to grab all the carrots. He may also find a boxing glove which can be thrown at one of his enemies or a bottle of magic carrot juice which makes Bugs invisible for a short time. This is a very cute game with appealingly characters and very good animation. Kids will enjoy the cartoon characters, and the early levels of play are easy enough for even small children to have some degree of success. And Bugs starts the game with five lives, which also makes the game a little easier than the typical NES action adventure. Only one thing really bothered us in this game, and that is a looseness in the control interface that makes maneuvering Bugs less precise than we would have preferred. We tried the game with several different controllers, but the feel of looseness was the same with all of them. Aside from the control complaint, we found the game enjoyable and amusing. (Solo play; Pause; Continue feature; Password feature.) For Nintendo Entertainment System only.

DRAGON WARRIOR (★★★1/2/★★★) from *Nintendo* is a classic role-playing adventure in the "Ultima" tradition. The player becomes the warrior foretold by the prophecies in the Land of Alefgard, the one who will attempt to save the land from the ravages of the Dragonlord. The player is the heir to Erdrick, a brave warrior of the past who brought light back to the land by defeating an evil being. Erdrick gave the balls of light to King Lorik, but they were stolen by the Dragonlord. Now the land of Alefgard has fallen upon dark times, and it is up to the player to restore light and peace to the land.

Classic Role-Playing Adventure

Those who have played any of the classic role-playing adventures on computers will be quite at home and comfortable with DRAGON WARRIOR. The player's character searches throughout the castles, towns, caverns and countryside of the game's vast territory, seeking clues, gaining experience and gold, battling monsters, using magic (in higher levels), and conversing with other characters in the game. Action choices, such as taking or using items, searching areas, and casting spells are made by highlighting menu options. What is very appealing about this type of game appearing on the NES, especially for players accustomed to a lot of disk access time with a slow system such as Commodore 64, is that there is no waiting around during transition periods in the game. For example, when your character enters a town, he does so without delay. Although this is definitely the type of game that players usually associate only with computers, it works extremely well on the NES. And because there is a battery in the cartridge, you can save your position in the game to come back and fight on for another day. (Up to three "Adventure Logs" can be saved in the cartridge.) DRAGON WARRIOR has all the elements that adventure-seeking players enjoy: fighting, exploring and magic. The game depends far more on your thinking ability than your agility with a joystick, which should make it more appealing to those players who enjoy adventures but found too much emphasis on eye-hand coordination in "The Legend of Zelda." Nintendo definitely has a winner in DRAGON WARRIOR. (Solo play; Pause; Battery for game-saving.) For Nintendo Entertainment System only.

NINTENDO Software

OBRA TRIANGLE (★★★1/2/★★★1/2) is the latest from *Nintendo* which offers speed and challenge on a river of danger. You're equipped with a highly sophisticated and modified Cobra Class Speed Boat which you must race against other boats, whirlpools, battle sea monsters, shoot targets, jump waterfalls, as well as collect pods which allow you to increase your Power-Up items. Also protect the helpless swimmers from speed boats who want to drag them away. You must sink them before they take the swimmers away. You'll zig and zag back and forth through the treacherous river against time and enemy reinforcements.

Challenging Action

From the moment your boat hovers above the river, setting down and ready to race, it's a game of lightening speed and dexterity. As you zig and zag at angles across the screen, it will take fast reaction time to keep the boat from hitting the banks. Use your control pad for steering, while holding the "B" button for acceleration. Meanwhile, your guns and missiles are controlled by the "A" button. Steering correctly will probably take you a bit of practice, but once you master that, you'll find yourself whipping around corners, speeding up ramps, and more. You really do have the sense of racing in water, with sound effects and the revving of the engine. The graphics are nicely detailed and the layout of the "course" reminds us of the perennial favorite of years ago, *River Raid*. Racing fans will enjoy taking to the water and action lovers should enjoy the speed and daring, with lightening-fast reactions needed (one player)

Recommended

DESERT COMMANDER (★★★1/2/★★★1/2) brings strategy wargaming to Nintendo from *Kemco-Seika* as you must destroy your opponent's units or capture his headquarters. Before beginning to move your forces, you can modify them by trading armored cars for tanks, etc., or you can choose to use the assignments already set-up. Each player takes turns commanding their unit by moving them, attacking, or checking a status report on fuel and ammo left, range of weapons, and mobility.

You have several units at your command including tanks, infantry, supply trucks, bombers, etc. You must strategize taking into account terrain, fuel left, and much more—all the typical elements in a strategy wargame. In all, there are five battle scenarios. Each scenario is more difficult than the last.

Good Game for Wargamers

Wargaming fans have long been out there and now Nintendo wargamers have something to bite into. A good intermediate strategy game, a find job has been done with the graphics, normally something lacking in wargames. While the main screens are "typical" to this genre, there are additional screens such as the well-detailed supply depot screen, as well as "pop-down" menus. Strategy lovers should enjoy sitting down with this game for several strategic sessions, either against the computer or a friend (one player; two-player simultaneous)

Recommended



THE ADVENTURES OF BAYOU BILLY (★★★1/2/★★★1/2) is an original game by *Konami* for the NES which combines several popular play-action features for an adventure in the swamps of Louisiana. You get to play the role of the swamp superhero, Bayou Billy, whose gorgeous girlfriend, Annabelle, has been kidnapped by Gordon, the gangster king of Bourbon Street. Your mission to rescue her is a series of wild battles beginning in the swamp and ending at Gordon's plantation hideout. The game is divided into nine stages, each featuring a different kind of play action. Beginning with fighting action and battles with 'gators, Bayou Billy has to call on his best street-fighting style with kicks and punches against Gordon's thugs, occasionally finding a weapon such as a stick, knife or whip to help in the battle. As he crosses log bridges in the bayou, snapping 'gators do their best to halt his progress, too. Deeper into the swamp, Billy comes up against more of Gordon's gang, but they're armed to the teeth with guns, dynamite, and even a few helicopters. This is a shooting stage, which can be controlled with the Zapper for more realism or with the standard controller moving a crosshair target. (We preferred the Zapper in this stage—more ease of movement and higher scores.) Moving towards the gangster kingpin's headquarters in New Orleans, there are more fighting scenes in the swamps interspersed with wild driving sequences. In the driving scenes, you not only have to keep your car on the road but also shoot at attacking gang cars and strafing planes. When you reach New Orleans, the fighting and another shooting stage are even tougher to survive than the earlier stages in the swamps. Finally, you reach the showdown confrontation with Gordon's hitmen and then Gordon himself at his palatial hideout.

Great Variety of Action

The Konami designers have combined a great variety of action styles, all of them popular with gamers, to create an action adventure that calls on a variety of gaming skills. This game is a lot of fun to play, and it's just about impossible to become bored with the constant changes from fighting to shooting to driving. And we liked the fact that there is a practice mode that allows you to practice the three different types of action in the game. Overall graphics and sound are very good, although there are some "drop-outs" in the fighting figures apparently caused by pushing the Nintendo system a little beyond its limits in handling moving figures on a horizontal line. However, it was not enough to detract seriously from our enjoyment of the game. (Solo play; Zapper optional; Pause; Continue feature.) For Nintendo Entertainment System only.

Recommended.

Late Flash

Super Famicom Delayed

Introduction of Nintendo's 16-bit Super Famicom in Japan, which was expected this summer, has been delayed. According to a knowledgeable source in the game industry, the unit has gone "back to the drawing board" for what appear to be major design changes. Reports of the Super Famicom in some U.S. game magazines have caused more than a few eager gamers to believe that a U.S. version of the 16-bit Nintendo machine would appear in this country very soon. According to our source, however, U.S. introduction of a 16-bit Nintendo system before 1992 is now very unlikely.

Comparing the Video Game Systems

With two brand-new, advanced game systems entering the market this month, we're already getting the inevitable questions from our readers about the technical specifications of the new systems as compared to the existing ones. And some of you have pointed out the conflicting figures that have been published in some magazines. With the following chart, we hope to clear up some of the confusion and answer your most important questions.

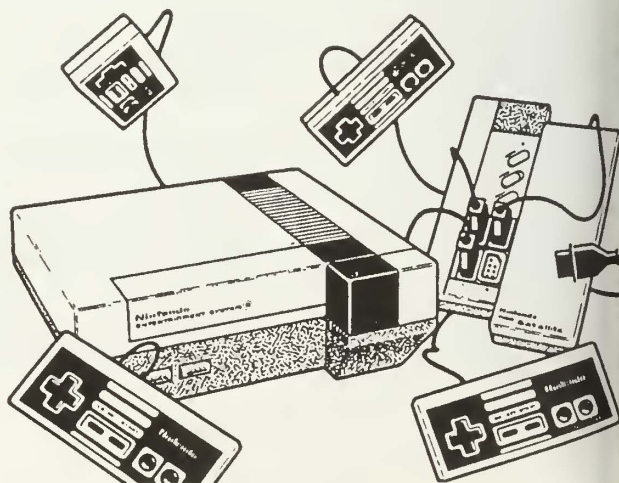
	<i>Nintendo</i>	<i>Sega Master System</i>	<i>NEC TurboGrafx-16</i>	<i>Sega Genesis</i>
Graphics Processor	8 Bit PPU (Picture Processing Unit)	8 Bit VDP (Video Display Processor)	16 Bit Custom Graphics & Video Color Encoder	16 Bit VDP (Video Display Processor)
Central Processor	1.8 MHz 6502 (8 Bit)	1.8 MHz Z80 (8 Bit)	7.2 MHz Custom CPU (modified 6502; 8 Bit)	8MHz 68000 (16 Bit) plus Z80 (8 Bit) Co-processor for Sound
Program RAM	2K	8K	8K	64K
Video RAM	2K	16K	64K (16 Bits wide)	16K
Resolution (in pixels)	256 x 192	256 x 192	256 x 216	320 x 224
Color Palette	53	64	512	512
Sprites per Screen	32	64	64	80
Colors per Sprite	4	16	16	16
Sprite Size (in pixels)	8 x 8	8 x 8	16 x 16 to 32 x 64 (programmable)	8 x 8 or 32 x 32
Maximum Sprites per Scan Line	4	8	16	20 (8 x 8) 5 (32 x 32)
Stereo	No	No	Yes	Yes
Sound Channels	4 plus Noise	3 plus Noise	6 plus Noise*	10 plus Noise**

*NEC TurboGrafx-16 Sound Channels: 6 programmed waveform plus low frequency oscillator (LFO).

**Sega Genesis Sound Channels: 3 programmable sound generators, 6 FM sound sources (powered by the same Yamaha chip used in coin-ops), 1 PCM (pulse coded modulation) used for voice.

Up to Four Players with NES SATELLITE

A new accessory from Nintendo, the NES SATELLITE (MSR \$49.95), will be available soon. The accessory converts nearly any NES-compatible controller to wireless infrared remote operation and enables up to four players to compete or cooperate on games programmed to take advantage of the NES SATELLITE. Several games had been announced earlier that would take advantage of four-player capability: Nintendo's PLAY ACTION FOOTBALL, Tradewest's IVAN STEWART'S SUPER OFF-ROAD and Ultra's KINGS OF THE BEACH (volleyball). Three more games have now been added to the list. They are NIGHTMARE ON ELM STREET from LJN, MAGIC JOHNSON'S FAST BREAK from Tradewest and U.S. CHAMPIONSHIP VOLLEYBALL from Nintendo.



nyard Blaster (AT)
t Mania Challenge (AT)
ja Golf (AT)
net Smashers (AT)
stinel (AT)
ite Water Madness (AT)

ARLY GAME SYSTEM

GUST
lektor (AT)
PTEMBER
mmando (AT)
i Maze (AT)
er Football (AT)
ver Toppler (AT)
ophobe (AT)

NTENDO

GUST
dventures of Tom Sawyer (SET)
ad Dudes (DE)
t Street Brawler (MAT)
ugs Bunny Crazy Castle (KS)
obra Triangle (NIN)
ragon Warrior (NIN)
k Tales (CAP)
monster Party (BAN)
ver Glove (MAT)
nt Service (ULT)
hundercade (AS)
orce (BRO)
PTEMBER
Fortress (HAL)
ter's Quest (SUN)
lywood Squares (GT)
ardy Jr (GT)
W. (SNK)
ing Thunder (TEN)
ame Street ABC (HT)
dowgate (KS)
is (NIN)
icators (TEN)
eel of Fortune Jr (GT)
IRD QUARTER
entures of Lolo (HAL)
eball Simulator (CB)
ing Dragon (CB)
vel's X-Men (LJN)
Football (LJN)
Shark (TAI)
ith A.T.F. (ACT)
er Password (GT)
e Stooges (ACT)
TOBER
ss, The (ACT)
k to the Future (LJN)
le of Olympus (BRO)
1 Sharks (GT)
equest (NX)
sic Concentration (GT)
e Name: Viper (CAP)
ard (ACT)
ully Feud (GT)
an Vs Bird (MB)
Play Action Football (NIN)
Satellite (NIN)
oCop (DE)
rt Order/Eggspode! (NIN)
he Earth (NIN)
o Framed Roger Rabbit (LJN)
ow (CAP)
ots (TEN)
MEMBER
er Bill's Trick Shooting (NIN)
nan (SUN)
ssmaster (HT)
Dug II (BAN)
II (JAL)
Sword (ACM)
Nicklaus Greatest 18 (KON)
gs of Beach (ULT)
ance of Three Kingdoms (KOE)
oting Range (BAN)
Vs. Spy II (KS)
Gun II (KON)
I Boys (BAN)
Lose Or Draw (HT)
ld Championship Wrestling (FCI)
EMBER
on (ACT)
tubsters II (ACT)
ght Rider (ACM)
er Pitfall II (ACT)
ibs and Treasure (ACT)
RTH QUARTER
enture of Dino-Riki (HS)
& His Blob (ABS)
ernoid (ACM)
ion Sword (TAI)
ble Dare (GT)
e Pilot (MAT)
wart Super Off-Road (TW)
ic Johnson's Fast Break (TW)
er Ball (HAL)
(MIN)
r Glove Ball (MAT)
et Renegade (TAI)
or of Tech Town (MAT)
Cobra (AS)
r's Turbo Racing (DE)
as Dream (HAL)

SEGA MASTER SYSTEM

AUGUST
x-Cloud Master (SEG)
x-Wanted! (SEG)
SEPTEMBER
Captain Silver (SEG)
x-Casino Games (SEG)
Galaxy Force (ACT)
x-Spellcaster (SEG)
x-Wonder Boy III: Dragon's Trap (SEG)
World Games (SEG)
OCTOBER
Basketball Nightmare (SEG)
Walter Payton Football (SEG)
NOVEMBER
Dead Angle (SEG)
Dynamite Dux (SEG)
Scramble Spirit (SEG)
Super Golf (SEG)
Tennis Ace (SEG)

SEGA GENESIS

SEPTEMBER
x-Genesis System
x-Last Battle (SEG)
x-Space Harrier II (SEG)
x-Super Thunder Blade (SEG)
x-Thunder Force II (SEG)
x-Tommy Lasorda Baseball (SEG)
World Championship Soccer (SEG)
OCTOBER
Arnold Palmer Golf (SEG)
Ghouls'n Ghosts (SEG)
NOVEMBER/DECEMBER
Alex Kidd Enchanted Castle (SEG)
Basketball (SEG)
Forgotten World (SEG)
Rambo III (SEG)
Super Hang-On (SEG)

NEC TURBOGRAFX-16

SEPTEMBER
Alien Crush (NEC)
Dungeon Explorer (NEC)
Legendary Axe (NEC)
TurboGrafx-16 System
Victory Run (HS)
OCTOBER
Blazing Lazers
China Warrior
Fighting Street/CD
Power Golf
R-Type
TurboGrafx-CD System
Vigilante
NOVEMBER
Deep Blue
Dragon Spirit
Fantasy Zone
Final Lap Twin
Galaga 90
Monster Lair/CD
Moto Racer
Ordyn
PacLand
World Class Baseball
World Court Tennis
DECEMBER
Military Madness

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

COMPANY CODES

ABS...Absolute Entertainment
ACC...Access
ACM...Acclaim Entertainment
ACO...Accolade
ACT...Activision/Mediasoft
AK...Atari
ARC...Arcadia
AS...American Sammy
AT...Atari
BAN...Bandai
BRO...Broderbund
BS...Bethesda Softworks
CAL...California Dreams
CAP...Capcom USA
CB...Culture Brain
CIN...Cinemaware
CSG...CSG ImageSoft
DE...Data East
DES...Design S/W
DYN...Dynamix
EA...Electronic Arts
EPY...Epyx
FCI...FCI
FP...Fisher-Price
GAM...Gamestar
GDW...Game Designer's Workshop
GT...GameTek
HAL...Hal America
HUC...HUC S/W
HS...Hudson Soft
HT...Hi-Tech Expressions
INF...Infocom
INS...Interstel
IP...Interplay
IS...Icom Simulations
JAL...Jaleco
KOE...Koei
KON...Konami

KS...Kemco-Seika
KYO...Kyodai
LF...Lucasfilm Games
LJN...LJN Toys
MAX...Maxis
MB...Milton Bradley
MC...Mindcraft/Miles Comp
MD...MicroDeal/MichTron
MED...Medalists/Microplay
MH...Melbourne House
ML...MicroIllusions
MIC...MicroProse
MIN...Mindscape
MT...Matchbox Toys
MW...Mindware Intl
NEC...NEC
NIN...Nintendo
NWC...New World Computing
NX...Nexoft
ORI...Origin
PAR...Paragon
PB...Parker Bros.
POL...Polarware
PSY...Psychosis/Psyclapse
SEG...Sega
SET...Seta
SIE...Sierra
SIR...SirTech
SNK...SNK Corp
SPE...Spectrum HoloByte
SPO...Spotlight S/W
SSG...Strategic Studies Gp
SSL...Strategic Simulations
ST...Software Toolworks
SUB...Sublogic
SUN...Sunsoft
TAI...Taito
TAX...Taxan
TEC...Tecmo
TEN...Tengen
TI...Titus S/W
TS...Three-Sixty Pacific
TW...Trade West
ULT...Ultra
USG...U.S. Gold
VT...Vic Tokai

Corrections in Super Sprint Review

An eagle-eyed subscriber has called us to task on our review last month of Super Sprint. He was correct in indicating that this version does not have gates which open and close as the coin-op version does and there is no display with rankings in a winner's circle. Due to the fact that we cannot spend hours with every game we review due to time limitations, we often do not get through all levels. We attempt to move through as many levels as possible in order to give a correct report of features. We supplement that with the information in the instruction booklet as well as any other literature which is often provided to us by the manufacturer. Unfortunately, in this case the instruction booklet was misleading, which, in turn, created the confusion in the review. We're sorry for any inconvenience this may have caused.

Taito to Run Rap Sweepstakes on MTV

Taito and MTV are joining forces for a "Say Rap, Say Taito, Say Yo" sweepstakes in which you can win a five-day trip to New York, a visit to MTV's rap show, "Yo MTV Raps" and \$1,000 in spending money. Entry forms are available at retail outlets. Watch MTV for details.

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ATARI ST

AUGUST

A.P.B. (TEN)
x-Balance of Power 1990 (MIN)
Blood Money (PSY)
x-Gauntlet II (MIN)
x-Operation: Counterstrike (SPE)
x-Times of Lore (ORI)
x-TV Sports Football (CIN)
Weird Dreams (MED)
SEPTEMBER
After Burner (SEG)
Arkanoid II (TAI)
Bad Dudes (DE)
Fiendish Freddy's Big Top (MIN)
Indiana Jones Last Crusade/Adv (LF)
Never Mind (PSY)
Omega (ORI)
Operation Wolf (TAI)
Paperboy (MIN)
Pipe Dream (LF)
Qix (TAI)
Shinobi (SEG)
Shoot 'Em Up Construc Kit (ACO)
Stryx (PSY)
Wayne Gretzky Hockey (BS)
THIRD QUARTER
Axe of Rage (EPY)
Bionic Commando (CAP)
Downhill Challenge (BRO)
Dragon Force (INS)
Federation (SPO)
Forgotten Worlds (CAP)
Galactic Conqueror (TI)
Guardians of Infinity (PAR)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Kristal, The (CIN)
Last Duel (CAP)
LED Storm (CAP)
1943 (CAP)
Pirates (MIC)
Platoon (DE)
Project Neptune (EPY)
Side Arms (CAP)
Star Command (SSI)
Street Fighter (CAP)
Total Eclipse (SPO)
Wizard Wars (PAR)
OCTOBER
Infestation (PSY)
Licence to Kill (BRO)
Matrix Marauders (PSY)
Their Finest Hour (LF)
Xybots (TEN)
NOVEMBER
Barbarian II (PSY)
Carthage (PSY)
Flash Dragon (PSY)
Killing Game Show (PSY)
DECEMBER
Aquaventure (PSY)
Gore (PSY)
Shadow of the Beast (PSY)
FOURTH QUARTER
Colony, The (MIN)
Double Dragon II (MH)
Ghouls & Ghosts (CAP)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Strider (CAP)
COMMODORE 64/128
AUGUST
A.P.B. (TEN)
After Burner (SEG)
x-Arkanoid II (TAI)
Aussie Games (MIN)
Captain Fizz (PSY)
Dragon Wars (IP)
x-Dungeon Masters Asst Vol 2 (SSI)
Frightmare (ACO)
x-Gauntlet II (MIN)
x-Harrier 7 (ACO)
x-Hostage (MIN)
x-Indiana Jones Last Crusade/Action (LF)
x-Kings of the Beach (EA)
x-Mental Blocks (ACO)
x-Omega (ORI)
x-Rambo III (TAI)
Sgt Slaughter Mat Wars (MIN)
x-Shoot 'Em Up Construc Kit (ACO)
x-Storm Across Europe (SSI)
Weird Dreams (MED)
SEPTEMBER
Ballistix (PSY)
Battle Chess (IP)
Black Tiger (CAP)
Cabal (CAP)
Deathbringer (SPO)
x-Might and Magic II (NWC)
1918 (CAP)

Orel Hershisser's Strike Zone (MH)
Pipe Dream (LF)
Space Rogue (ORI)
Wayne Gretzky Hockey (BS)
Windwalker (ORI)
THIRD QUARTER
Bad Dudes (DE)
Cycles, The (ACO)
Downhill Challenge (BRO)
Empire (INS)
Falcon (SPE)
Ferrari Formula One (EA)
Forgotten Worlds (CAP)
Heavy Barrel (DE)
Last Duel (CAP)
LED Storm (CAP)
1943 (CAP)
Pocket Rockets (CAP)
PT-109 (SPE)
Purple Saturn Day (EPY)
Revenge of Defender (EPY)
Sentinel Worlds I: Future Magic (EA)
Snow Strike (EPY)
Starflight (EA)
Super Hang-On (DE)
Test Ride (CAP)
Tiger Road (CAP)
TV Sports Football (CIN)
War in Middle Earth (MH)
OCTOBER
ABC Monday Night Football (DE)
Blood Money (PSY)
Knights of Legend (ORI)
Xybots (TEN)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
Castlevania (KON)
Double Dragon II (MH)
Ghostbusters II (ACT)
Ghouls & Ghosts (CAP)
Licence to Kill (BRO)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Strider (CAP)
Teenage Mutant Ninja Turtles (ULT)

AMIGA

AUGUST
A.P.B. (TEN)
Fiendish Freddy's Big Top (MIN)
x-Gauntlet II (MIN)
x-Operation: Counterstrike (SPE)
Pocket Rockets (CAP)
x-Qix (TAI)
x-Rambo III (TAI)
x-Red Lightning (SSI)
x-Shoot 'Em Up Construc Kit (ACO)
x-SimCity (MAX)
Weird Dreams (MED)
SEPTEMBER
After Burner (SEG)
Bad Dudes (DE)
Dr. Doom's Revenge (PAR)
F-19 Stealth Fighter (MIC)
Indiana Jones Last Crusade/Adv (LF)
It Came from the Desert (CIN)
Never Mind (PSY)
x-Omega (ORI)
Paperboy (MIN)
Pipe Dream (LF)
Shadow of the Beast (PSY)
Shinobi (SEG)
Sky Shark (TAI)
Suryx (PSY)
Windwalker (ORI)
THIRD QUARTER
Arkanoid II (DIS)
Artura (ARC)
Axe of Rage (EPY)
Dragon Force (INS)
Federation (SPO)
Fidelity Chessmaster 2100 (ST)
Forgotten Worlds (CAP)
Guerrilla War (DE)
Harpoon (TS)
Indiana Jones Last Crusade/Action (LF)
Jackal (KON)
Last Duel (CAP)
LED Storm (CAP)
Leisure Suit Larry II (SIE)
Magic Johnson Basketball (MH)
Metal Gear (KON)
Neuromancer (IP)
1943 (CAP)
Operation Clean Streets (BRO)
Powerdrome (EA)

Purple Saturn Day (EPY)
Revenge of Defender (EPY)
Rick Davis World Trophy Soccer (MH)
Side Arms (CAP)
Street Fighter (CAP)
Test Ride (CAP)
Total Eclipse (SPO)
OCTOBER
Barbarian II (PSY)
Infestation (PSY)
Licence to Kill (BRO)
Matrix Marauders (PSY)
Their Finest Hour (LF)
Xybots (TEN)
NOVEMBER
Blue Angels (ACO)
Carthage (PSY)
Flash Dragon (PSY)
Killing Game Show (PSY)
TV Sports Basketball (CIN)
DECEMBER
Aquaventure (PSY)
Gore (PSY)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
Castlevania (KON)
Colony, The (MIN)
Devon Aire Diamond Caper (EPY)
Ghostbusters II (ACT)
Ghouls & Ghosts (CAP)
HardBall II (ACO)
Ishido (EPY)
KyBos (BS)
Shark Attack: G Norman Ult Golf (MH)
Strider (CAP)
Teenage Mutant Ninja Turtles (ULT)

APPLE II/III

AUGUST
x-Dungeon Masters Asst Vol 2 (SSI)
Indiana Jones & Temple of Doom (MIN)
x-Omega (ORI)
SEPTEMBER
x-Earl Weaver Baseball 1.5 (EA)
Qix (TAI)
Renegade (TAI)
x-Space Rogue (ORI)
Windwalker (ORI)
THIRD QUARTER
Batman (DE)
Dragon Wars (IP)
First Over Germany (SSI)
Heavy Barrel (DE)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
RoboCop (DE)
Superstar Ice Hockey (MIN)
OCTOBER
Knights of Legend (ORI)
NOVEMBER
Pipe Dream (LF)
FOURTH QUARTER
Curse of Azure Bonds (SSI)
Devon Aire Diamond Caper (EPY)
Where in Time/C Sandiego (BRO)

APPLE I/II

AUGUST
A.P.B. (TEN)
x-Arkanoid II (TAI)
Captain Blood (MIN)
Hostage (MIN)
Renegade (TAI)
THIRD QUARTER
Ancient Land of Ys (KYO)
Battle Chess (IP)
Downhill Challenge (BRO)
Halls of Montezuma (SSG)
Indiana Jones & Temple of Doom (MIN)
Leisure Suit Larry II (SIE)
Life & Death (ST)
Project Neptune (EPY)
Purple Saturn Day (EPY)
Quarterstaff (INF)
Superstar Ice Hockey (MIN)
Third Courier (ACO)
Three Stooges (CIN)
Zoom! (DIS)
OCTOBER
Xybots (TEN)
FOURTH QUARTER
Double Dragon II (MH)
Ishido (EPY)
Qix (TAI)
Rastan (TAI)

MACINTOSH

AUGUST
Captain Blood (MIN)
Carrier Command (MED)
x-Fast Break (ACO)
Hostage (MIN)
x-Puzzle Gallery (EA)
Slingshot II (MED)
Wayne Gretzky Hockey (BS)
SEPTEMBER
Omega (ORI)
Pipe Dream (LF)
THIRD QUARTER
Arkanoid Construc Set (DIS)
Arkanoid II (DIS)
Fidelity Chessmaster 2100 (ST)
Halls of Montezuma (SSG)
Karnov (DE)
Leisure Suit Larry II (SIE)
Manhunter: New York (SIE)
x-Puzzle Gallery (MC)
Sceptre (DIS)
Project Neptune (EPY)
Ultima IV (ORI)
FOURTH QUARTER
F-19 Stealth Fighter (MIC)
Harpoon (TS)
Ishido (EPY)

MS-DOS

AUGUST
A.P.B. (TEN)
Action Fighter (SEG)
After Burner (SEG)
x-Ancient Land of Ys (KYO)
Baal (PSY)
Battles of Napoleon (SSI)
x-Beyond the Black Hole (ST)
x-Blockout (CAL)
Carrier Command (MED)
x-Cribbage/Gin King (ST)
Deathbringer (SPO)
Deja Vu II (IS)
x-F-15 Strike Eagle II (MIC)
x-F40 Pursuit (TI)
x-Faery Tale Adventure (MI)
Fiendish Freddy's Big Top (MIN)
Frightmare (ACO)
x-Gauntlet II (MIN)
x-Harrier 7 (ACO)
x-Heavy Barrel (DE)
Hoyle's Book of Games (SIE)
x-Indiana Jones & Last Crusade/Adv (LF)
Journey (INF)
M1 Tank Platoon (MIC)
Menace (PSY)
x-Mental Blocks (ACO)
x-Murder Club (KYO)
x-Omega (ORI)
x-Operation Wolf (TAI)
Pocket Rockets (CAP)
SimCity (MAX)
Sorcererian (SIE)
Star Fleet II (INS)
Starglider II (MED)
x-Sword of Aragon (SSI)
Wayne Gretzky Hockey (BS)
Weird Dreams (MED)
x-Wibam (BRO)
SEPTEMBER
Ballistix (PSY)
Bubble Bobble (TAI)
Cabal (CAP)
Colonel's Bequest (SIE)
David Wolf: Secret Agent (DYN)
Face Off (GAM)
Federation (SPO)
Forgotten Worlds (CAP)
Ghostbusters II (ACT)
Graveyard (ACT)
Harley-Davidson: Rd to Sturgis (MIN)
Indiana Jones Last Crusade/Action (LF)
Int'l Team Sports (MIN)
Kristal, The (CIN)
Manhole, The (ACT)
x-Manhunter: San Francisco (SIE)
Mines of Titan (INF)
Never Mind (PSY)
1943 (CAP)
Pipe Dream (LF)
Qix (TAI)
Shinobi (SEG)
Space Rogue (ORI)
Star Trek V: Final Frontier (MIN)
Strider (CAP)
Sword of the Samurai (MIC)
Tank Killer: A-10 Thunderbolt (DYN)
Their Finest Hour (LF)

Thunder Blade (SEG)
Tongue of the FatMan (ACT)
x-Where in Time/C Sandiego (BRO)
THIRD QUARTER

Arthur: Quest for Excalibur (INF)
Axe of Rage (EPY)
Conspiracy: Deadlock Files (ACO)
Cycles, The (ACO)
Dark Side (SPO)
Don't Go Alone (ACO)
Double Dribble (KON)
Downhill Challenge (BRO)
Eye of the Storm (ACO)
Galactic Conqueror (TI)
Gold of the Americas (SSG)
HardBall II (ACO)
Harpoon (TS)
Heat Wave (ACO)
Hybrid (DIS)
Jackal (KON)
Last Duel (CAP)
LED Storm (CAP)
Leisure Suit Larry III (SIE)
Metal Gear (KON)
Neuromancer (IP)
Orel Hershisser's Strike Zone (MH)
Overrun (SSI)
Project Neptune (EPY)
Purple Saturn Day (EPY)
Quarterstaff (INF)
Revenge of Defender (EPY)
Scooby-Doo (MI)
Shogun (INF)
Snow Strike (EPY)
Super Hang-On (DE)
Teenage Mutant Ninja Turtles (ULT)
Third Courier (ACO)
TV Sports Football (CIN)
Zork Zero (INF)
OCTOBER
ABC Monday Night Football (DE)
Conquests of Camelot (SIE)
Die Hard (ACT)
Ferrari Formula One (EA)
Hero's Quest (SIE)
John Madden Football (EA)
Knights of Legend (ORI)
Licence to Kill (BRO)
Matrix Marauders (PSY)
MechWarrior (ACT)
Rambo III (TAI)
Rastan (TAI)
Xybots (TEN)
NOVEMBER
Blood Money (PSY)
Blue Angels (ACO)
DECEMBER
Gore (PSY)
FOURTH QUARTER
Adventures of Bayou Billy (KON)
Ajax (KON)
Blades of Steel (KON)
California Games II (EPY)
Castlevania (KON)
Code Name: Ice Man (SIE)
Devon Aire Diamond Caper (EPY)
Double Dragon II (MH)
Dragon Wars (IP)
Flyton 500 (EPY)
Ishido (EPY)
KyBos (BS)
Rick Davis World Trophy Soccer (MH)
Shark Attack: G Norman Ult Golf (MH)
Storm across Europe (SSI)

ATARI 2600

AUGUST
Double Dragon (ACT)
Road Runner (AT)
SEPTEMBER
Ikari Warriors (AT)
Radar Lock (AT)
THIRD QUARTER
Off the Wall (AT)
Street Fight (AT)
FOURTH QUARTER
Motorcade (AT)
Sentinel (AT)
Shooting Arcade (AT)
White Water Madness (AT)

ATARI 7800

AUGUST
Double Dragon (ACT)
SEPTEMBER
Commando (AT)
Jinks (AT)
Mean 18 Golf (AT)
Xenophobe (AT)
THIRD QUARTER
Ikari Warriors (AT)
Rampage (ACT)
FOURTH QUARTER

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Record Release Schedule Unveiled by Psygnosis

The British software company, Psygnosis, is set to launch 43 new releases worldwide over the next several months—some 18 titles in four formats. The company has gained quite a reputation for excellence in graphics and gameplay among owners of Atari ST and Amiga computers, and they have now added MS-DOS and Commodore 64/128 to the formats they will cover. The existing Psygnosis and Psyclapse titles that are being converted for MS-DOS and C64/128 include MENACE, BAAL, CAPTAIN FIZZ, BLOOD MONEY and BALLISTIX. New games planned for the four systems are STRYX, NEVER MIND, SHADOW OF THE BEAST, BARBARIAN II, INFESTATION, MATRIX MARAUDERS, CARTHAGE, KILLING GAME SHOW, FLASH DRAGON, AQUAVENTURA, GORE and FIRESTONE. No details about the new games are available at this time.

***Into the Wild Blue Yonder with
Accolade's THE BLUE ANGELS***

Have you ever been to a Blue Angels show, witnessed their incredible acrobatics in the air and wondered what it would be like to be in the pilot's seat of one of those planes? Thanks to Accolade, you're about to find out what it would be like. THE BLUE ANGELS (MSR \$49.95 for MS-DOS, \$44.95 for Amiga) will allow computer owners to learn over 25 of the same maneuvers performed by the real Blue Angels and then select any one of the four F/A-18 Hornet jets and take off with the squadron. The program will include a progressive training sequence which begins in a wire-frame flight simulator with specific maneuvers and then moves on to practice from cockpit perspective and finally to linked maneuvers with the rest of the Blue Angels. Throughout the training sequences, the program gives you the opportunity to view the action of your flight from perspectives outside the cockpit. And your final triumph is flying in an actual air show in one of the BLUE ANGELS formation jets.

***Broderbund Announces
ANCIENT ART OF WAR Upgrades***

The MS-DOS versions of Broderbund's THE ANCIENT ART OF WAR and THE ANCIENT ART OF WAR AT SEA (MSR \$44.95 each)

have now been upgraded to support VGA and full 16-color EGA Graphics. The new versions also have no copy protection. Free upgrades are available for anyone who has purchased the game within 90 days of ordering upgrades (dated sales receipt required). All others may order upgrades by sending a check or money order for \$7.50 plus sales receipt or proof-of-purchase tab from the manual's warranty page or the program disk. Upgrade request should be sent to Broderbund Software-Direct, P.O. Box 12947, San Rafael, CA 94913-2947.

New Version of Fokker Triplane Coming

Bullseye Software is shipping a new updated version of its first Macintosh simulation, *Fokker Triplane* (Version 2.0). In addition to making the game compatible with the new Mac hardware, the developers have added new features such as digitized sound, improved flight characteristics, more realistic appearing aircraft, control of enemy aircraft for dogfight training, and bombing. Owners of the original disk may update by sending the disk and \$15.00 to Bullseye Software, PO Box 7900, Incline Village, NV 89450. The updated version will be returned with a new manual. The suggested retail price of the new version is \$45.00.

***Lucasfilm's BATTLE OF BRITAIN
Due This Month***

THEIR FINEST HOUR: THE BATTLE OF BRITAIN debuts this month with the official unveiling of the game held September 15th at The Museum of Flying, Santa Monica Airport, California. In the tradition of Lucasfilm's hit flight combat simulator, "Battlehawks 1942," BATTLE OF BRITAIN will allow players to recreate the historic air battles of 1940 while flying any of a variety of British or German aircraft. The initial release is for MS-DOS systems, with versions for Amiga and Atari ST to follow next month (MSR \$59.99). In connection with the release of BATTLE OF BRITAIN, Lucasfilm Games is making a very special offer available to Computer Entertainer subscribers. Watch your mail for your chance to get an extra bonus with your purchase of the program!