25 GAMES REVIEWED / DEATH SWORD • HELLCAT ACE • HARDBALL ROMANCE OF THE THREE KINGDOMS • MORE!

COMPUTER PLAY

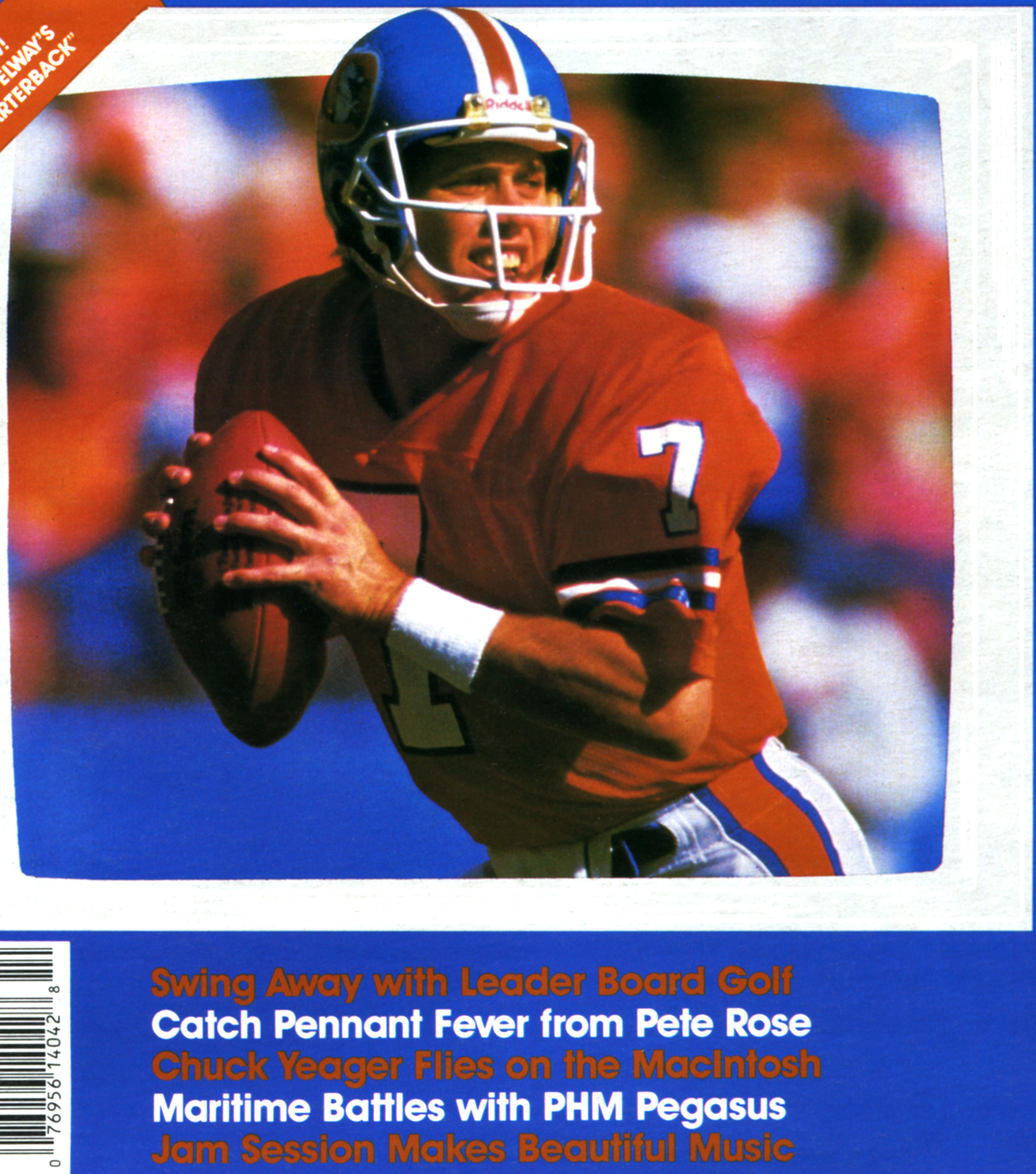
FREE! GAME OFFER PAGE 48

SPECIAL SPORTS SECTION

OCTOBER, 1988 14042 $2.95 US $3.95 CAN

THE COMPLETE GUIDE TO COMPUTER GAMES

NEW! JOHN ELWAY'S "QUARTERBACK"



Swing Away with Leader Board Golf

Catch Pennant Fever from Pete Rose

Chuck Yeager Flies on the MacIntosh

Maritime Battles with PHM Pegasus

Jam Session Makes Beautiful Music

0 76956 14042 8

CALIFORNIA GAMES.™ BRACE YOURSELF FOR A NEW STATE OF INTENSITY.



Surfing. A sport invented by half-baked Banzais with a fondness for ripping, grinding, and shredding.

It ain't beach blanket bingo. These are radical games. Games that take the honorable tradition of *Summer Games™ I and II, Winter Games,™* and *World Games,™* wax it down and load it on the roof.

Try shredding the face of a totally tubular wave. Join the airforce in a BMX bike race. Screech around on skates and then rocket off the skateboard ramp.

You'll be playing for sponsors like Ocean Pacific, NHS Santa Cruz, CASIO, Costa Del Mar, Kawasaki, and Spinjammer. For trophies and an overall championship.

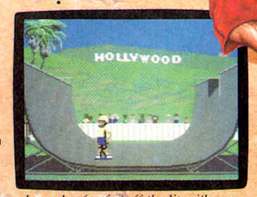
So get air. Go crazy. Welcome to the state of California.



BMX. Where wheelies are the breakfast of champions. And everyone else eats dirt.



Slalom the boardwalk obstacle course on roller skates.



Launch a few feet off-the-lip with your skateboard tucked high. And while you're up there, dance for the crowd.



CALIFORNIA GAMES BY

EPYX®

Commodore 64/128, Apple II & Compatibles, IBM & Compatibles, Amiga

Circle Reader Service Number 60.

John Elway's QUARTERBACK

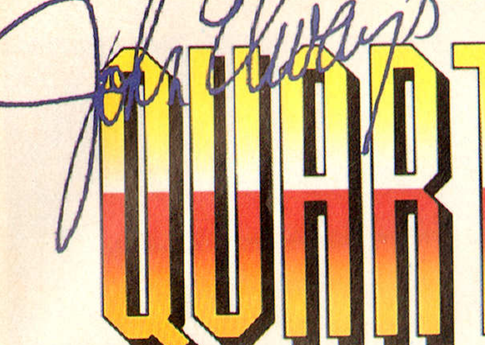
FOOTBALL THE WAY IT WAS MEANT TO BE PLAYED.

Third and ten on your own 30 yard line. Forty-three seconds left on the clock and you're down by two points. Suddenly the end zone seems to be a hundred miles away. If you're going to be a hero, now's the time. You call the play:

"Yellow-nineteen! Yellow-nineteen! Hut! Hut!! HUT!!!" The ball is snapped. There's a crunch of armor on the front line and you drop back. You look for a receiver but the blitz is on in a power sweep from the left! Roll to the right – you keep dancing, you look for an opening but your blockers are starting to crumble. Keep pedalling back . . . you're in trouble now, you're too deep. But wait! You spot an open man down field! You cock back, ready to fire, when suddenly an ugly-looking guard is all over you. Do you try and throw? Or duck and run!

Football action so real you can almost feel the pigskin in your hands. Designed under the watchful eyes of the game's premier quarterback – **John Elway** – this faithful computer version of the #1 arcade winner brings all the strategy and ground pounding excitement of the world's greatest sport right to your computer screen, one or two players!

Play big league football the way it was meant to be played . . . with QUARTERBACK!



Screen Shots taken from the IBM version.



You can tell a lot about a game by the people who play it.

AT A SOFTWARE STORE NEAR YOU

Now Shipping for: IBM PC and PS/2 and Tandy 1000 ($34.99)
Commodore 64/128 ($29.99)
In Fall '88 for: Apple II series ($34.99)
Apple IIGS ($34.99)

At selected B Dalton Software Etc., Babbages, Electronic Boutique, Toys R Us, Waldenbooks and other good software stores

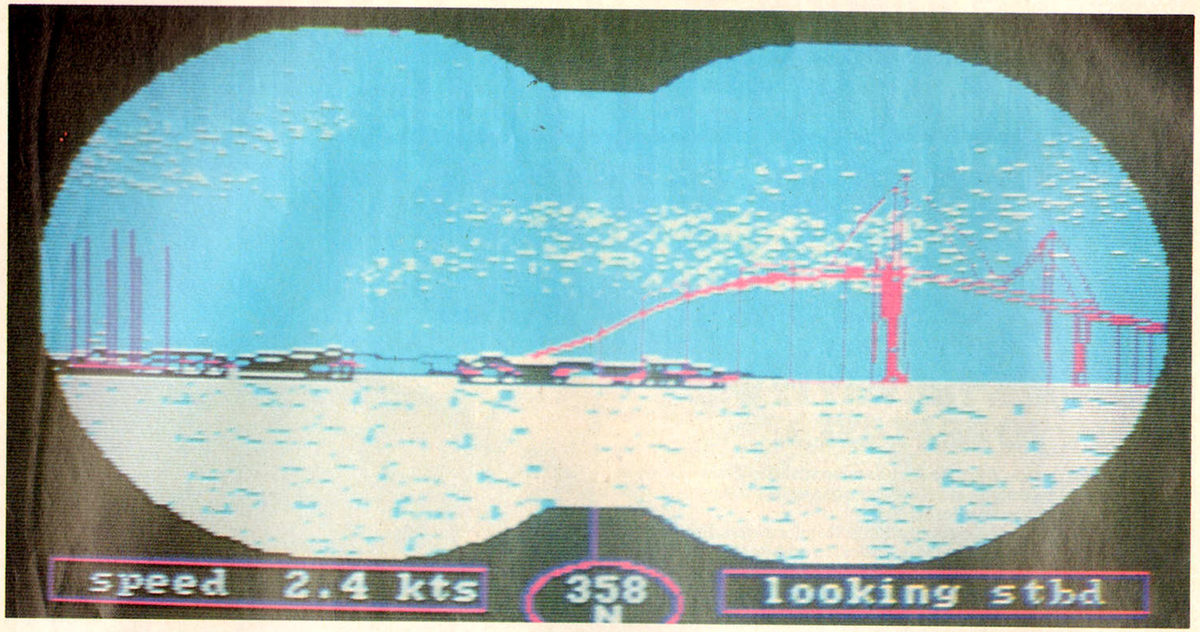
MELBOURNE HOUSE

QUARTERBACK™ is a trademark of the Leland Corp., licensed from Tradewest.

Melbourne House, 711 West 17th Street, Unit G9, Costa Mesa, CA 92627. Tel. (714) 631-1001

Circle Reader Service Number 62.

Contents



DEPARTMENTS

EDITOR'S PAGE	**3**	Thoughts about software piracy.
LETTERS	**4**	Our readers talk back.
HINTS & TIPS	**6**	Help with your favorite games.
COMPANY ADDRESSES	**59**	Software game manufacturers.
SCORECARD	**62**	How we review games.
MARKETPLACE	**63**	Display and classified advertising.
COMING ATTRACTIONS	**64**	Next issue's features.
ADVERTISER INDEX	**64**	Reader service information.

COLUMNS

INDUSTRY NEWS & VIEWS	**5**	What's new in the biz.
CHANNEL THREE	**55**	Nintendo and Sega news.
SNAPSHOTS	**57**	Brief looks at new (and old) games.
MACGAMES	**58**	Have fun with your Mac.

REVIEWS

UNITE CHINA	**8**	Romance of the Three Kingdoms.
BEAUTIFUL MUSIC	**12**	Jam Session Helps you create.
FENCING LESSONS	**14**	The challenge of Death Sword.
TERRORIST ATTACKS	**16**	Skim the waves on Pegasus.
RULE THE SKIES	**20**	Hellcat Ace provides excitement.
SPORTS SPECIAL	**23**	Enter the world of sports games in a special section: John Elway's Quarterback, Super Sunday, TV Football, PRO/NFL Challenge, GFL Football, GBA Basketball, Sporting News Baseball, Pete Rose Pennant Fever, Computerized Card Collecting, Hardball, RBI Baseball, Leader Board Golf, sports game listing.

COMPUTER PLAY

Editor/Publisher
Tom Aikins
Associate Editors
Rusel DeMaria
Edda Higgins
Evan Cutler
Contributing Editors
JL Miller
Margot Comstock
Jim Fink
Rawson Stovall
Roy Wagner
John S. Manor
Fred Blechman
Dr. Michael W. Ecker
Mark DeCarlo
Cheryl Peterson
Russ Ceccola
Jeffery Scott Hall
Art Director
George
Production Manager
Rivka Bell

Chairman
Sol Cutler
President
Bob Cutler

Advertising Representatives
West Coast
George M. Carrick, Vice President
Western Media Sales, Inc.
50 W. Hillcrest Dr. #215
Thousand Oaks, CA 91360
(805) 496-3500
Midwest
Mike Mooney, Gary Swiderski
The Pattis Group/3M
4761 W. Touhy
Lincolnwood, IL 60646
(312) 679-1100
East
Becky Akers, Erika Anderson
The Pattis Group/3M
310 Madison Ave.
New York, NY 10017
(212) 953-2121

Computer Play is published 12 times per year by *Computer Play Magazine* Corp., 3321 W. Dempster, Skokie, IL 60076. Subscription rates are $24.95 per year. Canadian and Mexican subscribers add $10.00. Overseas subscriptions are air mail only at $50.00 per year. All funds must be in U.S. currency.

Second class postage pending at Franklin Park, IL and additional offices. Postmaster send address changes to *Computer Play*, Box 10, Franklin Park, IL 60131.

Entire contents copyright© 1988 by *Computer Play Magazine*. No part of *Computer Play* may be reproduced without the express written permission of the publisher.

Computer Play Corporate Office
3321 W. Dempster
Skokie, Il 60076
312-679-3254

Editor's Page

Software Piracy: A Victimless Crime

By Ken Wasch

A Victimless Crime

How many people are in the practice of walking into the supermarket, loading up the grocery cart with goodies and walking out without paying? How many people would steal a newspaper from an unattended newpaper stand?

The answer to both questions, is of course, very few. On the other hand, how many people would make an extra copy of commerical software and give it to their friends?

Unfortunately, the answer is too many, and the result is that fewer software authors, developers and publishers can afford to work in the software industry. Software piracy, the unauthorized copying of software programs, is still the greatest issue facing the users and industry. No other industry in the world gives users the power to make perfect copies of the industry's products without compensating the product's owners.

Software piracy, seen from the perspective of another industry would be like buying one Mercedes and cloning it as many times for free distribution as the owner wished. Let's start with basics. Software programs, like music, videotapes, books and other forms of intellectual property are copyrighted. Software is no different than any other form of intellectual property; unauthorized copying of software programs is against the law. The laws that govern copyright are Federal statutes and they give the copyright owner the exclusive right to reproduce his/her work product. There is only one exception to that exclusive right Qit is not a violation to make a back-up for archival purposes. This exception acknowledges that the media of computer software is fragile and that programs encoded on a disk may be lost inadvertently . The "archival" right does not give a purchaser the right to make copies that may be used simultaneously with the original. This is analogous to reading a book. Two people cannot read the same book at the same time. Therefore, if two copies of a software program are needed simulataneously, two copies of that program should be purchased.

The Many Faces of Software Piracy

Software piracy, is a serious legal problem now confronting the computer industry. Piracy appears in many forms, and the response of the industry is different in each case.

• The most insidious form of software piracy is what we call counterfeiting. This occurs when an unscrupulous vendor takes a copyrighted product and duplicates the disk, packaging and entire presentation and sells it without any compensation to the copyright holder. It is like selling clothing with the recognizable "alligator" logo without the permission of Izod, the owner of the logo. Fortunately, in the software business, we have not yet found cases of domestic counterfeiting of commercial software.

• The second type of piracy is the duplication and sale of copies of copyrighted software, where the vendor acknowledges that he is selling a product that is copied from the software publisher. Generally, the label on the software is handwritten or typed (not printed with the publisher's logo), and manuals are either photocopied or not provided at all. This kind of software piracy takes many forms and includes unscrupulous retailers, some flea market merchants, and other individuals who may believe that publishers either do not care or are powerless to stop it.

• The third kind of piracy is the distribution of copyrighted software through electronic bulletin boards. While in most of the cases bulletin boards perform a valuable service in facilitating the exchange of information, a small number engage in the illegal duplication and distribution of microcomputer software. These bulletin board operators illegally permit users to download copyrighted software without the permission of the publisher. Some operators erroneously believe that because they do not charge for the software, they are not violating the publisher's copyright.

They are wrong. As noted above, the U.S. copyright laws give the copyright holder the exclusive right to reproduce a copyrighted work.

The law makes no distinction as to whether the work is given away or sold.

• The sharing of software among private individuals is the most difficult form of piracy to control. Obviously, the software industry cannot police each and every transaction involving the trading of software among users. Nevertheless, giving a friend a copy of copyrighted software is illegal. To prevent this type of activity, the industry has two choices: copy protection and moral suasion. Copy protection has virtually disappeared in business software, because users found the interference with hard disks to be a nuisance. Consumer and educational software is still, for the most part, copy protected and the impediment to users is negligible or nonexistent.

With the proliferation of products that strip publisher encoded copy protection, even copy protected software may be illegally duplicated.

Ultimately a software author can only depend on moral suasion — or the user's good faith — to protect his or her work from illegal duplication.

Who Pays the Price for Software Piracy?

Piracy is not a victimless crime. Surprisingly however, the victims are not the industry's leaders such as Bill Gates (Microsoft) or Jim Manzi (Lotus), but small developers struggling to make a living on a new product. The extra dollars in

4 ►

Letters

Send letters to the editor to: Computer Play, 3321 W. Dempster, Skokie, IL 60076

What a Puzzle

If you would just follow me . . .

Fortunately I like word puzzles, otherwise I would not have bought Computer Play. It was placed in the middle of these magazines.

Delighted with Computer Play and would like to see more of the interviews with experts as done by Nancy West with POLICE QUEST. Baseball, golf, crossword puzzles, gardening, battles, etc. would be much more interesting if the pros would give their opinions about the programme.

I would like to see Walk-Thru' s, perhaps at the back of the magazine, so the fanatics cannot complain about seeing the clues. If these could be a tear out section, they could be kept easily together in a file.

More on upcoming games, brief reviews al all games received but not worth a long review. I would also like to see a hobbies section for gardeners, home designers, knitters, crossword puzzle addicts, etc., these prohgrammes are available but are never reviewed by other magazines. I make doll houses for relaxation, are there any computer games for this hobby?

Criticisms of games from readers, their wishes or ideas for new games, all this would be interesting.

Good luck, this was an excellent first edition with plenty of lovely pictures and colored advertisements.

M. Groff
San Francisco, CA

Editor's reply; *Wellll . . . the subject of walk thru's is still a hot topic around the office. Many magazines' reviews have become just that, 'walk thrus'. Although we currently aren't featuring them, we would like to open the Game Hints and Tips column to just the sort of forum for questions and answers to certain game problems. If you are stuck on something specific, write a letter to us, and we will run it along with an answer provided by other readers, or we will contact the game company itself for suggestions.*

We also like the idea of reader critisims, or praises as the case may be! Send us your letters!!...to my Amiga!! OK Guys,

More Amiga

I'm willing to give your mag. a try. Like you said, it's the only game in town!

One thing though, I'd like to see the Amiga covered a bit better. After all, it is the BEST graphics and sound machine on the market!! IBM is great . . . but for games, the Amiga's the only choice!

JR Rich
Idaho Falls, ID

Satisfied Reader

This is one of the best computer magazines I have ever seen. I especially like the reviews and the advertisements (with pictures of how the games look on different computers), but I dislike the fact that there are no programs in it like other magazines have. I also feel that the magazine is way too short.

I have Nintendo, but all the games are easy . . . I hope computer games are a lot harder since I am getting a Commodore (64 or 128) in about 3-4 weeks. I would like to hear more about adventure and role playing games. Also, are there any educational games that are fun to play while actually learning something? (My sister told me to write this)

Your first reader,
Frankie Espinosa
Grand Prairie, TX

PS. Could you review LEGACY OF THE ANCIENTS, or ECHELON in your next issue? Thanks!!

Editor's reply: *Thank you! Our intention is to provide the best screen shots available!! This way you can see what most games look like before you buy.*

We are currently not carrying programs because most short programs for games cannot provide the graphics quality, or ease of play, that commercial games do. We will be on the lookout for shareware (games you try before you buy), and freeware (games you just copy and use), on the other hand, which would give you more choices as well.

Computer games are different than cartridge games, for one reason, because you need to use the keyboard on the computer. The educational aspect of any game can be considered, simply because the games make the player think, act, decipher, and sometimes research, to solve problems, and a terrific way to learn!

Software Piracy

◀ 3

revenue that are lost from stolen copies are much more threatening to smaller companies. Of course, large firms lose plenty due to piracy, but their survival is not generally threatened. Keep in mind that piracy deprives developers, writers, packagers, publishers, distributors and retailers of their lawful revenue. The ones who will ultimately bear the burden are those individuals who buy software. Very simply, if more products are sold, prices can drop and more innovative development can occur.

Earlier this year, the SPA launched a comprehensive litigation effort to crack-down on software piracy. The Copyright Protection Fund supported by companies including Lotus, Ashton-Tate, Microsoft and WordPerfect, is working to coordinate copyright and trademark litigation against domestic software pirates. As a result of these cooperative efforts, several lawsuits were filed against retailers, mail order operations and bulletin board operators. We wish that we did not have to resort to litigation, but the sad truth is that some pirates are unresponsive to our "moral suasion" arguments. There is no way to clearly monitor or prosecute all software pirates. Ultimately users themselves must recognize that they alone can control piracy. Once users recognize that a software program is the result of many individuals hard work, they will understand that these people have a right to be compensated for their efforts through legitimate software sales.

Ken Wasch is the Executive Director of The Software Publishers Association (SPA), the principal trade group of the microcomputer software industry. The SPA represents over 350 publishers, developers, distributors and all those affiliated with the microcomputer software industry.

One of the primary purposes of the SPA is to fight software piracy. The SPA has produced a booklet entitled "Software Use and the Law."

If you wish to receive a copy, please send a self-addressed stamped envelope to: Software Piracy, Software Publishers Association, Suite 901, 1101 Connecticut Avenue, N.W., Washington, D.C. 20036.

Industry News & Views

By Rusel DeMaria

As usual, there's lots of entertainment out there. Coming to a PC near you:

The big news currently has to do with censorship. Microprose is currently fighting battles in West Germany where their **Silent Service, F15 Strike Eagle, Gunship,** and **Airborne Ranger** have been banned for sale to under 18 year olds. The effect of the ban is more widespread than it seems because Microprose is also banned from advertising the products where underage readers might see the ads. This pretty much consigns the products to the back rooms and the underground.

According to a Microprose spokesman, the bans on their products claim that they glorify war, but they fail to include similar products like Gato, **Sub Battle Simulator,** and **Up Periscope.** The larger issue of censorship in general is significant here, and we'll keep a watchful eye out on this situation. Currently, Microprose is battling not on the PC, but in the courts.

Microprose battles censorship in West Germany. Some games banned for sale to minors.

In more conventional news, Microprose is also coming out with **F19 Stealth Fighter** for IBM, featuring major changes to the graphics and game play from the Commodore version, **Red Storm Rising** for C64, **Pirates** for Macintosh, then later for Amiga and Atari ST. Another game coming next year will be set in 16th century Japan. This one will be like the popular Pirates game, and should be worth seeing. It is also the first game Microprose is programming originally on the IBM — past games were first developed on the C64.

New from Mindscape: **Colony,** a Macintosh role-playing game, a new Commodore skateboard game in which every surface is skateable and you compete for cash and prizes, and **Captain Blood** for the DOS machines, a romp through the galaxy in pusuit of evil clones who drain the life force from innocent victims. This one promises to send you an adventures to strange new worlds. Look for Captain Blood to follow on Amiga and Atari ST. Also coming are translations — **Uninvited** and **Indoor Sports** for the Atari ST, **Shadowgate** and Uninvited for the IIGS.

Speaking of outer space games, Broderbund is planning a micro computer version of the popular Star Wars game. First versions of **Star Wars** will be available on Commodore 64, Amiga, and Atari ST, but don't expect to see it before the end of the year. Also from Broderbund: **VCR Companion, Shufflepuck Cafe** (see this issue's Mousing Around), **Downhill Challenge** (a skiing game for the PC and the ST), **Where in Europe is Carmen Sandiego** for C64, **Fantavision** for Amiga, and **Ancient Art of War at Sea** for Mac, Tandy, and Apple II. A revamped version of the Apple II game Airheart has been released for the Atari ST under the name **Typhoon Thompson in Search of the Sea Child.** And finally, we await results from the agreement between Broderbund and their Japanese coalition, Kyodai Software Marketing. This alliance teams 11 Japanese companies with Broderbund to market computer games from Japan in the U.S.

Cinemaware brings us **Rocket Ranger,** for those who want to play a somewhat more old fashioned hero. In this fantasy, you play the hero in a Saturday afternoon serial like they used to have many years ago. Rocket Ranger promises to be a cliff hanger with all the great style seen in other

Cinemaware titles, and should be available on most computer systems. Cinemaware is also bring us **Lords of the Rising Sun,** a Japanese descendent of **Defender of the Crown,** and the first of their sports simulations, **TV Football**, for the Amiga (then for the IBM). We'll keep a sharp eye out for that one. Also coming during the next year: 7 new titles for the Apple II GS.

Infocom's newest offerings include **Zork Zero** which takes you to the time before Zork (by the same wags who brought us **Leather Goddesses of Phobos**), **Journey**, an innovative role-playing story in the Tolkien tradition of magic and adventure, **Battletech**, billed as "the first animated and largest computer role playing game . . .", **Quarterstaff**, another new role playing game for the Mac II, and **Shogun**, James Clavell's masterpiece translated to the "small" screen. Infocom's development teams have switched to working with the Mac II, so we can look forward to fine Mac versions of these games as well as versions for all other formats, of course.

Nintendo should have their **Zelda II (Legend of Link)** and **Super Mario Bros. II** hitting the stores by now, and video game fans are eagerly awaiting those titles. Also on the Nintendo front, Cinemaware has licensed several of its popular computer games to be produced in Nintendo versions. Look for **Defender of the Crown** and **Three Stooges** to hit cartridge city some time next year.

Speaking of Nintendo, look for Konami to heat things up by releasing ten new Nintendo titles over the next year, including **Metal Gear**

Infocom to be releasing James Clavell's Shogun soon and Battletech — "the largest role-playing game."

(out now), **Skate or Die, Teenage Mutant Ninja Turtles,** and **Defender of the Crown.**

Koei, whose **Nobunaga's Ambition** is a hit, is planning a new game based on Genghis Khan. This war simulation will appear initially on the IBM. Expect to see Koei translations for Atari, Mac, Amiga, IIGS, and savable Nintendo cartridges over the next six months or so.

Epyx is coming up with **Metrocross**, a long-distance running game with some interesting challenges thrown in. Also, new

6 ▶

Computer Play Online

Computer Play Magazine is now online with:

CompuServe

Current Articles are featured in **The Electronic Gamer** (type Go **TEG**) and look for ***COMPUTER PLAY ONLINE!***

If you have any questions, hints or tips, or just want to leave a note by Email, our access number is 76702,253. We would love to hear from You!!! Check with the TEG column for our monthly updates and interesting articles!!

LOTTERY JACKPOTS NOT JUST DUMB LUCK!



GAIL HOWARD is the nation's leading lottery expert. Her track record in helping Lotto players win big prizes is unprecedented in the history of lottery. At least **13 major Lotto prizes (including *TEN* first prize jackpots) totalling $30.8 million were won with Gail's systems!**

At last...now available on IBM PC 5-1/4" or 3-1/2" diskettes the famous Gail Howard *Lottery Advantage* number selection methods, the ***Smart Luck Computer Advantage™***, and the complete authentic Gail Howard Balanced Wheeling Systems™, the ***Smart Luck Computer Wheel™***. Both systems are menu driven (user friendly).

Gail Howard's Smart Luck Computer Advantage™ ($39.95+$2 s/h) has the most successful number selection systems ever devised for beating the odds in Lotto. Contains a series of 11 programs, nine of which produce 10 charts and listings, the *entire* historical winning numbers list for one Lotto game of your choice ($7 for each *additional* Lotto game) and options to add latest drawings. Available for any state of international Lotto game. **Please specify *which* Lotto game(s).**

Gail Howard's Smart Luck Computer Wheel™ ($29.95+$2 s/h) has a unique built-in Balanced Game™ feature which **makes all other wheeling systems *obsolete*.**

Never before has a lottery computer system offered so much!! Over 100 Balanced Wheeling Systems™ with minimum win guarantees. Includes Balanced ***Power Number Systems™*** which let you play **more numbers for less money with the same win guarantees.** Systems for *every* Lotto game in the world! Checks for wins. Gail Howard's Balanced Wheeling Systems™ are truly a mathematical breakthrough for the Lotto player.

Gail Howard's book, *LOTTO: How to Wheel a Fortune* (228 pages - $14.95+$2 s/h)

SMART LUCK
COMPUTER SYSTEMS
P.O. Box 1519 — Dept. Z1 — White Plains, NY 10602
312-934-3300

Circle Reader Service Number 54.

Game Hints

GO GET'M GWYDION!!!

Here are a few hints on **KING'S QUEST III**, from Sierra On-Line, it is available for the 512K Amiga, 512K Atari, 256K IBM, Tandy, 128K Apple IIE and IIc. These hints are from Michael D. Pittaro from Hudson, NH. *** When you leave the Wizards house, don't take any magic items or it might mean your head. *** To kill the wizard you need: porridge, 1/2 cup of mandrake root powder, some cat hair, two spoonfuls of fish oil, one magic wand. *** To cast the spell, turn to page XXV. *** The spell book is in the cellar. *** The mice you find in the ship tell you some thing very useful. *** The snow man can't hurt you if you're an eagle. *** The dragon who guards your sister hates thunderstorms.

BEWARE THE HERMIT!!

These set of hints are from Jeff Miller from Bartlesville, OK., and are about the game; MIGHT AND MAGIC, from New World Computing.

In the northeast dead-end in Sorpigal there is a hidden post with a statue behind it. This statue will tell you how to help Og. *** In King Alamar's throne room there are 2 hidden doors on either side of an alcove. Each hordes lots of cash! You will have to fight some pretty tough creatures to get to it! *** At the bottom level dungeon in the golden city there is a hallway full of dragons. At the end is a checkered pattern. Search there for an idol. *** And last . . . Do NOT trade your goods with the hermit! He will take everything you own!

Egad . . . Gato!!

These tips are for GATO by Spectrum HoloByte from an enthusiastic Chicago reader:

Go to your quadrant map to find out where your enemies and friends are. *** Stay above the water when you are not engaged in battle. *** Don't be afraid to use your periscope. *** Try not to use the batteries. *** Enemy vessels have a tendency to come in patterned groups of 5 or 6. *** Don't waste your torpedoes, air, and don't forget to refuel!!

versions of **Dive Bomber.**

LucasFilms Games is said to be working on a hot new IBM title, but they aren't talking about it, yet. Look for more information next month. In the meantime, they have plans to release an IBM version of **Strikefleet** soon (see **PHM Pegasus** in this issue).

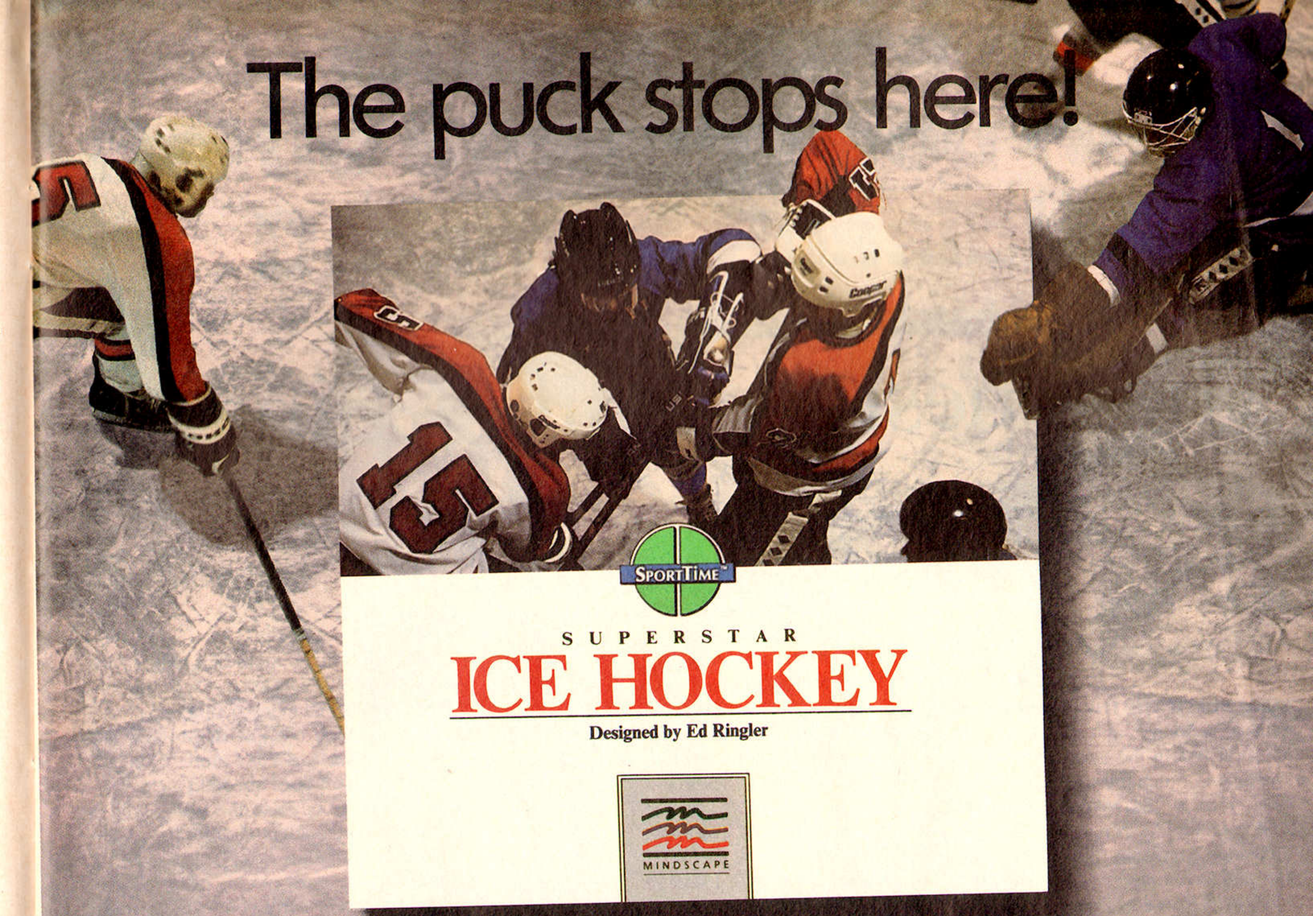
Sierra On-Line is following in its own successful footsteps with **King's Quest IV** (which should be out now). also coming: **Space Quest III, Police Quest II, Leisure Suit Larry II,** and an historical adventure game, **Goldrush.** Goldrush promises historical accuracy as you try to get to California during the gold rush years. Watch out for people named Donner. **Sipheed** is a second generation of the popular Japanese game, **Thexter**, and features a rhythm track added by Bob Siedenberg, drummer for Super Tramp, and a score by WIlliam Goldstein whose credits include some Grammies.

Epyx is going the distance with Metrocross, a running game as well as new versions of Dive Bomber.

PCAI, who broght us **MacGolf** and **MacRaquetball** are about to release a high performance driving simulation for the Mac, **Road Racer**, which will feature cross country driving in a '65 Corvette.

And Miles Computing is coming out with a new product called **Puzzle Gallery** while translating their popular **Fool's Errand** to PC, IIGS, and ST formats. Also look for translations of **Harrier Strike MIssion II.**

Rainbird has released **Enlightenment** and **Black Lamp**, two titles in their new arcade/adventure series. The first titles are available on the Amiga and C64/128 machines. Black Lamp is also available on the Atari ST. Coming soon are two new titles, **Virus** and **SpaceCutter.**



SUPERSTAR
ICE HOCKEY
Designed by Ed Ringler

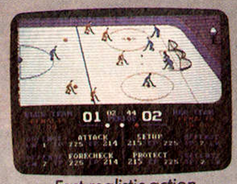
MINDSCAPE

STOP LOOKING. THEY DON'T GET ANY BETTER THAN THIS.

Here's what the critics say about the Superstar Ice Hockey action, strategy and on-ice moves:

"Superstar Ice Hockey is the best action-strategy sports simulation ever published. Period."
—*Ahoy!*

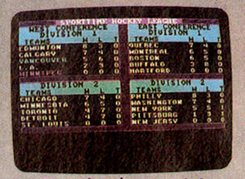
"It combines 3 distinctly different elements of professional ice hockey—on-ice action, coaching and strategy, front office decision making—into one very impressive package."
—*Run Magazine*



Fast realistic action

"...comes pretty close to capturing the mental excitement of the game."
—*PC Magazine*

"Superstar Ice Hockey is one of the best sports simulations I've seen in a long time."
—*Family Computing*



Complete league stats

"The actual game has a nice feel to it, giving you the distinct impression of actually being out there on the ice."
—*Computer Entertainer*

"It's a crowd-pleasing software hat trick that scores with every shot."
—*Commodore*

See what all the excitement is about. Play Superstar Ice Hockey by SportTime yourself!

MINDSCAPE INC

M I N D S C A P E

Visit your retailer or call 1-800-221-9884 for VISA and MasterCard orders. To purchase by mail, send your card number and expiration date, check or money order for $34.95 (C64 & C128), $39.95 (Apple II family and IBM & compatibles) and $49.95 (Amiga and Atari ST) plus $3.00 handling to Mindscape, Inc., P.O. Box 1167, Northbrook, IL 60065. Allow 3-5 weeks for delivery. Lawyers like this part: © 1988 Mindscape, Inc. Mindscape is a trademark of Mindscape, Inc. Software under license from Designstar Consultants, Inc. Copyright © 1988 in conjunction with International Computer Group. Commodore, Apple, IBM, Atari ST and Amiga are registered trademarks of Commodore Electronics, Ltd., Apple Computer, Inc., International Business Machine, Atari, Inc. and Commodore Amiga, Inc. respectively. SportTime is a registered trademark of Designstar Consultants, Inc.

Circle Reader Service Number 63.

The Quest to Unify China

By J. L. Miller

ROMANCE OF THE THREE KINGDOMS is a military, economic and diplomatic simulation of China in the Second Century A.D. With game mechanics andgraphics quite similar to **NOBUNAGA'S AMBITION** (cf. Computer Play No. 1, August 1988), the simulation is radically different in both game play and technique.

NOBUNAGA was a wargame cloaked in economics and diplomacy; **ROMANCE** is a more subtle diplomatic simulation emphasizing interpersonal relationships and role-playing characteristics.

DOCUMENTATION

The documentation for **ROMANCE** is extensive (111 pages). However, the latter half of the documentation is a historical delineation coupled with biographies of the major masters (leaders) and generals of the period.

Complete instructions are given for every option available to the player. Again, reminiscent of NOBUNAGA, these include movement, transfer, war, tax, recruitment, flood prevention, land development, and several new options (e.g. plunder, search [for metal, funds, personnel], build castle, and wander [abandon the state to await better times]).

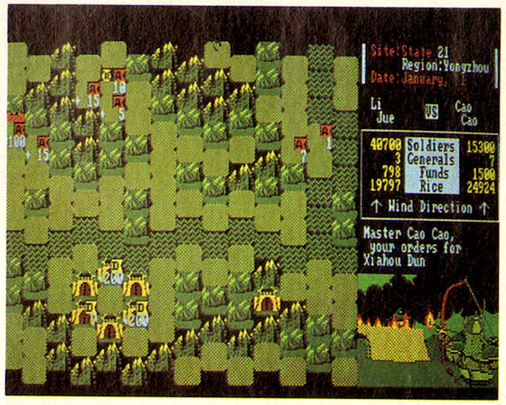
However, while I could intuitively grasp NOBUNAGA'S documentation and its effects, a similar grasp of **ROMANCE** proved illusory. The hints for play are insufficient given the vast difference in game play between NOBUNAGA and **ROMANCE.**

GAME PLAY

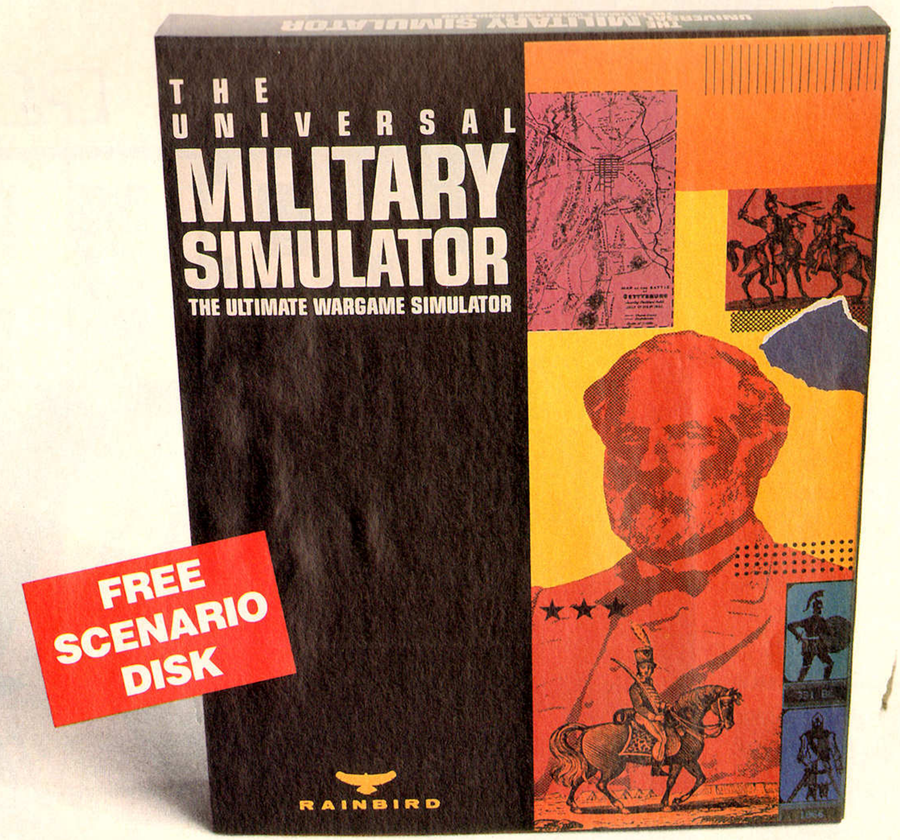
ROMANCE is much more of a role-playing game than NOBUNAGA. Designer Bill Swartz admits that many people who loved NOBUNAGA do not like **ROMANCE** and vice versa. **ROMANCE** is a more "Oriental" product; warfare does not yield victory. Instead, success comes to the player who is craftier and more adept at suborning generals from rival masters.

Initially, one must put his own house in order. Therefore, early commands tend to emphasize flood control and production. However, there are noticeable changes from NOBUNAGA; flood control and production may only be improved by small increments of funds. Large gold expenditures are merely wasted and the point of diminishing returns approaches quickly.





Enter a World of Battle Strategy You Never Dreamed Possible!



Re-enact ancient battles of Classic History. Make each conflict come to life on three-dimensional contoured landscapes. Do it all on the most sophisticated software imagined. This is it. The Universal Military Simulator.

Included are five pre-programmed historical battles: Gettysburg, Arbella, Hasting, Marston Moor and Waterloo. Each is programmed with the highest standard of accuracy and attention to detail. But that's not all . . .

You no longer have to settle for inferior graphics, or worse, no graphics at all.

Each battle is depicted on a unique 3D grid system allowing you a view from almost any angle.

HOURS AND HOURS OF PLAY Five historical battles, plus the chance to create your own situations.
SPECTACULAR GRAPHICS Unique three dimensional grid landscape gives you a topographical battlefield.
LANDMARK TECHNOLOGY View a battle from any angle. Zoom in or spot check with an overhead glance.
TREMENDOUS FLEXIBILITY Design your own maps, orders of battles and objectives using a powerful built-in editor.

FREE! SCENARIO DISK ONE: THE AMERICAN CIVIL WAR ($19.95 RETAIL VALUE) Rainbird Software would like to announce the Scenario Disk One: The American Civil War. It includes the Shiloh, Chattanooga and Antietam battles. Consumers who purchase The Universal Military Simulator can receive the Scenario Disk One: The American Civil War FREE! See your local dealer for store displays and details.

Offer expires December 30, 1988.

Intergalactic Development Incorporated

Circle Reader Service Number 64.

RAINBIRD
P.O. Box 2227 Menlo Park CA 94026 415/322-0900

HOW TO ORDER: Visit your software dealer, or call (800) 227-6900 from U.S. or Canada, for Visa, MasterCard, Amex or C.O.D. To order by mail, send check/money order: Rainbird, P.O. Box 8123, San Francisco, CA 94128. CA add 6% sales tax and TX add 7½%. Shipping/handling is $4.50. 2-3 weeks for delivery.

AVAILABLE ON: IBM, CGA, Macintosh 512K, Commodore Amiga 512K Atari ST 512K and Apple IIGS $49.95
Rainbird and Rainbird logo are trademarks of British Telecommunications plc. Macintosh is a trademark licensed to Apple Computer Inc. IBM, Commodore, Apple, and Atari are registered trademarks of International Business Machines Corp., Commodore Electronics Ltd., Apple Computer, Inc., and Atari Corp., respectively.

PSI...The New Wave in 3-D VidGame Software Introduces...

PSI™

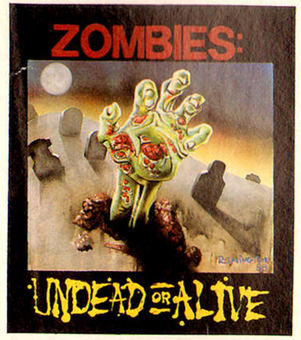
The Rebellion's Over!

Your Mission:
Terminate the Rebels of Hollerith.

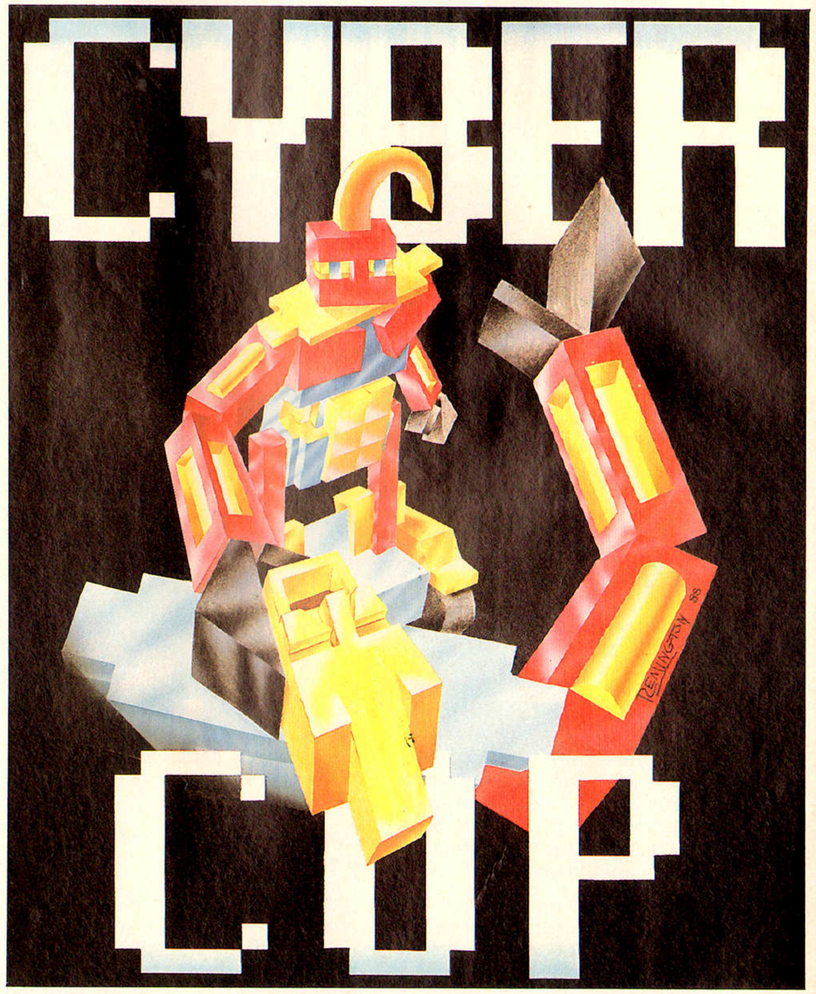
Your Role:
You are the latest in Cyborg Technology.

You are...a Cyber Cop & The Rebels are Ready for You.

- Fast Action Arcade Adventure
- Full Spectrum Color Animation
- 3-D Spritable Characters
- Life-Like Battle Environments
- Plays in 3 Domains: Atmospheric • Geosphere • Aquatic
- Realistic Sound Effects
- Quick Manual Response
- Choice of Play Longevity vs. Higher Point Scores
- For IBM PC/XT/AT, Commodore 64/128, Apple 2+/E/C. On diskette.



• COMING SOON!



For Information, Write or Call:

Pedersen Systems, Inc.
2 N. Highview Ave. • Nanuet, NY 10954

(914) 623-2245

©1988 Pedersen Systems, Inc.

Circle Reader Service Number 73.

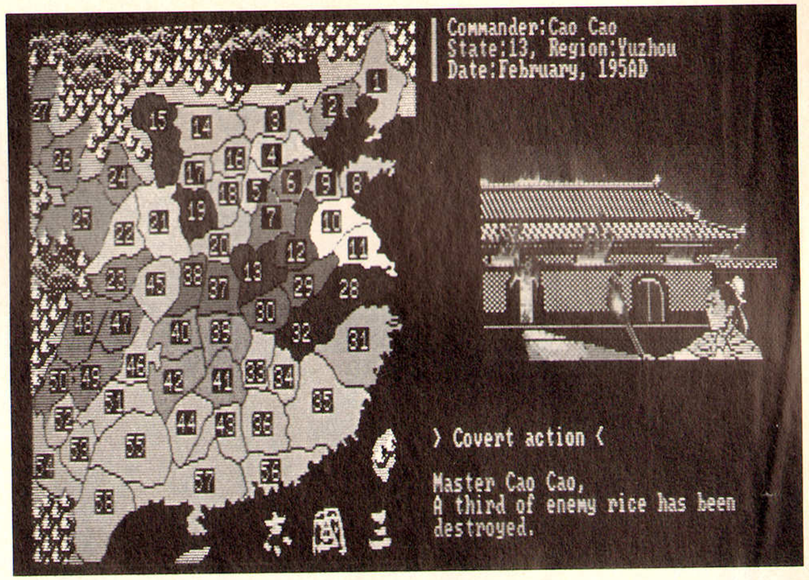
Instead, one must husband funds; these are difficult to replace and early spending can come back to doom the mid-game. Rice supplies are critical; their exhaustion can quickly doom an army to extinction. But with rice prices changing each season, an alert master can "play the market" and optimize both his funds and his rice supplies.

Loyalty of subordinates is a critical element; unless the generals are kept happy, they are susceptible to being recruited by rival masters. And evenmore important, if a subordinate ruling a separate province is lured into the enemy sphere, then you lose the entire province. But you can play the same game, and recruit enemy generals. The only problem is that their initial loyalty is rather low and until you can fill their hearts and minds with pudding plums of your own, these turncoats have a tendency to yo-yo between different masters. In event of war, their loyalty is such that their primary role is to lead the suicide troops; any reliance on their steadfastness will be futile.

WAR

War is a long, exhausting dirty business in **ROMANCE** Given the openness of the terrain, the lacks of zones of control and movement abilities, warfare can and often does drag on for months. Quick conquests of opposing masters will be rare; the more successful master will attempt to succeed by diplomacy and not warfare.

But when the worst cannot be avoided . . . Rice is often the determinant of victory. If the aggressor loses his rice supply, his army surrenders. Assaults can be made normally; however, these are lengthy and indecisive. Alternatively, trickery and incendiary attacks are much more successful. Trickery has a smaller effect than incendiary attacks which can destroy an entire army (assuming the wind direction is right). However, wind conditions change, and an optimal incendiary attack can sometimes turn into your own death trap.



Despite the results of warfare, the battles generally have bled both sides, making them attractive targets for the other masters (those carrion-eaters!). Thus, I would recommend that warfare be reserved until such time as victory is virtually guaranteed. A master unsuccessful at diplomacy and intrigue will be unable to bootstrap military victory into overall success.

GRAPHICS AND EXTRAS

The graphics of **ROMANCE** are similar to NOBUNAGA. More than adequate, their colorful additions enhance the simulation tremendously. Similarly, KOEI has added reference sheets to the package which make game play much more facile. These include a date sheet (showing state and pertinent details), a journey (your own diary of 2nd Century China), a blank map (essential for determining who owns what) and a historical diagram illustrating the timeline relationships of the major characters.

These touches show that KOEI produces a quality product; even 65 portraits of the major Chinese masters and generals are provided.

CONCLUSIONS

For all its successes, I felt that **ROMANCE** was not as successful as NOBUNAGA. The game felt very Chinese in a stereotypical sense — somewhat long and with results not readily visible to the Occidental eye. However, I am not a role-player, and even though **ROMANCE** may not appear to be in the tradition of the true role-playing games, its flavor and elements of success move it clearly into that sphere.

Therein lies the problem; the product does not appear to be a role-playing simulation. It looks akin to NOBUNAGA; enjoyment of one does not mean that the other will be a similar success. Given its pricing structure, one must determine where his interests lie before purchasing either program — NOBUNAGA for the wargamer/strategist; **ROMANCE** for the role-player/strategist.

Name: ROMANCE OF THE THREE KINGDOMS
Type: Strategy/Adventure
Format: IBM
Publisher: Koei
Designer: Bill Swartz (American edition)
Ages: Teen — Adult
Requirements: CGA/EGA; 2 drives
 # Players: 1 through 8
Price: $79.95

Ability level:	***Advanced***
Packaging:	***Excellent (10)***
Documentation:	***Good (6.5)***
Graphics/Text:	***Excellent (9.0)***
Realism:	***Very Good (8.5)***
Playability:	***Good (7.0)***
CP RATING:	**7.16**

Circle Reader Service Number 38.

The Easy Way to Play Music



By Rusel DeMaria

These days, the trend in music is to make it easier and easier for anyone to play. Synthesizers have built-in rhythm and bass tracks, chords, and even whole songs programmed in. Several computer music products have allowed non-musicians to tinker with music in amusing ways while more serious music programs cater to trained musicians.

Perhaps the cleverest program for the non-musician and the musician alike is **JAM SESSION**. This program is fresh and delightful today, even though it has been on the market for some time. With it, you can "improvise" in various musical styles right at your Mac keyboard.

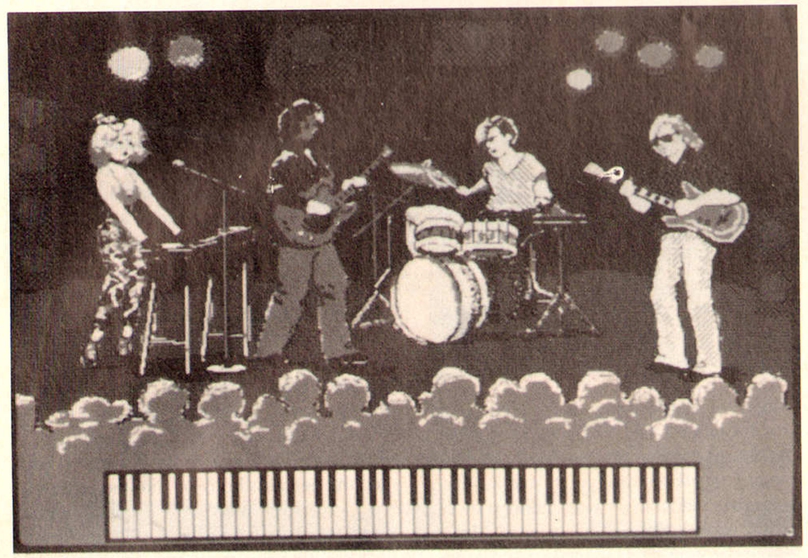
There was no question that I would be hooked right away when I saw the Django Reinhardt hot jazz section. Since Django is one of my all time favorites, I instantly loaded that song and started right in with the hot riffs. It was strange and wonderful at the same time, and certainly impressed me. I was more engrossed with the music than the graphics and other effects, but, no doubt, you will want to know about the whole package.

When you begin **JAM SESSION**, you can select a song or play with the synthesizer.

The **JAM SESSION** synthesizer lets you experiment with different rhythms and instruments as well as a few special effects and harmonies like fifths and octaves, arpeggios (chords played in an open style, one note at a time with the rhythm), and some other effects. You can select one of six rhythms and the tempo of the music as well. You can record, save, and play back tunes using the synthesizer, so if you come up with some masterpiece of a melody, you can save it for posterity, or at least until the next time you play **JAM SESSION**. This part of the program is somewhat like having a small hand-held synthesizer, and playing it isn't too much fun, at least not compared to the rest of the program.

The most fun happens when you load a song. Each song is accompanied by a special screen that shows the musicians playing the piece. The musicians are animated and play the basic tracks. Whatever instrument you play, its on-screen musician will respond whenever you press a key, giving the illusion that that the character on the screen is actually playing. In groups, different rows on the keyboard can control different musicians (and their instruments, of course). Even the riffs may change, depending on what part of the composition is playing. Everything is done to make you sound good.

As the basic composition plays, you fill in the riffs or single lines by pressing specific keys on the keyboard. Each row on the keyboard



controls a different set of riffs, and you can play riffs simultaneously on different rows. Done right, this can result in some nice harmonies and counterpoints, but, where it is true that the best results will come after you learn the riffs very well, this is especally true with multiple riffs. it's easy to make some kind of music that sometimes sounds very nice. It's much harder to put together a coherent song in which all riffs follow each other with musical certainty and taste.

If you think you've done particularly well, hit the π key for some canned applause. Since you can record the songs you jam with, the applause can give a spontaneous, live feeling, though the effect isn't likely to fool anyone. But you could use it like the canned laughter on sitcoms — to point out your especially wonderful moments.

Other options allow you to select Auto Play, in which you don't even have to play, (though you still can), show a piano keyboard (which shows which notes are currently playing), set the tempo, set the song length, turn on or off the audience responses at the beginning and end of the song, synchronize riffs to the measure (or not), and sequence riffs to have them play one after another (as opposed to the normal mode where a riff begins when you press the key, even cutting off another riff that was playing).

You can also make recordings of your own performances that can be played back by the companion program, Jam Player. You can copy Jam Player for your friends and give them copies of your masterpieces.

You may get the impression that **JAM SESSION** is just a little silly at times. Certainly it is an entertainment product more than a serious musical tool, but it does have interesting features that let you edit the riffs assigned to each key using a remarkably simple, but effective musical editor. Also, you can import and export between **JAM SESSION** and Studio Session for more serious music editing and playback. There are some limitations to what you can do importing from Studio Session to **JAM SESSION**, however.

In some cases, holding the Shift, Command, or Option keys will affect the music, causing the pitch to change, or playing an entirely new riff. Also, some riffs (or parts of them) are designed to repeat if you hold down a key, other have notes that sustain until you release the key.

I have to admit that most of the songs included don't interest me all that much musically, but the Django Djam song is a winner in my book, and makes the program worth it. Each user will have his or her own tastes, of course, so if you like country or rock or classical, or reggae or heavy metal or latin, there's probably a song for you.

By the way, most Macs don't have much in the way of speakers, and the sound from a stock Mac Plus is anything but inspiring. That's why Broderbund has given a list of ways to plug in headphones, speakers, and stereo equipment to your Mac complete with part numbers for Radio Shack adapters. With the sound coming through a more sophisticated speaker system, the effect is much improved, and it's worth the extra effort to set up an external system.

The manual for this product is succinct, but complete, and serves as a model for brief but effective documentation. The program is easy to use, and the results are, well . . . the results are all your own.

Circle Reader Service Number 39.

Name: JAM SESSION
Type: Music
Format: MacIntosh
Publisher: Broderbund Software
Designer: Ed Bogas
Ages: 9 and up
 # Players: one (and the band)
Requirements: At least 512K RAM
Price: $49.95

Ability level:	***ranges Easy to Advanced***
Packaging:	***Average (7)***
Documentation:	***Very Good (8)***
Graphics/Text:	***Excellent (8.8)***
Playability:	***Very Good (8.5)***
CP RATING:	**8.35**

A Duel to the Death

By Rawson Stovall

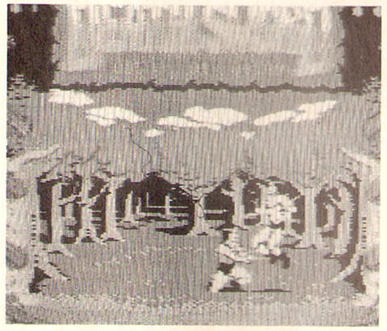
During a recent all-night gaming vigil I came across a game that I simply lost my head over. Literally.

Let me explain . . . My friend and I had started the day with the ultimate strategy game — Mindscape's **BALANCE OF POWER** for the Atari ST. Then we moved to the Atari ST version of the "wargame of the century" — Intersel's **EMPIRE,** followed by an intriguing round of Activision's addictive-puzzle game **SHANGAI** for the C-64. Last of all, we tackled Scrabble, (no computer here, just the classic boardgame). After what I figure to be ten hours of constant mind-bending, we were ready for a change of pace. Then we saw it . . . **DEATH SWORD** by Epyx's Maxx Out! series. We looked at the back of the package. The beginning line read, "First the white plague, now this . . . " We saw four different pictures of barbarian guys clanging swords together. It appeared to be just the sort of mindless game (no pun intended) that we now wanted to play.

We then studied the story line. It seems that the evil sorcerer Drax had staged a coup over the Warm Country by imprisoning Princess Mariana and doing in her father, Heraldo, the true ruler. Only after Drax seized power did he let Mariana go. But then, he kidnapped her once again so that she could be his future bride.

The player assumed the role of Gorth, son of Toth, the King of the Northlands. One day Gorth journeys into the Warmlands, the neighboring kingdom where he hears of the horror story involving Princess of Mariana. Gorth decides to save the damsel in distress, but first he must make it past the evil sorcerer's henchmen. As the hero Gorth begins his mission, Drax laughs, "Can you last hero? Can you last? Or will you become pet food just like the others???

"We inserted the disk into my Atari 520 ST. We selected the practice mode. This meant that we could practice by fighting each other before we went ahead with our mission. The first thing that struck us about the game was the crisp, colorful, almost cartoon - quality graphics.



Then we heard the sounds. "Wahh! Clang! Arrgh! Clang! UGH!" The super realistic sounds of screams, grunts groans, and the clanging of swords meeting in mid-air filled the house. Suddenly we were stunned by the graphic violence the game entailed. But at 3:00 in the morning we didn't care. We had destroyed the modern world countless times over in **BALANCE OF POWER.** We had pillaged innocent towns in **EMPIRE.** Certainly a mythical barbarian or two wouldn't hurt.

Like the controls of Epyx's **WORLD KARATE CHAMPIONSHIP** or Spinnaker's **KUNG FU: THE WAY OF THE EXPLODING FIST,** we made our killer moves by moving the joystick in certain directions. Pushing up while pressing the button made the barbarian do a neck chop and pushing to the upper left while pressing the button produced the dreaded web of death. We could play against a computer swordsman or against each other. The controls took a little getting used to but we were soon "masters" at the art of sword clashing, producing battles that looked as if they were choreographed.

Only then did it happen. My friend pushed the joystick left while he pressed the button to create a flying neck chop. With a "Sklerk!" off went my head. We were dumbfounded as it bounced to the ground. We roared hysterically. A little green 'lizard thing' then walked onto the screen. It dragged my headless body off into the bushes to do God-knows-what with it. As an added touch of disregard for human life, it kicked my still bleeding head out of the way. My head bounced twice. Despite the violence, the game was simple and a bit gory, but we loved it!!

Even though the game entails an elaborate story line, **DEATH SWORD** is a simple game. All the player does is swordfight. In the one player mode, the player fights in the enchanted forest, the lava pits, the throne room, and the dungeon before meeting Drax. In the two player (practice mode), the scenario alternates between the forest and the lava pits. Despite the different scenes, the game play remains the same — fight to kill.

My friend and I often will choose **DEATH SWORD** over any other game. It is one of those games you show to friends. And because it is easy to learn, **DEATH SWORD** is great for parties. It's scary though, because in a matter of minutes, the best of friends will be hacking away at each other . . . and laughing!!

DEATH SWORD was a change of pace. An oasis. Something different. Let's just pray that it doesn't start a "gory game" craze. With the looks of such upcoming games as **A NIGHTMARE ON ELM STREET** and **FRIDAY THE 13TH,** as well as a hidden "splatter" mode in Atari's **BARNYARD BLASTER**, we may not be so lucky. As my head flew into the bushes after being kicked, one thing crossed my mind: I guess I became pet food — just like the others.

Name: DEATH SWORD
Type: Arcade/Simulation
Formats: IBM, APPLE, C64 AMIGA, ST
Publisher: Published by Palace Software, Distributed by Epyx, Inc.
Designer: Steve Brown
Ages: 7 and up.
Requirements: C64, St, Amiga: Joysticks Apple: 128K, Double hi-res.
Number of players: 1, or 2
Price: $29.95

Difficulty level:	***Above average***
Packaging:	***Average (5)***
Documentation:	***Average (5)***
Graphics:	***Excellent (9)***
Realism:	***Very Good (8)***
Playability:	***Excellent (10)***
CP RATING:	**8.6**

Circle Reader Service Number 40.

BUY ONE.

Purchase one of the following titles from your local dealer.



Soko-Ban
Action Strategy Game. IBM, Apple II, and C-64

PT-109
Torpedo Boat Simulation. Macintosh

Falcon
The F-16 Fighter Simulation. IBM/ Tandy 1000 and Macintosh

Tetris
The Soviet Challenge. IBM, Apple II/IIGS, Macintosh, Macintosh II, and C-64

Dondra
Animated Graphics Adventure. Apple II/IIGS and C-64

Solitaire Royale
Collection of Solitaire games. IBM/Tandy 1000, Macintosh, and Macintosh II

GET ONE FREE.

Receive one of the following titles from Spectrum HoloByte.

Lunar Explorer
Lunar Landing Vehicle Simulation. Apple II

Wilderness
Survival Simulation. IBM and Apple II

Intrigue!
Mystery Thriller Apple II and C-64

Orbiter
Space Shuttle Simulation. IBM and Macintosh

TellStar
Astronomy Program. IBM, Apple II, and Macintosh

The Art Studio
Graphics/Paint Program. IBM

IT'S THE BEST DEAL AROUND! Buy one of Spectrum HoloByte's hottest titles from your local dealer between Aug. 1 and Oct. 31, 1988, and we'll send you another product of your choice absolutely FREE!

YOUR CHOICES TO PURCHASE ARE: FALCON, TETRIS, PT-109, SOKO-BAN, SOLITAIRE ROYALE, OR DONDRA.

Here's how it works. To redeem your free software simply complete either the coupon in this ad or one from your local retailer; mail it along with proofs of purchase and $4 (per free product) for shipping and handling. If our product is unavailable locally, call us direct at 415-522-0107. Tell us what product you wish to buy and which product you want FREE. We accept either Visa or MasterCard.

YOUR FREE PRODUCT CHOICES ARE: ORBITER, INTRIGUE, LUNAR EXPLORER, TELLSTAR, WILDERNESS, OR ART STUDIO.

Spectrum HoloByte™
A Division of SPHERE, INC.
2061 Challenger Drive · Alameda, CA 94501

All software products are trademarks of or licensed to Spectrum HoloByte. Hardware products are trademarks of their respective holders.

Mail-In Coupon

Please send my free software to the following address. Enclosed are required proofs of purchase (specified below) and $4 (U.S. funds) per free product for shipping and handling. Check or money order should be made payable to Spectrum HoloByte.

Name _____ ☐ VISA ☐ MasterCard _____ Exp. Date _____

Address _____ City _____ State _____ Zip _____

My free software choice _____ Computer format I wish to receive _____

Signature _____

PROOF OF PURCHASE REQUIREMENTS: Send the following original items: (1) the dated cash register tape or sales receipt showing the product purchased, and (2) the actual UPC label located on the lower right corner of package back. (Cut the label off.)
Mail to: Spectrum HoloByte, BUY 1, GET 1 FREE, 2061 Challenger Drive, Alameda, CA 94501. Only valid requests postmarked by Nov. 1, 1988, will be honored. Allow 3-6 weeks for delivery.

Circle Reader Service Number 72.

Action and Strategy over the Waves



By Rusel Demaria

The Pegasus class hydrofoil is one of the fastest and most maneuverable craft afloat these days. It's combination of power and flexibility make it an excellent anti-terrorist ship, and this unique boat is the star of the show in **PHM PEGASUS** from LUCASFILM GAMES.

For those familiar with ocean-going games, **PHM PEGASUS** borrows somewhat from popular submarine games like **GATO** and **SILENT SERVICE,** but it also adds elements of its own.

For those not familiar with the genre, submarine games set during World War II have sent many a game player on dangerous missions of strategy and destruction. Generally, you would have a pre-defined objective and would have to use all the abilities of your craft as well as a good deal of skill and strategy to accomplish your goals.

In **PHM PEGASUS**, you have the same general scenario, but this time you must travel above the surface, and you must combat more modern enemies like terrorists and drug runners as a member of TAG (Terrorist Action Group). Another difference is that, while earlier scenarios had you attacking all enemies, Pegasus has several scenarios in which your goal is to refrain from firing, and in some cases you must identify the guilty from the innocent. For instance, in one campaign, you must find four drug running speed boats by pulling up next to them and searching, but you can't shoot them — the press would hang you out to dry.

Of course, for fans of destruction and death, there are plenty of scenarios to play where you have to shoot fast and often.

You play **PHM PEGASUS** mostly on the bridge, though there is a larger operations map to use to get the larger view of the situation. But from the bridge, you can check your radar, arm weapons, select targets and view them through the binoculars, and handle the basic controls of the craft.

The Pegasus class ships carry some powerful armament — a 76mm water-cooled deck cannon capable of delivering 90 rounds per minute, a complement of chaff missiles for fooling enemy missiles, and some long-range missiles of your own. The type of long range missile varies with the scenario. In some scenarios, you have Harpoon missiles, in others the Israeli Gabriels or the French Exocet. Oh, and don't forget, at top speed, your hydrofoil is completely out of the water. Even if you get badly damaged, you won't sink until you come off the hydrofoils.

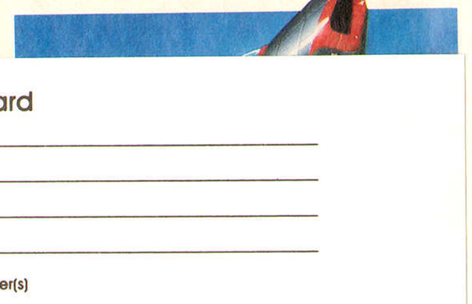
19 ►

ENCOUNTER HIGH SPEED ACTION IN AN INTELLIGENT GAME OF TACTICAL WARFARE.

THE TIME: The 22nd Century.
THE PLACE: 64 islands in the Southern Ocean.
THE PROBLEM: A worldwide energy crisis.
THE MISSION: Gain control of the islands, set up centers to mine, recycle and produce materials to form a large network of power plants.
JUST ONE MORE PROBLEM: Enemy terrorists are destroying the islands. . . one by one.

FAST-PACED ARCADE AC-
TION: You are in control of up to

CARRIER COMMAND



COMPUTER PLAY Reader Response Card

For free product information circle the number that matches the advertiser's reader response number as listed in the Advertiser's Index on Page 64

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96
97	98	99		100			

This card void 2 months from cover date.

Name _____
Address _____
City/State/Zip _____
Telephone _____

1. Circle what type of computer(s) you currently own:
A – IBM PC/Clone
B – Apple
C – Commodore C64
D – Amiga
E – Macintosh
F – Nintendo

2. Circle what peripherals you currently own.
A – Modem
B – Printer
C – Hard Disk
D – Color monitor
E – Color Card
F – Joystick

3. Circle how much spend each year on computer games.
A – $0
B – $100
C – $200
D – $300
E – $400
F – $500 +

4. What is your age? _____

1088

REALTIME GAMES SOFTWARE LIMITED



RAINBIRD

P.O. Box 2227,
Menlo Park, CA 94026,
415/322-0900

Circle Reader Service Number 57.

HOW TO ORDER: Visit your software dealer today, or call (800) 227-6900 from U.S. or Canada for Visa, MasterCard, Amex or C.O.D. To order by mail, send check/money order: Rainbird, P.O. Box 8123, San Francisco, CA 94128. CA add 6% sales tax and TX add 7½%. Shipping/handling is $4.50. 2-3 weeks for delivery.

AVAILABLE: IBM CGA/EGA/VGA $39.95. Amiga and Atari 512K $44.95. Macintosh 512K $49.95. Commodore 64/128 coming soon.
Rainbird and Rainbird logo are trademarks of British Telecommunications plc. Macintosh is a trademark licensed to Apple Computer, Inc. IBM, Commodore and Atari are registered trademarks of International Business Machines Corp., Commodore Electronics Ltd., and Atari Corp., respectively.

TOM CLANCY'S

THE HUNT FOR RED OCTOBER



WIN A HAWAIIAN VACATION FOR TWO

See Your Local Retailer For Details (No Purchase Necessary)

HOTEL KING KAMEHAMEHA

DOLLAR RENT A CAR

Atlantis SUBMARINE



Silently, beneath the chill Atlantic waters, Russia's ultra-secret nuclear submarine, the Red October, is heading west. The Americans want her. The Russians want her back. The most incredible chase in history is on...

Dare to conquer other exciting Datasoft adventures. Command a massive German battleship in BISMARCK, a deadly North Sea encounter. ALTERNATE REALITY—THE DUNGEON invites you to enter the ominous realm of wizards, enchantresses, ghouls, and thieves. You can save the world from a deadly asteroid in COSMIC RELIEF or, as GLOBAL COMMANDER, prevent the Earth's nations from turning each other into nuclear dust. The challenge is on...

Datasoft®

We Challenge You

19808 Nordhoff Place
Chatsworth, California 91311
(818) 886-5922



Visit your retailer
or call 800-245-4525 for ordering information.

Circle Reader Service Number 66.

The Hunt for Red October is published under license for North America by IntelliCreations, Inc. from GrandSlam Entertainments Limited. © 1984 U.S. Naval Institute.

Cosmic Relief and Global Commander are trademarks of IntelliCreations, Inc. © 1988 IntelliCreations, Inc. All Rights Reserved.

Bismarck—The North Sea Chase is a trademark of PSS. © 1987 IntelliCreations, Inc. All Rights Reserved.

Alternate Reality is a registered trademark of Paradise Programming, Inc. © 1987 IntelliCreations, Inc. All Rights Reserved.

Datasoft is a registered trademark of IntelliCreations, Inc.

On some missions, you also have a helicopter that can scout ahead of your radar to help you find other ships and keep tabs on faraway enemy craft. Also on some missions, you will have access to a cargo ship which can rearm you one time during the mission. You may well need the extra fire power as those missiles and chaff rockets get used up awfully fast during an intense battle.

What I like best about this game is that not all missions are designed to get you into a fight. In many, you fail the mission if you destroy any ships, and learning restraint is sometimes the hardest lesson. But then, some of the fast and furious action during the battle sequences is exhilarating and very challenging. Since you have a limited number of missiles, you have to learn when to use the deck gun and when to shoot the missiles. You have to learn to lead a far off target, since the cannon shells take time to reach their target. The long range missiles are more accurate and can reach over longer distances. Too bad you don't have more of them, but then, where's the challenge in that?

Chaff rockets present a special challenge of their own. You use them to fool enemy missiles, but they are only really effective if you shoot them at just the right time — when the enemy missile is about a mile away. Sooner, and the missile is not fooled. Later, and it's too late!

You will want to use the time compression keys to speed up the game since everything happens in pseudo-real time. As in real life, a lot of time is simply spent cruising the open seas without incident. But as soon as a new blip hits your radar, you had better return the time compression to zero fast, or you may find yourself staring down the maw of an oncomming missile with barely enough time to take defensive action!

Graphically, this game is not the most spectacular, but it is pleasing, and you can get the pleasure of seeing your enemies blow up in the binocular view. Controls are clearly marked, and you soon find yourself completely absorbed in the reality of the game. Of course, in the IBM version, the EGA screens are the most pleasing. You can play this game very effectively with the keyboard alone, though some controls are available using a joystick. I found a combination of the two most effective.

Name: PHM PEGASUS
Type: Strategy
Formats: Apple II, IBM
Publisher: Lucasfilm Games
Designer: Noah Falstein
Ages: 10 and up
Players: One
Requirements: Joystick Optional
Price: $39.95

Ability level:	***Easy to Advanced (depending on scenario)***
Packaging:	***Good (8)***
Documetation:	***Excellent (9.5)***
Graphics/Text:	***Good (7.5)***
Playability:	***Excellent (9.5)***
CP RATING:	**8.85**

Circle Reader Service Number 55.

Each mission is unique, and your success is measured in terms of the mission objective. At the end of each mission, you receive a set of scores for acheiving your objective, for sinking enemy vessels, for damaged enemies, time remaining, and a survival bonus, if you make it out alive. You then receive a rank ranging from Deck Mopper to Admiral. You can only achieve the highest ranks on the hardest scenarios.

PHM PEGASUS is challenging and fun, and the manual is typical of Lucasfilm manuals — full of interesting fact and information. This simulation is especially satisfying because it is based on real world events, not past history (though there is one fanciful mission on the IBM version that has you transported to the past to engage the monster Nazi ship, the Bismark, but that is an exception).

The reality of this game is no accident. In conversations with its designer, Noah Falstein, I learned that a good deal of study went into this game, and that missions closely parallel real events. Enemy ships will behave much the same way in this game as they would behave in the Persian Gulf, for instance.

In summary, **PHM PEGASUS** is a game full of action, strategy, and a good dose of realism. If you like the idea of cruising at a max speed of 40 knots in one of the ocean's most formidable weapons, you'll probably like **PHM PEGASUS**.

An Oldie But Goodie



By Fred Blechman

In August of 1950 I earned my wings as a Naval Aviator and was assigned to Fighter Squadron 14 (VF-14), the "Tophatters", as part of Air Group One based at Cecil Field in Jacksonville, Florida. We flew single-seat F4U-5 Corsairs, the last of the prop-driven carrier-based fighters. Until I left the Navy in late 1952, we went on 12 carrier cruises of varying lengths in the Mediterranean and Caribbean - and lost six pilots in non-combat accidents

After I left the Navy I built and flew radio-controlled model airplanes for several years in the late 1950s. There were no personal computers in those days, and dinky Link Trainers were the closest thing to flight simulators. So it's not a surprise that I've become a collector of flight simulator programs in the last few years - especially since getting my IBM PC/XT.

Although **"HELLCAT ACE"** was one of **MicroProse's** first products, originally released over five years ago, it is one of my favorite flight simulators. If you enjoy arcade-type shoot-'em-up action, you are in danger of spending many, many hours with **HELLCAT ACE.** It is sufficiently challenging to keep your attention, yet capable of being mastered.

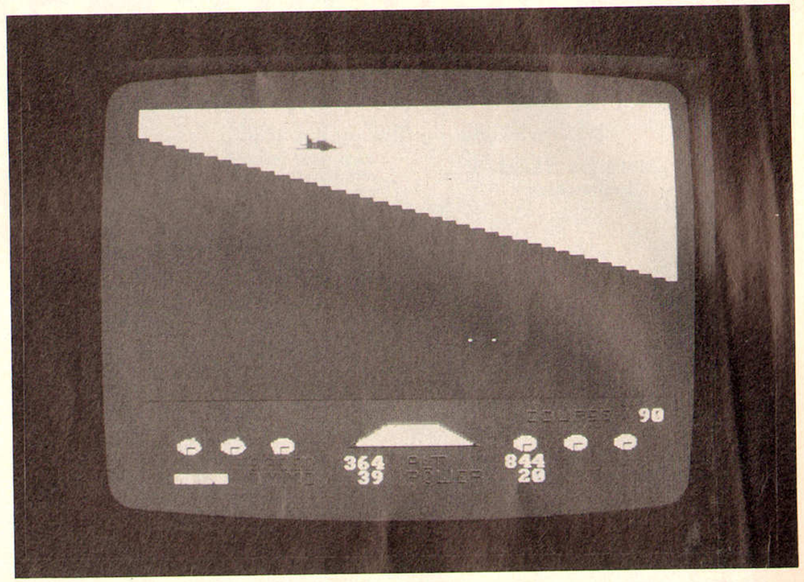
Equipment Required

I reviewed the IBM PC version of **HELLCAT ACE,** which requires at least 128K of RAM, a color graphics adapter, and a 360K disk drive. A joystick is listed as optional - but don't plan on using this program without one. There are also versions of **HELLCAT ACE** for the Commodore 64/128 and early Atari machines.

Description

HELLCAT ACE is an exciting and challenging three-dimensional combat flying simulation of World War II air battles in the Pacific. The object is to maneuver into a machine gun firing position on the enemy aircraft and shoot it down. The firing position must take into account the distance and angle from the target, as well as the direction the target is moving, so as to provide the proper "lead deflection" on the target. (It's not where the target is when you fire, but where it is when the bullets get there!) To make it even more challenging, the enemy aircraft can outmaneuver you, get on your tail, and shoot you down!

The game features bailouts, ocean ditching, limited ammunition, night missions and complete acrobatic capability. The short 8-page manual, which was actually written for the Commodore 64 version and includes an insert for IBM PC use, is adequate without being elaborate.



Flying HELLCAT ACE

I have both a Hercules and a CGA board in my IBM PC/XT, which usually causes programs confusion. **HELLCAT ACE,** however, is intelligent enough to select the CGA board on booting up from the protected disk. After an introductory screen, you are allowed to select one of 15 missions.

A typical mission scenario, described in the documentation, reads: "WAKE ISLAND - December 11, 1941. The first carrier battle of the war. You are flying an F4F Wildcat fighter on combat patrol over the fleet. You drop to intercept a bomber beginning a low altitude torpedo run on the carrier YORKTOWN. If he sinks the carrier you will have no place to land." There's also a Grand Finale - "Defeat the Japanese Air Force!"

Although listed as an option, a joystick is really a "must" for this program, and a screen (just after choosing your first mission) allows calibration of the joystick. When used with the keyboard cursor keys the plane response is sluggish, but with a joystick the acrobatic response is spectacular! Furthermore, the plane itself is remarkably stable. You can do rolls with the nose right on the horizon all the way through, without applying forward stick when inverted. In this respect, **HELLCAT ACE** is much easier to fly than a real plane.

The targets, which have various shapes to represent different airplanes, move randomly around the screen, and get larger as you get closer. You attempt to get your gunsight on the target and hold it there while you fire. You can see the tracers from your wing guns, together with speaker clicks to indicate firing. If you hit the target it "explodes", accompanied by a whistling sound, then a victory tune and another Japanese flag credited on the screen. When you are shot down or crash, the screen flutters furiously, followed by a melody and the American flag on the screen "in memorium".

There are lots of other features I really liked. The program defaults, when ignored, to an automatic demo mode that is fascinating to watch and includes victories and defeats. The program shows scores after each victory or defeat, since this really is an arcade game with up to four players and three selectable difficulty levels.While you're flying, the speaker simulates engine noise, which changes with speed. As you shoot down enemy planes, each one gets tougher, and it takes considerable practice to become an ace (five victories.)

The only view is through the windshield. Although no instrument panel is shown, a status panel lists speed, altitude, ammo and power. Most important is the rear-view mirror. When there's an enemy fighter on your tail, as seen in the mirror, you get shot down if you don't do an Immelmann or Split-S to get away from him and onto his tail. If you do get shot down, you supposedly can bail out before crashing, to perhaps fly another day - but I never got the bailout feature to work when I needed it.

Another unique feature of **HELLCAT ACE** is the BOSS key. When you press this key, a spreadsheet appears on your screen - in case the Boss comes walking by while you're over Iwo Jima (or in any of the other scenarios.)

As for monitors, the RGB monitor colors (blue sea, white sky, red targets, cyan status panel) left something to be desired. Red targets against the blue sea are hard to spot. Also, the status panel values and some of the menu selections were hard to read. The composite color monitor was even worse. The best display is on a composite monochrome monitor with the brightness and contrast controls set to show three brightness levels on black.

I don't understand why this program is not more well known in the IBM PC world, although I understand it is popular in the earlier Atari and Commodore versions. This is less "cerebral" than other flight simulator programs I've tested, with no real thinking involved, but lots of raw action. I think **MicroProse Software** has a real winner here! "Spitfire Ace", also from **MicroProse,** is essentially the same program, but with Europe as the warground.

Name: HELLCAT ACE
Type: Flight Simulation
Formats: IBM PC/XT/Jr., Commodore 64/128, Atari 8-bit
Publisher: MicroProse
Designer: R. Donald Awalt
Ages: 6 to adult
Requirements: CGA graphics
 # Players: One to four
Price: $34.95

Ability Level:	***Beginner to Intermediate***
Packaging:	***Excellent (9)***
Documentation:	***Average (5.5)***
Graphics:	***Very Good (8)***
Realism:	***Excellent (9)***
Playability:	***Excellent (9.5)***
CP RATING:	**8.6**

Circle Reader Service Number 41.

AMERICAN CONCEPT CO.
MAILING LISTS

That's right! Thousands of firms and individuals express their confidence in us each year by allowing us to satisfy their most discriminating mailing list needs.

Categories of Lists

Hardware Lists

Macintosh owners	*452,000*
IBM owners	*965,000*
Apple II owners	*117,000*
Amiga Owners	*85,000*
Commodore 128 owners	*352,000*
Commodore 64 owners	*416,000*
Apple GS owners	*102,000*
Compaq owners	*310,000*
Apple Lisa owners	*96,000*
IBM clone owners	*872,000*
Atari owners	*96,000*
Nintendo owners	*377,000*

Software Buyer Lists

Fantasy Game	*432,000*
Adventure Game	*426,000*
Arcade Game	*362,000*
Strategy Game	*441,000*
Educational Software	*906,000*
Database Software	*672,000*
Business Software	*920,000*
Accounting Software	*227,000*
Statistical Software	*421,000*
Utilities Software	*964,000*
Languages Software	*302,000*
Communications Software	*350,000*
Word Processors	*166,000*
Spelling Checkers	*141,000*
Graphics Software	*206,000*
Desktop Publishing	*991,000*
Networking software	*765,000*
Fonts buyers	*277,000*
Cad/Cam	*90,000*
Music and Sound soft.	*174,000*
Blank Disks	*889,000*

Miscellaneous Software and Hardware Buyers

Disk Drives	*967,000*
Modems and Software	*102,000*
Input-Output software and hardware	*777,000*
Accessories (Desks, mousepads, computer paper, ribbons, cables, extentions, dust covers, etc.	*2,772,000*

Special Categories Available Upon Request

The Key to your future success could very well be the right source for mailing lists and our mailing lists are our specialty. In fact, we are one of the largest mailing list suppliers in the entire nation. We have achieved this status by honing our mailing lists to pinpoint precision. This means we can zero in on th exact type of individual that is most likely to respond to your offer. This type of service is very uncommon in the list business and we want to serve you!

WHAT IS A QUALIFIED NAME?

Simply stated, there are basically three types of names used when a mailing list is compiled. First, there are saturation names. These are names in a given geograpic area and usually consist of every household. Lists of this nature are often used by churches or political parties, but are never successful for mail order offers because the interests of the recipients are too varied. Second, there are lists of people who have inquired about various products or services. Inquiry mailing lists, although far superior to saturation lists or phone book names for mail order offers, often do not produce the results that are necessary to obtain an adequate profit. Third, there are actual buyers of products or services. These people have spent their hard earned money before on mail order offers. It is, therefore, logical to assume that they will do so again. Thus, buyers lists are the best and most responsive. WE CARRY ALL TYPES OF MAILING LISTS, but we recommend and specialize in MAILING LISTS OF ACTUAL BUYERS OF DOZENS OF DIFFERENT CATEGORIES.

MAILING LISTS AND THE COMPUTER

We are a custom list house. Each mailing list is fully computerized and personally designed for the specific type of mailing to be done. Most of our mail order lists are built from actual orders and are 100% buyers. All of our mailing lists are printed on labels in the standard four across format and are in zip sequence for bulk mailing without hand sorting. Plus all mailing lists supplied by us are put on an exclusive 90 day reserve at no extra cost. In essence this means that our lists are mailed a maximum of 4 times a year and never more than once in a 90 day span. This procedure protects the quality of our lists and makes each offer more profitable.

Our mailing lists are quaranteed to be 95% deliverable and any nixies (undeliverable names) are replaced 2 for 1 at no extra charge. We not only offer you mailing lists, but a comprehensive list service.

BEWARE OF CHEAP MAILING LISTS!

Sometimes you'll see mailing lists offered at extremely low prices. Believe me, you'll get exactly what you paid for. In almost all cases, the names you get will be photocopied on 33 lable sheets and not in zip order (you need a computer to do that!) The print will be of poor quality and some names will be illegible. And most important, without a computer you cannot update a mailing list or delete the nixies. Consequently, you'll waste a lot of money on printing and postage for undeliverables.

BUYING OR RENTING

Every day we get several telephone calls from customers who say, "I want to buy some names." We would like to take this opportunity to convey that we, like all quality list sources rent names for a one time use. Each list that we ship to a client has a few "dummy" names on it. This is how we protect our lists from being duplicated and reused. This "salting" procedure not only keeps our lists from being stolen, but it insures the quality for all customers.

WHAT ABOUT THOSE WHO RESPOND TO YOU OFFER OFF OF OUR MAILING LIST?

Those individuals who order from you when you use our mailing list remain your customers and you can remail those names as often as you please. Eventually you have enough names to build your own mailing list. This list will be your best list because these people are already acquainted with you, your company, and your product.

WHAT IS THE SIZE OF OUR UNIVERSES OR HOW MANY NAMES ARE AVAILABLE FOR ME TO MAIL?

Each category has a universe of about 1/2 million names. This figure fluctuates as lists are updated, nixies are deleted, and new names are added. If your need for names is greater than 500,000, then contact us for special arrangements. There is no doubt we'll be able to satisfy your needs no matter what they may be.

HOW DO WE KEEP TRACK OF THE NAMES WE SEND YOU SO YOU DON'T GET DUPLICATION OF FUTURE ORDERS?

We use a computer process to avoid sending the same names to a customer when he reorders. This procedure is called "Nth name select". Here is how it works. Suppose you place an order for 5000 names and the total file in that category is 500,000 names. When we fill your request we will print every 100th name of that file. Now, assume you order 10,000 names a month later. At that time we will print every 98th and99th name of the same file. Thus we avoid giving you duplicate names under any circumstances.

RATES AND DATA INFORMATION

All lists are priced at $65.00 per thousand names. In addition to our regular categories of buyers we maintain EXCLUSIVE CONTROL of (cannot be purchased elsewhere) *Lists from such mail order companies as:*

C&S Associates
Novelty House
NPD Publishing
Larken Dist.
Robin Enterprises
and Much Much More!!

Zip or Geographic Selection Available with Orders of 5,000 or more!

VISA

American Concept Company
Box 1307, Skokie, IL. 60076
1-312-679-3255

MasterCard

Firm or Individual_____

Principal or Manager_____

Street Address_____

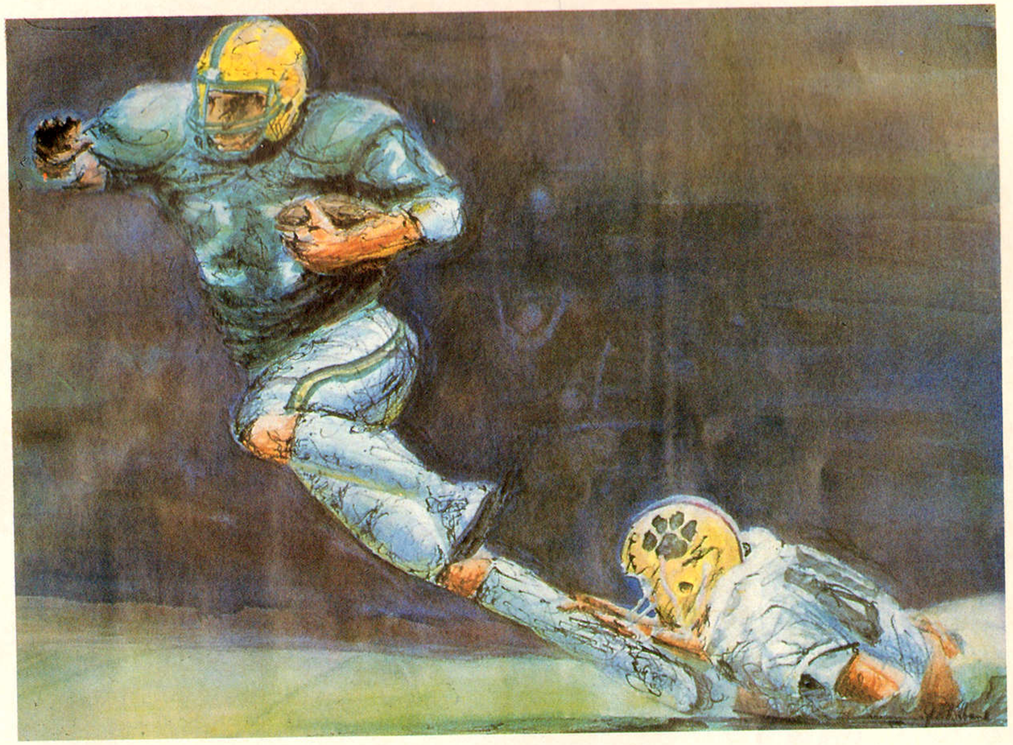
City_____ **State**_____ **Zip**_____

Quantity of Names Desired per Category	Category	Total Cost of Category

Check One;

( ) Pressure Sensitive Lable Charge of $5.00 extra per thousand(if applicapble)
( )Cheshire or ( )Cheshire Gummed lables
GRAND TOTAL_____
I have enclosed ful payment in the form of ( )Cash ( )Check ( )Money Order
( )Visa or ( )Mastercard Card #_____ **Exp. Date**_____

Sports Game Special



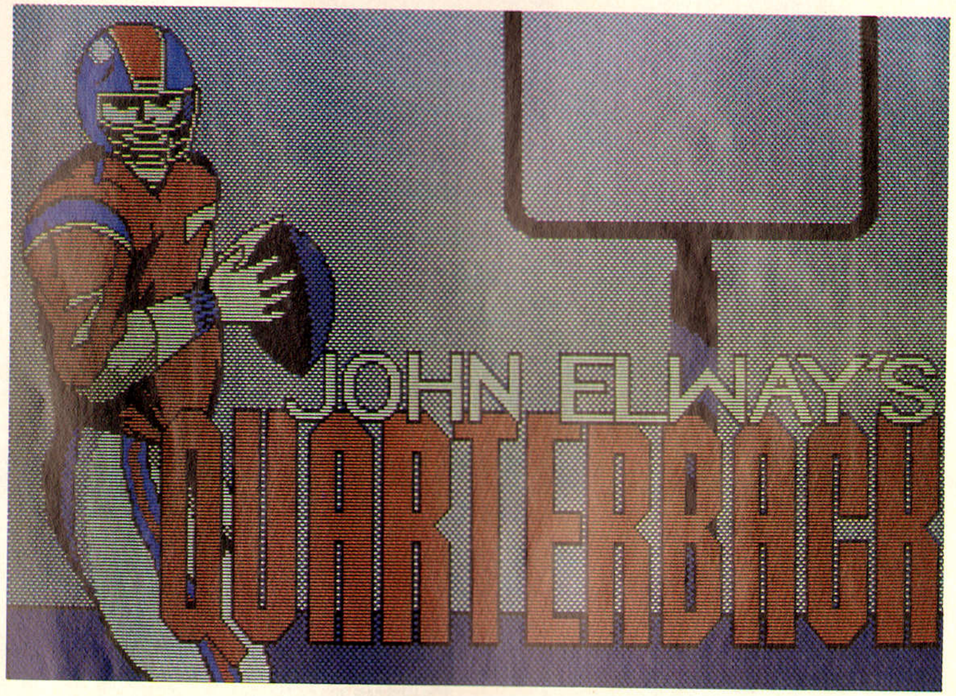
Welcome to the first special editorial section featured in these pages. Since we're at the beginning of the football season, just about to start the baseball playoffs and not far away from basketball starting, we figured this was the perfect time to feature a special section on sports.

We didn't include every sport — just the aforementioned three, although one of our reviewers slipped in a golf game that was deserving of mention. We tried to find the best games in each sport including both new releases and previously released titles. We hope we succeeded but let us know if you think we missed something and we'll cover it in a future issue.

There's also a listing at the end of this section of games that we didn't review because of space limitations. If you'd like more information on the games in this listing, or for that matter, any game in this issue, just use the reader service card between pages 16 and 17. Or write or call the companies directly using the addresses and phone numbers from the list on page 59.

We hope you enjoy this section and the sections we've planned for upcoming issues. Next month you can read about flight simulators, hardware for games will be in December's special buyer's guide and a wargame retrospective is January's feature. So keep reading every month for the best in computer game reporting and make sure you let us know what you think of COMPUTER PLAY.

The Quarterback Makes the Difference



By Rusel DeMaria

Nobody said playing quarterback would be easy, but the fruits of success are generally measured in six or seven figures.

JOHN ELWAY'S QUARTERBACK gives you the opportunity to earn the big bucks, at least as far as this simulation is concerned. You begin with a modest salary of around $260,000, but who knows what kind of figure you can attain with a solid performance in the game.

In many ways, this game is like many other football simulations. You control the quarterback and/or ball carrier during offense, the middle linebacker during defense, and you pick from among nine possible offensive or six defensive plays each down. You can also reverse the direction of the offense to throw off your opponent.

Offensive plays include three run plays (sneak, draw, or sweep) and six passing plays (screen, action, lookie, post, shotgun, and an Elway favorite, the bomb). Defensive alignments include the goal line, standard run, stunt, blitz, zone, and prevent. Once you pick the appropriate play, you must execute it, and that's where the real fun begins.

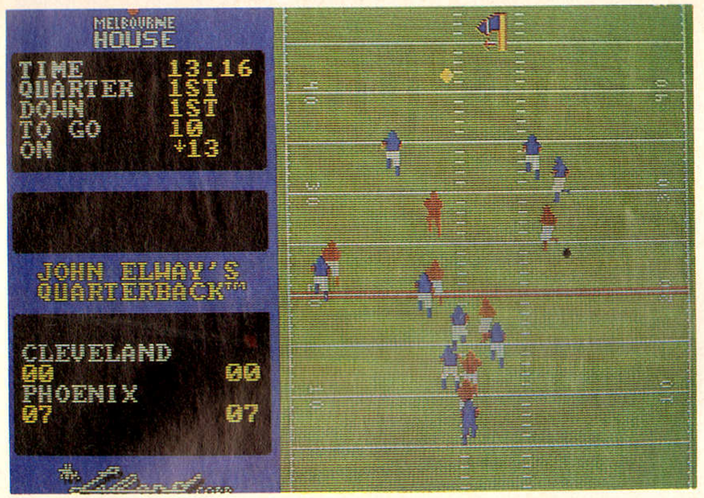
Each play begins at the line of scrimmage. The opposing team, computer-controlled or human, has picked a defensive alignment and you have picked your play. The computer synthesized voice barks out the signals "Hut . . . Hut . . . Hut HUT!" and the center snaps the ball. You peddle back into the pocket searching for a receiver who might be open, assessing the coverage. You see a possible weakness and now you wait for the play to unfold. In the meantime, if you're good, you watch the pass rush. You don't want to get caught by surprise and sacked!

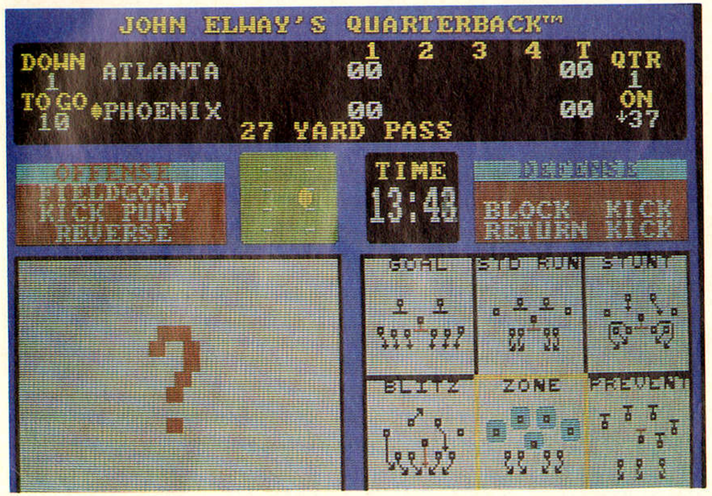
Finally you see your wide receiver breaking into his pattern. You press the pass button, position the aiming arrow just ahead of your receiver, then release the button — moments before the on-rushing defensive end crashes into you. The ball sails gracefully through the air heading right for the spot you chose. The receiver closes in on the ball, but so do the defenders. They converge; the ball is knocked up into the air. It seems to hover there, up for grabs, then, finally, falls harmlessly to the ground.

"Incomplete," rasps the computer voice. Oh well. Next time you know, you'll need to lead the receiver more. At least it wasn't an interception.

Playing defense isn't as much fun, but you can use the middle linebacker to spoil your opponent's strategy. For instance, call a blitz, but keep the linebacker back to cover any free receivers. Then, even if the quarterback gets the ball off, you may be able to break up the play. Chances are your coverage will make him hesitate and get sacked for a nice 12 yard loss.

The graphics on this game are pretty good, though the players are a bit small on the screen. There are a lot of statistics taking up about a third of the screen, and it might have been better to devote the entire screen to the action, then show stats after the play. The EGA version is slightly better than the CGA,





but both versions are good. The different teams are clearly marked in multi-colored uniforms, and the active players (the ones you control) are distinguished by being all one color.

You can play this game with a joystick or from the keyboard, and I found that the keyboard control was just fine. In fact, sometimes I felt I had more control with the keyboard. The players move in small jerky motions, and that is one of my main complaints. I would have prefered a smoother animation since it sometimes seemed that the player would lag behind my intended movements. However, you do get used to this feature and eventually learn to play the game fairly effectively. I still get frustrated when I think I have the ball carrier in my sights and I press the dive button, only to have him streak past me for a touchdown. But that's part of the game, too.

Kicking is part of the game of football, and **QUARTERBACK** lets you control punts and field goals, as well as blocking kicks and runbacks. You use basically the same technique for kicking as you do for passing. By the way, an onside kick is sometimes a good idea.

So far, I've talked about the actual game play, but there are several options at the beginning. You can choose one- or two-player mode, joystick or keyboard, and game speed (0-9). Like the arcade game upon which this is based, you can enter your initials for scoring purposes.

There are two types of scoring in this game. The first is the actual score of the games you play. The second, as I indicated at the beginning of this article, is the amount you get paid. This figure is based on your playing statistics which are displayed at half time and again at the end of each game.

There are some very definite differences between this game and the real game of football. For one thing, there are only nine men per team as opposed to the normal eleven. There are also no penalties, and no handoffs (the quarterback handles all running plays). These differences do not detract too much from the game, though I miss the handoffs most.

Playing this game well involves good strategy, above all, and a mastery of the various keys and techniques used during game play. The manual contains a section on football basics, a glossary, some strategy specific to the computer game, and play diagrams. However, I found the explanations of the passing and kicking techniques a little confusing. The procedural part of the manual could be improved.

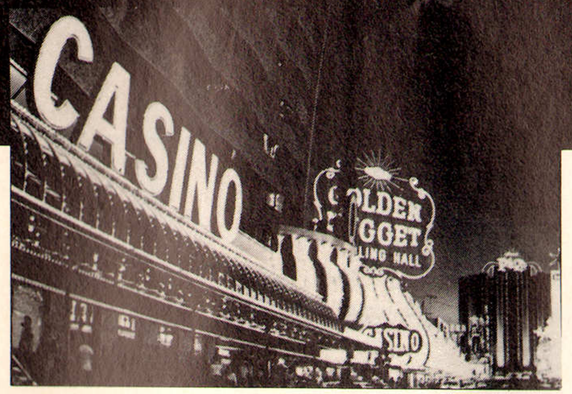
Finally, this game is copy protected and does not include an option to install on a hard disk, but requires that you reboot with the main disk in drive A:. This means that you have no way of backing up the game in case something happens to your disk.

Name: John Elway's Quarterback
Publisher: Melbourne House
Type: Simulation
Formats: IBM, Others soon
Ages: 8-80
Players: One or two
Requirements: Graphics Display (CGA, Tandy-1000, EGA, MCGA, or Hercules); joystick optional but recommended
Price: $44.95

Ability level:	***Intermediate***
Packaging:	***Average (7)***
Documentation:	***Average (7)***
Graphics/Text:	***Average (7)***
Playability:	***Good (8)***
CP RATING:	**7.5**

Circle Reader Service Number 42.

$5000 AN HOUR? IN CASH?



Casino gambling is NOT the foolish risk you think it to be. All you need is the type of knowledge of the games that here-to-for was only given out in $900 seminars.

Now for the FIRST TIME!! we are offering these secrets nationally at an incredibly reduced cost.!!

***Yes*, you can purchase secrets for all the games written in a simple easy to understand format. You can learn to make *THOUSANDS IN MINUTES!!* by following these instructions.**

BE A WINNER !!

Each system details the game, and the method of winning used exclusively by us. The systems are based on:

- **Knowledge of the Game,**
- **Knowledge of correct money handling**
- **Correct use of the odds.**

Send for one or all of the following systems, use the system for one full year. If you are not satisfied for any reason, pack them up and return for a no hassle refund . No one else would give you a guarantee like this. Send for the systems and

Warning: Excessive use of system can cause expulsion from casinos.

START WINNING THE VERY NEXT TIME YOU GO TO VEGAS-OR *ANY* CASINO IN THE ENTIRE WORLD!

I won $48,000 in 6 hours at The Desert Inn!! B.C., Illinois I won $12,000 at Flamingo Hilton, and $16,000 at Circus Circus!! R.I. Chicago, Ill.

Please send me the following:

- [ ] Win at Slots _____ $9.95
- [ ] Win at Blackjack _____ $9.95
- [ ] Win at Baccarat _____ $9.95
- [ ] Win at the Dog Races _____ $20.00
- [ ] Win at Poker _____ $9.95
- [ ] Win at Roulette _____ $9.95
- [ ] Win at Craps _____ $9.95
- [ ] Win at Reno _____ $9.95
- [ ] Win at the Races _____ $25.00
- [ ] Beating the Sports Book _____ $20.00 (Baseball, basketball, football)
- [ ] SPECIAL: Any 5 systems - $29.95
- [ ] SUPER SPECIAL! : All 10!.....$49.95

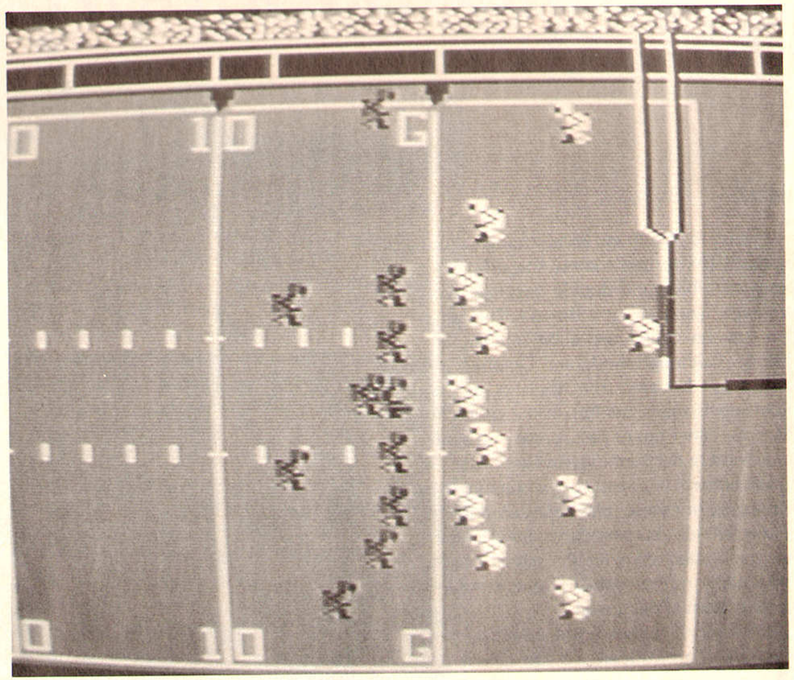
MC VISA

Please send to: **NATIONAL SPORTS**
Box 414
Arlington Heights, IL. 60004

Name _____
Address _____
City _____ State _____
Zip _____ Total Enclosed: _____
( ) Charge ( ) Check ( ) Money Order ( ) Cash
( )Mastercard ( ) Visa
Card Number _____ Exp. date _____

● **For The Real Gamer! Great As A Gift!** ●

Have a Super Sunday any Day



By Cheryl Peterson

When I first saw **SUPER SUNDAY, AVALON HILL** was marketing it as **SUPER BOWL SUNDAY.** I enjoyed it tremendously. Obviously others did too because the program was popular enough that Avalon Hill improved the game by allowing players to choose teams from expansion disks. These disks include all the teams playing for each of the years 1984-87. Another companion disk, **GENERAL MANAGER,** allows you to put together your own teams using players found on the other disks.

I think **SUPER SUNDAY** is the ultimate game for Monday morning quarterbacks. You can play one-on-one against a friend or take on the computer. When the computer plays, you decide which of 20 Super Bowl teams you're going up against and which one you want to control. The lineups read just as they did the day the teams played their Super Bowl games. Some classic teams are on the roster; the 1966 Green Bay Packers with Bart Starr at the helm, the 1982 Washington Redskins, the 1983 Los Angeles Raiders and the 1978 Pittsburgh Steelers to name a few.

Avalon Hill really grabbed my attention with the documentation for this one. All the examples used are taken from the Dolphins-49ers Super Bowl, a personal favorite. Joe Montana and crew blew away the Dolphins and somehow the docs managed to make it sound like it was a shame the Dolphins lost. You can guess where my loyalties lie.

The descriptions of the 10 Super Bowl games whose teams are represented give a nice round look at each contest telling how it actually went. By reading about each, you can get hints as to what players to watch out for and which of your players are particularly strong that day. The documentation also includes play diagrams for each of the offensive and defensive play choices with notes about each.

SUPER BOWL SUNDAY, lets you call the plays. If the computer is playing, it will respond to your game plan and alter its play calls depending on what you do. For instance, if you hand the ball off to a particular back with anything approaching regularity, the computer will set its defense to key on that player. Too many passes may result in the defense blitzing. Of course, you're free to use the same strategies as the computer.

Online help is provided. When choosing plays, each player's statistics for the year are shown. If you want to choose a running play, for instance, the best runners' statistics are displayed — number of attempts, yards gained, average per carry, and number of touchdowns scored. Similar information is shown for all receivers when you choose to go to the air.

The menu driven controls for the game are done well. In two player mode, the offense uses the keyboard and the defense uses the joystick. This makes it fairly easy for both players to keep their plays secret.

28 ►

◀ 27

It's easy to play if you know enough about football. If you don't know the difference between a blitz and double coverage, you probably won't enjoy it though. The plays that can be called are a bit limited. For instance, although the Miami Dolphins are known for throwing from the shotgun, no provision is made for this in the program. Plays are either run or pass; passes are either long, short or flat; running plays are off tackle (top or bottom) or sweep (top or bottom.) In a real game, of course, plays are called to the right or left side , but since Super Bowl Sunday sets the screen up with the teams placed horizontally, runners actually cut towards the top or bottom of the screen.

Speaking of screens and graphics, the plays are run onscreen, so you can cheer your guys on as they play. You call the play, the teams line up, you hit a key and the play runs. The miniaturized players act out your commands and you watch to see how they fare. Nope, you can't change your mind once the ball is in motion.

There are a few things about the game that weren't as detailed as a true football fan would like. Although you have a choice of which quarterback to use for pass plays, no such provision is made for run plays. When the opposing team puts in their backup quarterback, the program doesn't tell you about it. (This is an important consideration when playing a team like the 1982 Dolphins, who changed quarterbacks so often the local newspapers dubbed the combination of Bob Woodley and Don Strock "Woodstrock.")

The program does let you look at the statistics so far in the game, so you can evaluate how well each player is doing. But if you've been paying attention, you'll know anyway.

Being a dedicated Dolphin watcher finally paid off as I stepped into Coach Don Shula's shoes and tried my Dolphins against the 49ers. (I knew the Dolphins should have won that game.)

So here's the big tip folks — the statistics provided indicate each player's yearly totals and appear to have no bearing whatsoever on the outcome of plays and strategy. As close as I can make out, the team members play as well (or as miserably) as they did the day of the Super Bowl they played in. Penalties and injuries are randomly determined by the computer with certain statistical probabilities thrown into the random calculations.

For instance, although the Dolphins have consistently been penalized less than any other team in NFL history, in the 1985 Super Bowl they got more penalties thrown at them than they had all year. When my Dolphins met the 49'ers in the first game I played, I ran the game using the same basic strategy as Coach Shula did. We were heavily penalized! And the players who had a bad day during the 1985 game had a bad day in my computer game. A.J. Duhe missed tackles right and left. Duper and Clayton couldn't hold onto the ball. Two missed field goals and a failed point after. We got creamed! (Just as happened in the real game.)

Second time around, I switched game plans. Few, if any, throws to the "Marks brothers" — Duper and Clayton. Lots of short passes over the middle to Hardy, Cefalo and Moore. Of course, since my place kicker had the worst day of his life on Super Bowl Sunday in 1985, I let him try one field goal and that was a short one that I could have kicked myself. Anyway, we whipped the stuffing out of the 49'ers that time.

One nice feature of the game is its "autoplay" mode. You set the teams and the computer plays both teams using the teams' typical strategies that season. You can interrupt and change plays if you wish.

If you buy the team disk for the latest year, you could try letting the computer play both teams and see how the scores add up. This might be a great way to improve your performance in the "office football pool." Maybe this year you'll be the one who calls all the games correctly.

Considering the teams involved and the wonderful permutations possible, this game could keep real football addicts busy for weeks. Think of the possibilities; the 1968 New York Jets VS the 1970 Dallas Cowboys, etc. You don't have to limit yourself to NFC VS AFC, either. Several teams made the list with more than one lineup, so you can play Dallas, Baltimore, San Francisco and Washington against themselves. Since there are three different Miami Teams (1973, 1982 and 1984,) I had a blast pitting them against each other. I tried the 1973 Bob Griese Dolphins against the 1984 Dan Marino Dolphins. What a game. Nope, I won't tell you how it came out — you'll have to try it yourself.

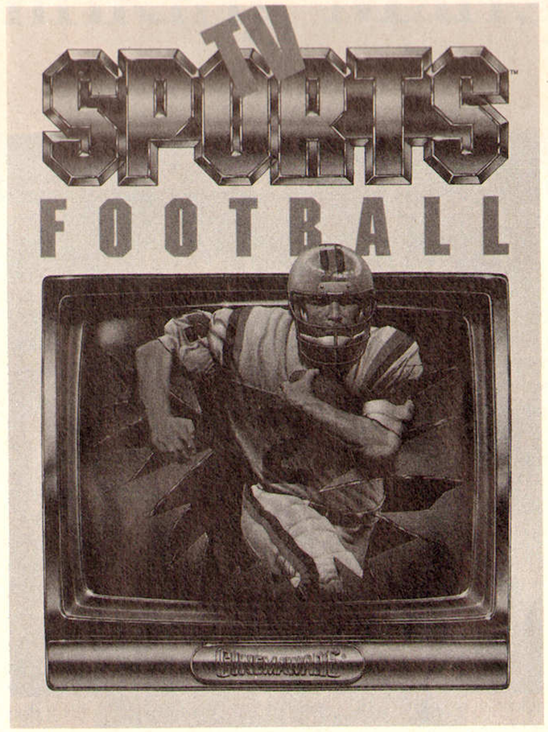
With the add on products, you can design your own teams using either the Super Bowl stars or the current teams. If you've always wanted to try second guessing your favorite (or least favorite) football coach, this is your chance.

Circle Reader Service Number 43.

Name: SUPER SUNDAY
Type: Football Simulation
Formats: Commodore 64, IBM, Apple
Publisher: Avalon Hill
Designers: Quest, Inc.
Ages: 10 and up
 # Players: 1 or 2
Requirements: Commodore 64 and 1541 disk drive
Price: $30
Each Season Disk (1984, 85, 86 or 87) — $20
General Manager — $30

Difficulty:	***Easy***
Packaging:	***Very Good (8)***
Documentation:	***Very Good (8)***
Grapics/Text:	***Excellent (9)***
Realism:	***Very Good (7)***
Playability:	***Excellent (9)***
CP RATING:	**8.4**

A Well-Rounded Game



By Eugene Joseph

With the great number of sports simulation games that are now available on the market, it can be very confusing trying to figure out which program is best for you. Do you want arcade action, statistical simulation, sophisticated graphics or all three?

TV FOOTBALL from CINEMAWARE comes close to offering the best of all possible worlds. This is a brand new release that is now available for the Amiga and will be soon for the IBM. The game has elements that are present in a number of other games but not in quite the same combination. And therein lies the strength of this game. The graphics, even on the IBM, are superb, the arcade action is responsive and realistic and the statistical record keeping capabliities of the game are very impressive.

First of all, **TV FOOTBALL** is just that. The game opens with graphics and then an announcer that makes you think you're watching an actual broadcast of a game. It's cleverly done, as is almost all of what follows. This "broadcast" is of a game between two of 28 teams from a league that is not the NFL but that has teams in the same cities. You can pick any team you want, pick a team for the computer or another player, jump right in and start playing and you'll have lots of fun. However, there is a lot more than meets the eye.

Let's take a look at statistics. You can set up a full 16 game season involving all 28 teams (or less if you want, of course) and work through it right to the playoffs and your own Super Bowl. Let's say you have seven other friends who are interested in playing too. You can each take a team (or two for that matter) and assign the rest of the teams to the computer. So now, some of the teams will involve player against player, others player against computer, and others the computer against itself.

After setting up your schedule, you have all the players play in their games and then let the computer play all it's games against itself (or vice versa). You've now completed Week 1 of your season and the computer will record all of the statistics from the games including, of course, the won-loss records and carry all of this information, updating it after every game till the end of your season. As you can see, from a record-keeping standpoint it's an impressive program.

30 ▶

◀ 29

Now as far as individual player capabilities, the teams can be tailored, ability-wise to match your favorite pro teams or you can determine the strengths of the team yourself. You can have a great running back but your passer will be weaker. Or you can make the two equal for a balanced attack. The same goes for defense. Because of this approach, you can't have a really awful team or a truly great team. Every team has the same number of talent points. It's up to you to determine how to use them. Which means that the game will be decided by superior play-calling and running, kicking, passing and tackling ability.

That's the way it should be, and that brings us to the arcade action. It's good. Really good. It's as much fun to run as it is to pass with this game because you can control the running back as soon as the quarterback hands him the ball. Try to juke your way past the defensive players if you're good with a joystick. And if you're on defense, you can control any one of four players which you must decide before the snap of the ball.

Passing is a lot of fun too, although my only two criticisms of the game come in regard to passing. Number one is that you can't pass to the tight end: he always blocks. It's not a big problem because you have three other receivers on any given play, but I just like to dump one over the middle to a big tight end once in a while.

Number two is that when you drop back to pass, your view of the field is limited to only about 15 yards downfield so that your receivers soon run out of your view. You have to know what routes your receivers are taking if you want to throw a pass any longer than your vision allows. It's tough at first but you get used to it. You're also helped by the fact that the receivers will run to the ball once it's in the air the same way real receivers will. You can also take control of one of the receivers with your joystick as soon as the quarterback has released the ball and try to catch the ball. Either way it works pretty well. After all, passing is tricky, even in real life as anyone who has ever been a quarterback will tell you (believe me). So this part of the game is actually very realistic.

The game isn't all offense either. Defense is fun to play too. You can blitz the defensive player you control, as a linebacker, or have him play back to defend against a pass, or even have him play tough against the run in a short-yardage situation.

There are a number of offensive and defensive plays to call, not an overwhelming number, but each play can be changed because of your control over the players. The offensive plays can be run to either side of the field so you really have twice as many plays as it seemsand the quarterback can audible or improvise on every play.

And now, just a few quick words about the graphics. They're great. How's that for quick? The colors are bright, the detail is sharp, and hey, the officials even drop little yellow flags for penalties and the players can dive to try and make tackles and catches. What else could you want? A touchdown dance? It's got that too.

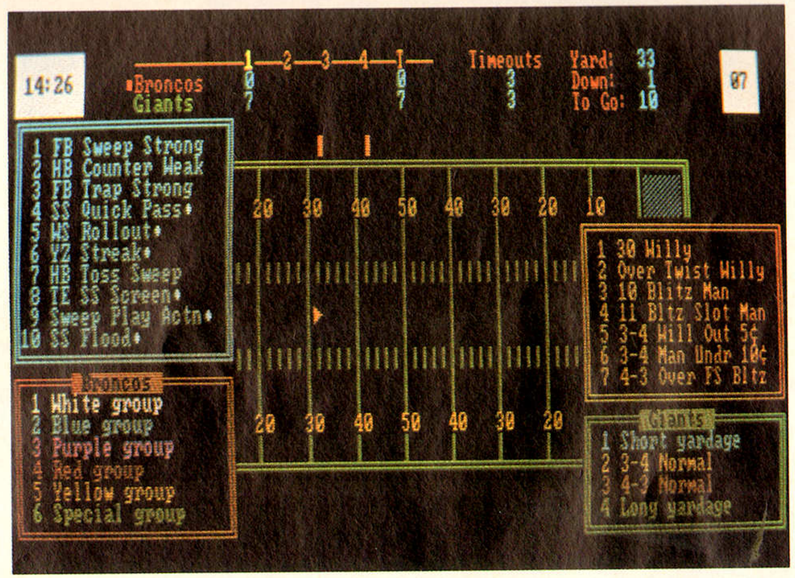
I don't know if this is the best football game available or not. I hate to make a statement like that without having played every game on the market. But I'd have to say this: if you can find a better game than this, buy it. Because it would have to be a tremendous game. As it is, **TV FOOTBALL** is a game that others will be measured against for some time to come. It will provide you and your friends with many hours of enjoyment and is a great value. So . . . see you in the Super Bowl.

Name: TV FOOTBALL
Type: Simulation/Arcade
Formats: Amiga, IBM soon
Publisher: Cinemaware
Designers: Larry Garner, John Cutter
Ages: 12 and up
 # Players: one or two
Requirements: 512K, joystick
Price: $49.95

Ability Level:	***Intermediate***
Packaging:	***Good (7)***
Documentation:	***Good (7)***
Graphics/Text:	***Very Good (9)***
Playability:	***Excellent (9.8)***
CP RATING:	**8.9**

Circle Reader Service Number 44.

The Thinking Man's Game



By Eugene Joseph

Pro football has often been called the "thinking man's" game, in spite of all the violence, because of its endless possibilities for strategizing. It's fitting then that the only games officially licensed by the NFL are games that place their emphasis on strategy and play-calling.

PRO CHALLENGE and **NFL CHALLENGE,** both from XOR, are two versions of strategy-oriented football simulations that are devoid of arcade-type action and graphics (i.e., little men running around on the screen). They rely instead on strategy and statistical probability. Both of the games are covered in this one review because of their similarity — **NFL CHALLENGE** is actually an upgraded version of **PRO CHALLENGE.** And in fact, if you own PRO and want NFL, just send in your game and $50.00 to XOR and they'll send it to you no matter how old and tattered your PRO game is.

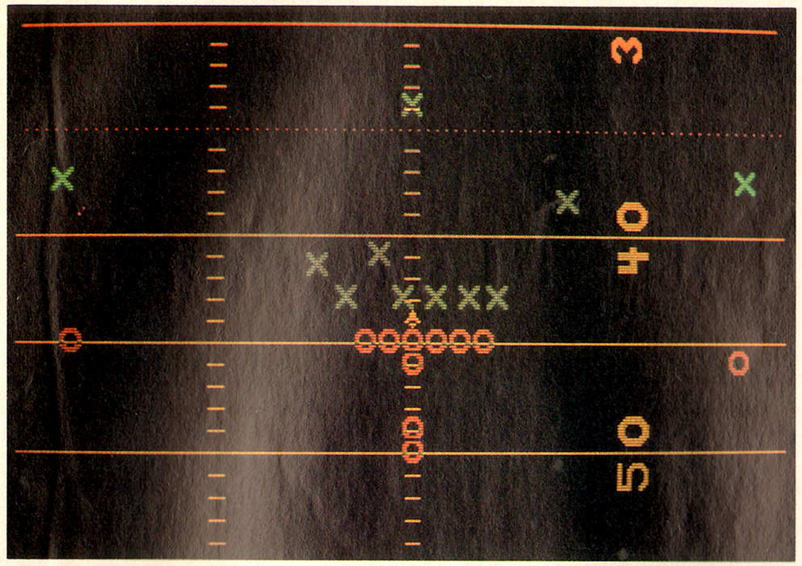
It's probably something that you'd want to do too, after playing PRO for a while (assuming you have the $50 to spare) because the most important feature of a sports game that bases its appeal on realistic simulation is the ability to recreate the effect of having the real teams playing each other.

The teams in the games should have the same strengths and weaknesses as the the actual teams that are being simulated. The Chicago Bears in your simulation should have a rock-ribbed defense along with a strong running game and the Miami Dolphins should be able to pass the ball up and down the field.

Unfortunately, **PRO CHALLENGE** doesn't offer that capability. Instead, there are only two teams to pick from: the All-Stars and the All-Pros. They are faceless and identical in terms of talent so the only real challenge comes from trying to outwit your opponent, human or computer, in the selection of offensive and defensive plays.

There are 23 offensive plays that can be run from three different formations and 14 defensive plays that can be run from two different defenses. It's not a tremendous number of plays to choose from but there is a good variety. After each player chooses a play, the computer takes over and displays the play being run out on a gridiron with x's and o's representing the players.

32 ▶



It's not a terribly exciting game visually and you also miss out on the realistic aspect of simulating two pro teams. It is fun to call plays against either a defensive or offensive opponent to see how your play-calling abilities stack up. To really get the full effect, however, you have to step up to **NFL CHALLENGE**.

This game provides you with the opportunity to coach any one of the 28 NFL teams with statistics based on the players' actual performances for a given year. The original game's statistics were based on the '84 season, and every succeeding year, the disks were updated to reflect the next year's statistics. There are now a number of other disks available as well. You can get the teams from the last four seasons, a special Super Bowl Team disk, or an All-Star Team disk with greatest teams from past years. Prices for these disks range from $14 to $24.

This flexibility gives the true fan a chance to play some interesting games: the '67 Packers against the '72 undefeated Dolphins, for instance. The possibilities are almost endless. You have to be content with watching x's and o's but this game gives you more than twice as many plays to choose from as does PRO , and you also have the unique personality of each team.

It's fun to see if your play calling can overcome the disadvantages of playing a much stronger opponent. It can be done, but not often and not easily. Kind of like the NFL.

Statistics are kept for each game and can be displayed at any time during the game. You can also print them out to have arecord of the game. As coach, you can control subtitutions and there is a special disk available that allows you to edit your roster and change the capabilities of the players.

Name: PRO CHALLENGE
Type: Simulation
Publisher: XOR
Designers: Many
Ages: 12 and up
Players: one or two
Requirements: none
Price: $49.95

Ability Level:	***Beginner -Intermediate***
Packaging:	***Good (7.5)***
Documentation:	***Good (7)***
Graphics/Text:	***Average (6)***
Realism:	***Average (6)***
Playability:	***Average (6)***
CP RATING:	**6.24**

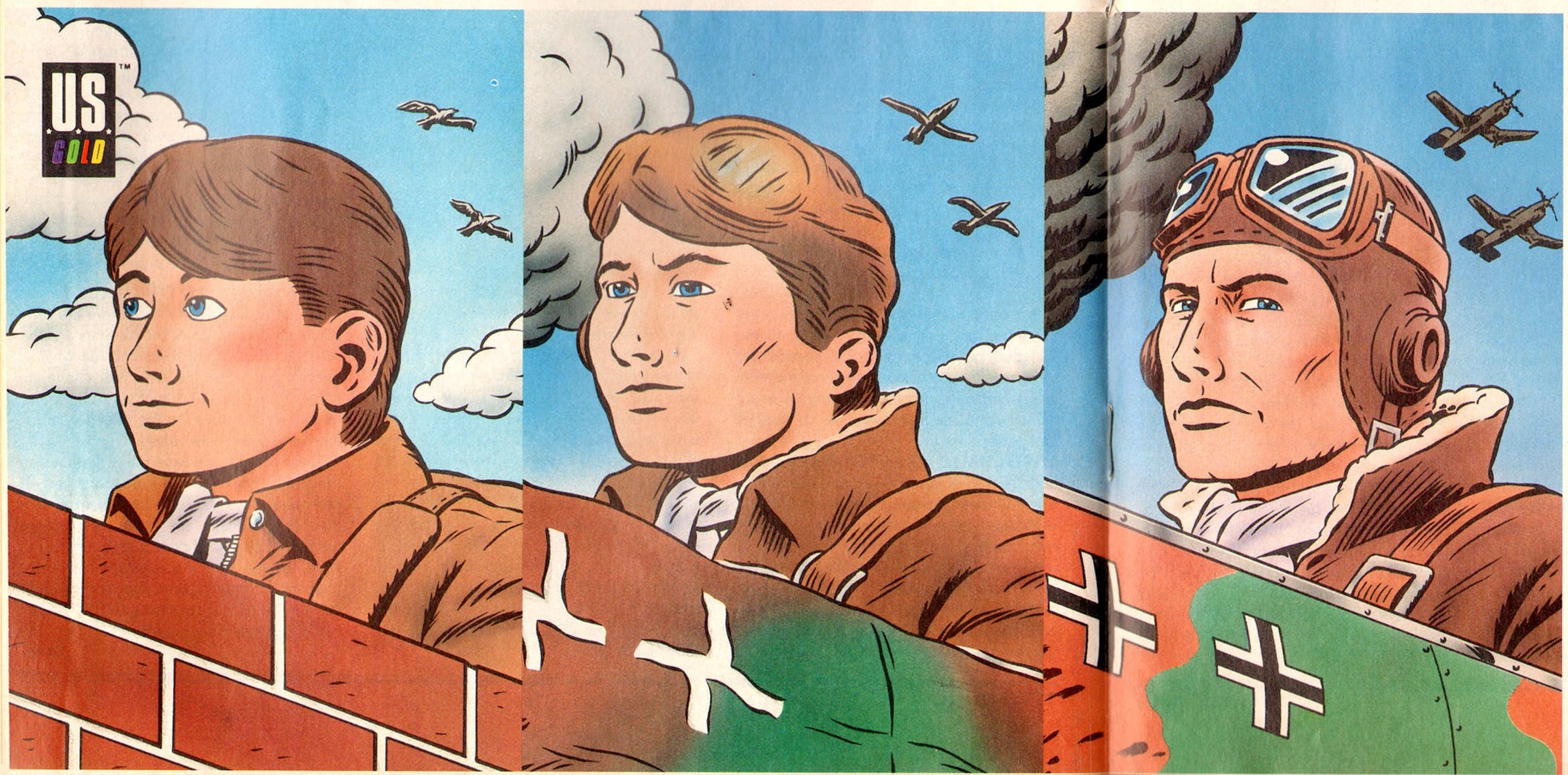
Circle Reader Service Number 45.

There are many realistic aspects to the game, the foremost being the accuracy of the teams. The basic problem with the game is cost. To get all of the abovementioned software and give yourself the true flexibility available will run you around $150. That's a lot, and is worth it only if you really want the official numbers to represent each team. There are many other alternatives available on the market for less money, but not having reviewed every one of them, it's hard to say how some of them stack up against NFL. This game delivers what it promises. It's just a question of balancing the price vs the performance.

Name: NFL CHALLENGE
Type: Simulation
Publisher: XOR
Designers: Many
Ages: 12 and up
Players: one or two
Requirements: None
Price: $99.95

Ability Level:	***Begeinner-Intermediate***
Packaging:	***Very Good (8)***
Documentation:	***Very Good (8)***
Graphics/Text:	***Average (6)***
Realism:	***Average (6)***
Playability:	***Average (6)***
CP RATING:	**6.4**

Circle Reader Service Number 46.





Fasten your seatbelt. You're in for the dogfight of your life.

IT'S WAR.

And the fate of the free world rests in your capable hands. Take hold of the controls and your wits. Because 20,000 feet below you thunders the most feared battleship in all of Germany's fleet: The Bismarck. Enemy fighters zoom above you, anxious to turn you into fish food. And all around you lurk treacherous U-Boats, E-Boats and mine fields.



Steady, mate. Remember all those practice flights? Now it's for real. You've got position reports to monitor incoming intelligence. A fully detailed instrument panel. And you can fire from one of two gunnery positions. All of which'll come in mighty handy when you've got 42,000 tons of riveted killing machine in your sights.

With these details, it's no wonder we fly in the face of F-15 Strike Eagle.



WELL CAPTAIN, IT LOOKS LIKE F-15 STRIKE EAGLE™ ISN'T SO STRIKING, AFTER ALL.

	DIVE BOMBER	F-15 STRIKE EAGLE
Easy to use, fully detailed instrument panel	Of course	Nope
Look of enemy planes & ships	True to life	Stick figure
Pace of enemy attacks	Constant	Lagging
Takeoffs	Breathtaking	Nonexistent
Landings	Brace yourself	Limited

Note: Comparisons are based on current Apple, IBM, and Commodore 64/128 versions of the product.
Apple II Series & Compatibles, Atari ST, Commodore 64/128, IBM PC & Compatibles. Screens from Atari ST version of the game.
U.S. Gold is a trademark of GO America Ltd. Game program licensed from GO America Ltd. ©1987 Acme Animation/Gremlin Graphics Ltd. ©1988 Epyx, Inc.
F-15 Strike Eagle is a trademark of MicroProse Software.

DIVE BOMBER™ from U.S. GOLD™

Circle Reader Service Number 61.

Go for it in the GFL



By Mark DeCarlo

"Becoming a winner in **GFL FOOTBALL** can be summed up in three words: Practice, practice, practice!", a quote from the GFL Player's Guide.

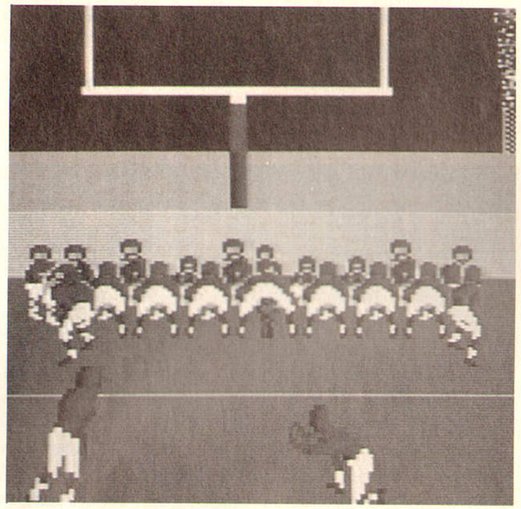
No kidding! Beware, this game is not for the faint-hearted or weak-willed. You've got to want to win, win, win!!! And keep the kids away, this is a game for people who have played the real thing. **GFL FOOTBALL** starts out miles ahead of the pack simply by the perspective used in the game. You control the players from down on the field, in fact you ARE the players. While the plays are being run, you watch the game unfold from the inside of a helmet as you're blasting through the line or running your pass pattern. But enough breathless enthusiasm, let's start at the beginning.

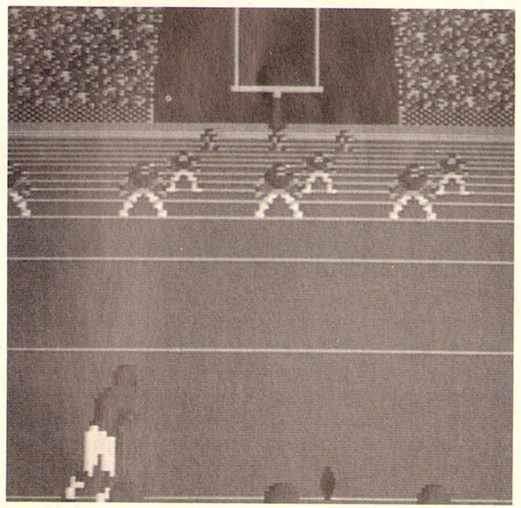
There are two modes to this crushing contest: one player vs. the computer, and two-player competition. In each mode, you begin the game by selecting the length of the quarters, either 4 or 7 minutes.

Now it's time to become an owner. The draft allows players to select one team out of the 28 available they'd like to use. Each team is rated on strengths and weaknesses and is ranked in divisional standings. Just like real football, **GFL FOOTBALL** is heavy on stats.

The whistle blows, the teams are on the field: KICKOFF! The ball flies through the air and it's caught. Now it's time for you to get into the action. From inside your helmet, you see the whole field in front of you. Charging defensemen, cheering fans and the approaching goalposts are all visible as you cut and run your way past angry looking guys who want to hurt you. If you time it right, you can stiff-arm an attacker and keep going. Used with your occasional bursts of speed, your moves just might be enough to get you into the end zone. If not, it's time for real football.

Prior to each play, the offensive and defensive coaches pick a play. The offensive coach can select any variety of run or pass play using the positions of his players to guide you into a successful drive. After the offense has selected, the defensive coach selects a defense. Once he does, the computer takes over and plays it for him. This means that a good coach can stop the offense, but a bad coach who calls the wrong play will rapidly find himself trailing on the big board.





Any pass pattern that is run in real football is available in **GFL FOOTBALL.** Posts, flags, turn-outs, turn-ins — all of these require split second timing and exact routing to be successful. As the receiver, you've got to make sure that you're where you should be when the QB uncorks his pass. If you're not, anything from an incomplete to a turnover can result.

On a running play, you're the tailback. In front of you, you can see your linemen as well as the defensive line glaring back over the line of scrimmage. On "hike", you get the ball and have to move towards the hole you've called. If you time it right, you can make it through, if not you'll be crushed. It's so simple, just like real football.

That's basically it. Most of the rules reflect real-life football play. The skills of successful passing and running, however, are not easy to master. This game will take you time to learn. Unlike some other more simplistic games, **GFL FOOTBALL** is for the hard-core gridiron freak. It combines stats compiled from real NFL games with fast-paced joystick action to deliver a truly realistic feeling for the game. You can't get more real than inside a helmet.

To play **GFL FOOTBALL** in the most realistic manner possible, you need an IBM-pc or 100% compatible computer with at least 256 RAM, a color monitor, a color graphics card, and two joysticks. This same package will also run on the Tandy 1000, Apple IIe and IIc, and the Commodore 64 and 128.

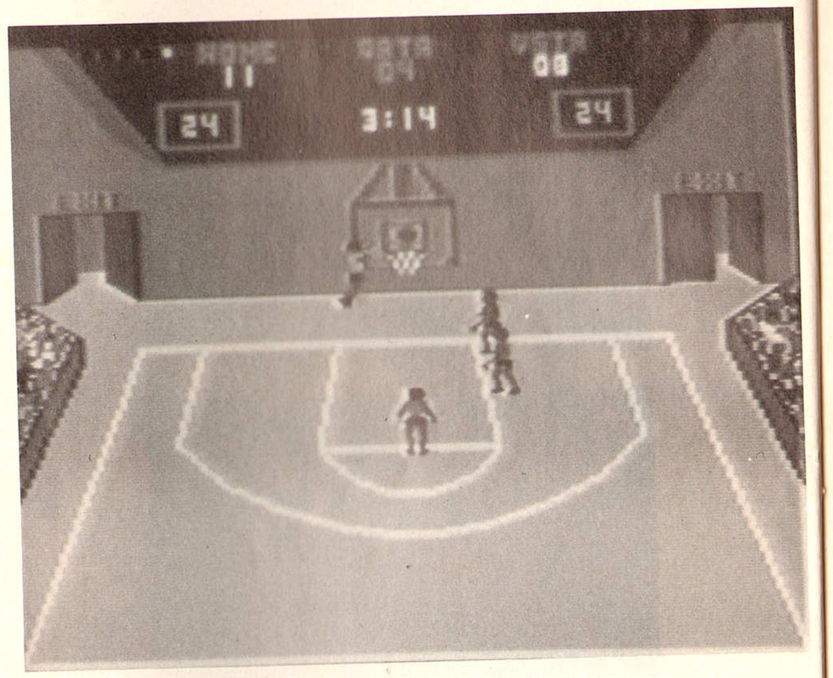
The two player competition mode is really thrilling and because this game is so well designed and produced, **GFL FOOTBALL** actually becomes a sport of its own. You don't sweat and grunt and bleed, but the level of competition is limited only by the skill of the players. The most experienced they are, the more fantastic this game becomes. So strap on your helmet, put that black stuff under your eyes and get moving: this is GAME DAY!

Circle Reader Service Number 47.

Name: GFL FOOTBALL
Type: Strategy
Formats: Apple IIe, C64/128, IBM
Publisher: Gamestar/Activision
Designers: Mark Madland, Scott Orr, Dennis Kirsch
Ages: 12 and up
 # Players: one or two
Requirements: None
Price: $42.95

Ability Level:	***Inter.-Advanced***
Packaging:	***Good (7)***
Documentation:	***Very Good (8)***
Graphics/Text:	***Very Good (9)***
Realism:	***Very Good (9)***
Playability:	***Very Good (9)***
CP RATING:	**8.72**

Two on Two in the GBA



By Mark DeCarlo

If you know basketball, or think you do, this game is for you. With **GBA BASKETBALL,** you can play any way you want; one player vs. the computer, two players vs. a computer team, two players against each other — even a 23 team tournament, culminating with the GBA Finals. But let's start slowly and warm up so nobody gets hurt.

First of all, let's get the hardware specs out of the way. To play **GBA BASKETBALL** the way it should be experienced, you need an IBM-pc or 100% compatible computer with at least 256 RAM, a color monitor, a color graphics card, and two joysticks. You can play without the sticks, but it's easier if you don't have to use the keyboard controls. This same package will also run on the Tandy 1000, Apple IIe and IIc, and the Commodore 64 and 128.

Just like in real basketball, there is a practice session before the game. In this mode, you and your opponent practice your shots independently of each other and hone your shooting skills. The control over each player is quite exact. Each time you make a move to the basket, you must choose either a hook, slam or jump shot. You can also make a tip-in on offense, or come down with a big rebound on defense. The type of shot is determined by where your player is on the court, which direction he's facing and how good he is.

Yes, that's right. Unlike many other games on the market, it actually matters who is doing the shooting. In addition to your regular players, (you and your friend), GBA has a player draft. Some of the names in this draft may even sound familiar; Kareem Ugrin, Larry Berg, Magic Lyndon to name a few. Each of the ten star players are rated in six categories of performance; Inside/Outside, Dribbling/Stealing and Quickness/Jumping. For each set of paired skills, a star player's total rating can not exceed 10. For example, Kareem Ugrin is rated 4-Inside/6-Outside, 5-Dribbling/5-Stealing, and 4-Quickness/6-Jumping. Your regular player's ratings can not exceed 8, after all not everyone can be a star.

This may sound overly technical, but once the basics of the game are mastered there is a lot of room for actual "playing". The control of the joysticks is exact and can move your players all over the court quickly and easily. Ballhandling and shooting are the main skills for this game, but the thing that will make you a winner in the long run is teamwork.

GBA BASKETBALL is unique in that you must play team ball to win. Just like in real basketball, the keys to the game are concise passing, accurate shooting and aggressive defense.

During practice mode players can simply shoot, play HORSE, or a game of Around the World. It's like being on a schoolyard court. After you're hot, it's time to move on to the scouting report. Now you can rate yourself on the six categories and rate your teammate. A balanced attack is the best approach. Some guys shoot better inside than others. Other players are good ball stealers and good jumpers. Remember that it takes all kinds to make a good team.

After you and your opponent have set your ratings, a playing mode is selected. In Two Player Head to Head, each human player is matched with a computer court-mate for a bristling game of two-on-two hoop. There are also other options, as mentioned above including the 23-Game tournament. In this mode, your team must play and beat all 23 teams from the four divisions to be crowned GBA CHAMPS! It isn't easy, but then world domination never is.

The Players Guide contains a chart that will help you to select which of the ten star-players you want for your team. Each player has his own strengths and weaknesses, so it's important to get a guy who will compliment your own style of play and produce a winner.

Passing is the key to any basketball game, and GBA is no exception. Using the joystick, or keyboard, you and your computer teammate can execute difficult plays easily. Hit a man on the run, send him under the basket, fake and shoot yourself. All of these options are controlled from the joystick. For the money, the wildest shot is the slam-dunk. If you've got an inside shooter, rated 4,5 or 6 and you can get him all alone under the hoop, he'll make the dunk. As an added bonus, he'll do in a slo-mo closeup that you'll swear has been lifted from CBS Sports.

The graphics with this game are incredible. Because of the importance of each man's moves, they have to be very detailed in how they appear on screen. The programmers have done such a good job that you can detect even the cock of a wrist during shooting. The arms and legs of the players are animated in true-to-life form, all of which adds a dimension of realism to this game that few other programs can offer.

After each basket the offense and defense must select their next plays. Defense can play man to man or zone while the offense selects from six different locations on the court to focus on; left wing, right wing, top of key, basket, or screen. This command corresponds to the target destination of your play, and where you'll most likely take your shot. It's not easy though, as the defense sticks to you like glue.

The two-player head to head mode is the most exciting and satisfying game to play. It features both computer-assisted play and direct competition with a friend.

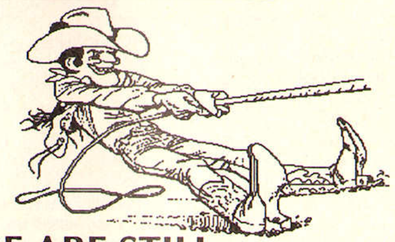
Both in design and execution, **GBA BASKETBALL** is an excellent game for your home computer that features life-like action, great graphics and thrilling competition. A faithful computer version of the real thing.

Name: GBA BASKETBALL
Type: Simulation
Formats: Apple IIe, C64/128, IBM
Publisher: Gamestar/Activision
Designers: Troy Lyndon, Scott Orr, John Cutter
Ages: 12 and up
 # Players: one or two
Requirements: None
Price: $14.95

Ability Level:	***Intermediate***
Packaging:	***Good(7)***
Documentation:	***Very Good (8)***
Realism:	***Very Good (9)***
Graphics/Text:	***Very Good (8)***
Playability:	***Very Good (9)***
CP RATING:	**8.52**

Circle Reader Service Number 48.

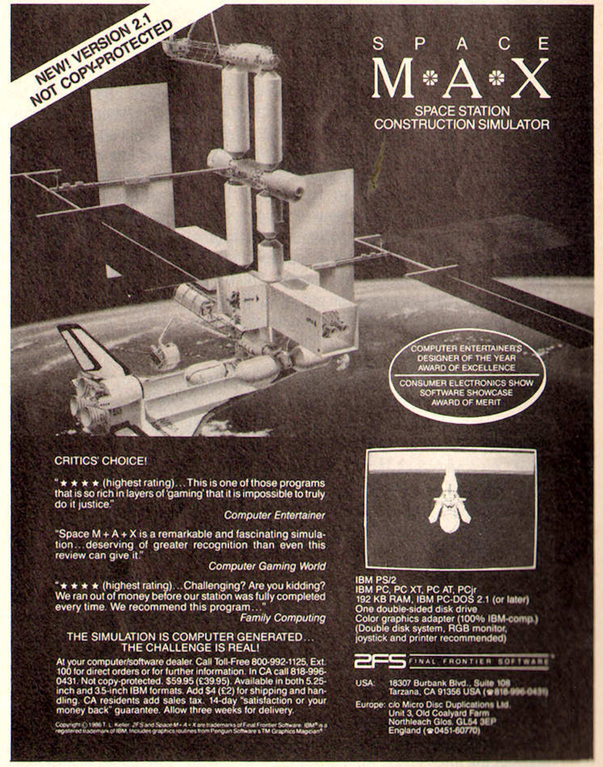
HOLD ON!!



THERE ARE STILL A *FEW* ISSUES LEFT!!

But Only if you hurry...supplies are dwindling!!!!!

No.___ of Premier Issue at $2.95 ea.
No.___ of Sept. Issue at $2.95 ea.
Please add $1.00 for postage.
Send to:_____
Name_____
Address_____
City_____
State, Zip_____



Circle Reader Service Number 68.

Need $2000 Cash In A Week?

USE YOUR *COMPUTER* FOR MORE THAN GAMES

No. This ad is not a loan program and it's not a scheme. It's a fast and efficient way for you to make $2,000 or more the first week and far more in the weeks ahead.

Sound to unbelievable to be true? It's really not. We know you're probably tempted to rip this page up or turn to another section, but please bear with us.

You have a right to be skeptical. We've seen all too many schemes that have promised you instant income in the past when in reality they didn't do a thing for you. We guarantee you this isn't one of those.

Right away I can quarantee you this is not in any way part of a government program. There's no gimmick involved and you don't have to live in any particular part of the country to qualify.

And you don't need experience or a fancy education to become rich. In fact one of the most successful people we know using the program was a 60 year old woman with a ninth grade education who spent her life being a mother and housewife. In a period of eight years she made more than $1 million dollars. And believe us when we tell you she didn't inherit anything and every penny was made possible through the program.

Her husband had become deathly ill, incapable of working or earning any money. He had virtually no insurance, and no income. What he did have was a mountain of unpaid bills, a huge mortgage payment, car payments, and a flock of loans to pay back from a small business that failed.

For awhile it looked like her only option was to sell the house and car and declare bankruptcy. Fortunately, she didn't have to do any of that . Instead, she took a deep breath and decided that it was time to become financially independent.

The fact is she made it, and so can you. We've shown thousands of others how to become financially independent. We've put together a package of valuable information, detailing principles that can and will make you money - big money. You'll learn that it's not how much time you put into something, but how you use the time. Most millionaires work far less than the average person, yet they get a lot more out of the time they put into it.

One thing we want to emphasize - this will not be material put together by a bunch of amateurs or worse yet 'book worms' who know what should work, but have never done it. Instead it's put together by a staff that has started with nothing and have ended up as millionaires.

They'll be giving you the type of tips and insight into things that only experience can give. They'll tell you step-by-step how they regularly made hundreds of thousands of dollars.

I imagine by now you're worried that a program like this will cost you a small fortune. And it would at most places. You could end up paying thousands getting the same type of advice at private consultations with financial experts or hundreds going to seminars.

Quite frankly, our team of experts could make far more money doing business in that way but they've reached the point where money is no longer a goal.

We've tried it that way and it turned out that we were only helping the rich get richer, so now we're trying this technique of spreading our knowledge to the average person at a price they can afford - a mere $10. We guarantee that you'll think it's worth every penny.

In fact, we're so sure of it that we're willing to guarantee you'll be pleased or we'll give you your money back if you let us know within 30 days - no questions asked.

That gives you almost a month to leisurely sit back and look over the material, We're confident you'll find it the most valuable information you've ever seen.

If you feel it can't help you, send the material back and we'll return your check or money order - uncashed.

Still skeptical? We can't say we blame you. There are enough rip-off artists out to cheat you. That's why we invite you to postdate your check a month from when you send it to safeguard yourself.

One thing that I'm sure is bothering you is that the only people you're hearing from about the program is us. That's why we've decided it's important to share with you some of the letters we've received from satisfied customers. All the following people are real but we'be given you just the initials to protect the privacy of the individuals involved.

'I got the $6000 I needed to send my daughter to college.'

'One of my biggest goals in life has always been to be able to finance my son and daughter's education. I had enough money saved up to send my son, but when my daughter's turn came up I couldn't come up with the money. I was in enough debt that no one would give me a loan and things looked hopeless until I came across your ad. Like most people, I figured as long as you guaranteed satisfaction, I had nothing to lose. Instead, I gained plenty. Within a few months I made enough to not only fund the $6000 I needed to send her to college, but also was able to pay off my car, house, and get back on my feet. Thanks!

MM
Tarzana, Calif.

"I made a fortune on the stock market with the money I made from your program.'

"I've always been a person who loves the excitement of the stock market. To me there's nothing like the feeling of taking a risk. Recently, I got a tip of a surefire stock that would make me big money. Unfortunately, I didn't have any money to invest - that is until I sent away for your material. In the first week I made $4000 and invested it all in the stock. Since then I've made an unbelievable financial killing on it with the money I'm making due to your program, I've got all the cash I need to keep playing the odds.

RC
Chicago, IL.

We also thought you'd be interested in comments made by some of the national publications that have looked carefully at our program.

The Truth

"When we first saw this ad in print, we sent reporters out with the express purpose of doing a 60-Minute expose on how its cheating the public. Instead, to our amazement its a program that actually does what it promises to - it helps people make money. Several people on our staff have tried it and all have profited from it. If more people took the time to learn what they're teaching, there would be far less poverty in the world today."

National Times

"We have to admit we were skeptical when we looked at this program, but to our surprise we found it to be a concise and easy to understand program on how to make money. We've investigated more than our share of rip-off schemes, and we can assure you this is not one of them. We've seen amazing results and if the financial experts involved in the program keep on offering this kind of advice in the future, we would expect to see even more people profit from it."

We could continue on with both letters from people who have found success and publications who have found that it works, but we think we've made our point.

If you're interested in turning your financial life around, we invite you to fill in the coupon below and send us a check or money order. That's all it takes. Really you've got nothing to lose and everything to gain.

The only thing we would say is that you should act quickly. To be honest, nothing lasts forever and there's no telling how much longer we'll be able to offer the program at such a low price.

I'm willing to risk the time and postage necessary to get your information. I have enclosed $10 in check or money order. Or charge my credit card. Please send me you package as soon as possible. I understand that I have 30 days to examine it and make my decision if I'm interested in your offer.

FINANCIAL DISTRIBUTORS
Box 206, DEPT CP
Franklin Park, IL. 60131
( ) Cash ( )Check ( )Money Order ( )Charge

Name _____

Address _____

City _____

State _____ **Zip** _____

( )Visa ( ) Mastercard Exp. Date. _____

Card No. _____

Signature _____

New Game From The "News"

By Cheryl Peterson

Take me out to the ballgame . . . the crack of the bat, the roar of the crowd and the smell of roasted peanuts. Ah well, one out of three isn't too bad, eh? **SPORTING NEWS BASEBALL** has the crowd noise down real well, but the smack of a hit doesn't ring true. And the smells just didn't seem to come through. While the graphics aren't too bad, the sound could have used a bit more realism. And though I was hit by a sense of Deja Vu, it was from the similarity between this game and **EARL WEAVER'S BASEBALL** rather than from any resemblance to a real ballgame.

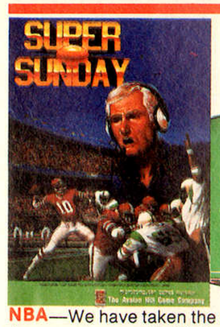
Sporting News Baseball offers three modes of play; player vs player, player vs computer and computer vs computer. The players (or the computer) actually control teams of players. Each team can be any of the 1987 American or National League teams or a specialized team created just for your game. You can use players from the 1987 teams and/or any of 150 "Hall of Famers" included on the game disk. You can mix and match to create your own "All-time Greats" team if you like, but the game provides no easyway to save your team for future use. You may want to write down your lineups after you create them. Batting lineups can be customized if you're not happy with the default starting lineups for the AL or NL teams.

The pregame section, where you choose or create your teams is fairly easy to use. In order to use a pitcher other than the default, you must either start the game and immediately bring in your preferred pitcher as a relief pitcher or you must choose your starting lineup from scratch. This is only a minor inconvenience though.

SPORTING NEWS BASEBALL uses a combination of joystick input, random chance and statistics to determine what happens during a game. The statistics are pulled from the 1987 baseball season finals as determined by the Sporting News, baseball's oldest journal. Although some random factors come into play in each game, player statistics are used to calculate the likelihood of batters hitting the ball.

If you are letting the computer control both teams, joystick input is generally ignored. In this mode though, you can play "manager" and signal your runners, change fielders or bring in a pinch hitter. The current pitcher's ERA and the number of pitches that he has thrown and the current batter's hitting average are shown on screen along with several windows giving views of the field.

40 ►



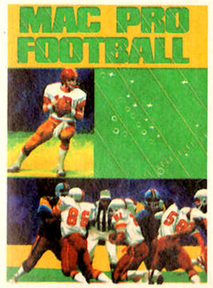


BIG LEAGUE SPORTS

SUPER SUNDAY—Armchair quarterbacks the world over have made SUPER SUNDAY The best selling computer football game. This we attribute to the right blend of graphics, game play and especially statistics, because that's what sets Avalon Hill sports games from the pack. The vicarious experience of coaching real-life players, second guessing your computer or human opponent and the feeling of BEING THERE will send you back to SUPER SUNDAY over and over again. Support of the game system also makes it distinct. You can get the entire '84, '85, '86 or '87 season disks with rosters and stats for all the big league team starters and interchange teams of the past and present. The all new General Manager's Disk (also available separately) allows you to create "dream teams" in setting up your own Pro Football draft. Available for Apple® II, C® 64/128, IBM® PC for $19.99.

NBA—We have taken the same concept as SUPER SUNDAY from the field and put you down on the court in NBA, the definitive pro basketball game. Licensed by The National Basketball Association, NBA gives you the same flexibility, visuals and real-life player stats so you can coach the Celtics dynasty, Kareem, Magic and the Lakers or eighteen other great pro B-Ball teams. Available for Apple® II, IBM® and C® 64/128 for $39.95.



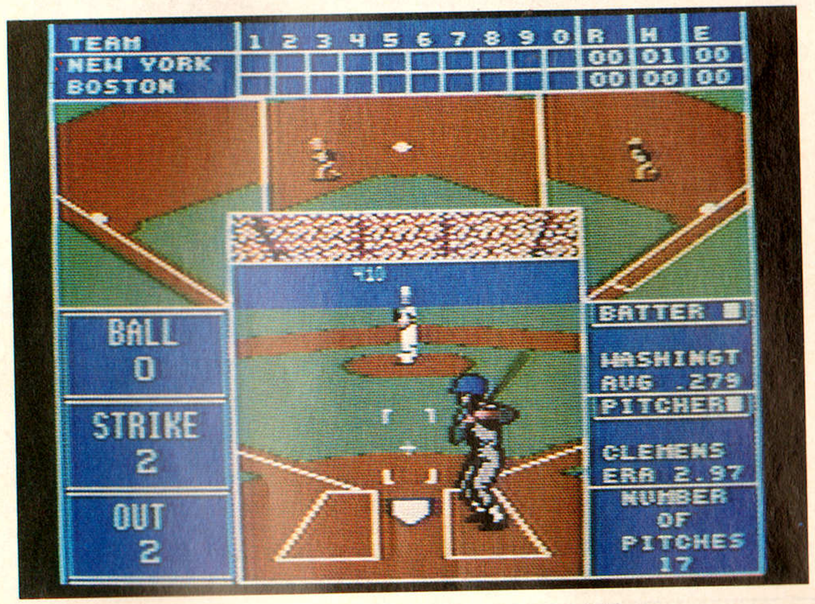


MAC PRO FOOTBALL—Take 40 Super Bowl teams, add a billion play combinations, throw in the ability to set a game at any point and create your own weather, and top it off with an accurate system of recording plays and stats, and you have MAC PRO FOOTBALL. It's crammed full of features and those details missing from other games: the opening coin toss, draw-your-own pass plays, four quarterback plays, zone and man-to-man defenses, and a computer coach as good as Lombardi! Whether you're a Sunday coach or a Monday morning quarterback, MAC PRO FOOTBALL is the ticket to football excitement! $49.95 for Macintosh Plus and SE.

Expansion Disks: $25.00 each
1986 Season: Under your control of all 28 teams, maybe Tampa Bay could have beat Chicago?
Greatest Seasons: Pick your favorites from 26 of the greatest NFL teams that ever played the game.

Look for our games wherever good software is sold, or call direct for ordering information...AVALON HILL, the first name in sports and strategy games!

microcomputer games DIVISION
The Avalon Hill Game Company
A MONARCH AVALON, INC. COMPANY
4517 Harford Road ★ Baltimore, MD 21214
Dial **1-800-638-9292.** Ask for Operator G12.



◀ 39

You can see the batter's view of the pitcher and infield in one window, while three separate windows show the three bases and any baserunners who may be taking their leadoffs. If the ball is hit, the views will change to give you the chance to make your play.

I was surprised but pleased to see that in games where the computer is playing it makes use of the pick-off attempt to "keep the runners honest." And the computer does make use of pinchhitters and relief pitchers when they are called for.

The game is easy to play and for those with good joystick reflexes the game will be lots of fun. Others, like me, who prefer to just let the computer handle the batwork, pitching and fielding will also enjoy the program. In spectator mode, it's much like watching a game on the "boob tube." About the only thing missing is the play-by-play commentator reminding you of how many stolen bases the man on first has managed to rack up this year.

Well, that and the fact the computer-controlled players never make any errors. When playing against the computer in joystick mode, you should know that the fielders playing against you are perfect; they never miss a cut-off and never lose the ball in the sun. Your fielding will have to be perfect if you want to beat the computer and fielding is probably the hardest part of the game.

When your opponent gets a hit, the nearest fielder will be activated. You must then maneuver the man to intercept the ball and make the catch. Once you've fielded the ball, you have to decide what to do with it. The easiest choice to activate is throwing the ball to the cutoff man; you just click the joystick button. Move the joystick in any direction and your fielder will run that way. Move and hit the fire button at the same time and the ball will be thrown to the appropriate base.

The joystick movements do take some getting used to. Indifferent situations, the joystick can control the pitcher, the batter, the fielder, or it can be used to send in signs to the base runners. If the defender wishes, he can also use the joystick to reposition his men on the field.

Keyboard input is used to put in a pinch hitter, new fielder or relief pitcher. You can also pause the game so you won't miss anything while you run to the fridge for a soda. Try that with a televised game!

One thing I found disconcerting was that the computer's play never varied. For instance, on a grounder to the right side of the field the pitcher would run over and cover first base and the first baseman would throw to the pitcher. No matter how close to first base the first baseman was, he would never try to out run the base runner. Even if it looks like he is only one step away from the bag, the first baseman always throws it over to the pitcher standing on first.

The one place where the sound excels is in the opening shot. The Caribbean-tinged version of "Take Me Out to the Ballgame" is very entertaining. I do wish the rest of the sound effects had been done as well. After each pitch a high or low pitched bleep lets you know whether it was a strike or ball. When a run crosses the plate the program plays the "ta ta ta ta ta da"sequence that is usually played just before the fans scream "Charge" at real games. This seems a bit backward to me. The sound used when a batter strikes out is very much reminiscent ofa "Bronx cheer" or "raspberry."

SPORTING NEWS BASEBALL is fun and I had no trouble spending long hours watching some customized teams beat up on each other. Not being a joystick whiz, I got whipped unmercifully when I tried to actually try my hand against the computers team. Even so with time, performance improves. I think hard-core baseball fans will enjoy playing or coaching their own professional baseball team. While I can see some improvements that could be made, the game is still fun and I enjoyed playing it.

Circle Reader Service Number 49.

Name: THE SPORTING NEWS BASEBALL
Type: Simulation
Formats: Commodore
Publisher: Epyx, Inc.
Designers: not available
Ages: 10 and up
 # players: 1-2
Requirements: joystick
Price: $39.95

Ability Level:	***Beginner in manager mode, intermediate in joystick mode.***
Packaging:	***Good (7)***
Documentation:	***Very Good (8)***
Graphics/Text:	***Average (6)***
Realism:	***Average (6)***
Playability:	***Very good (7)***
CP RATING:	**7.35**

SERIOUS ABOUT SPORTS?

OVER 4200 FILES OF SPORTS INFO WITH YOUR COMPUTER AND MODEM



GET IT ALL WITH

COMPUTER SPORTS WORLD

America's oldest and largest sports and horseracing database.

AT YOUR FINGERTIPS!
24 HOURS — UP TO THE MINUTE

Scores In Progress • Team Logs • Las Vegas Odds
Transactions • Injuries • Weather
• Fantasy Stats •

Call now and speak to a representative for your demonstration account number and password.

1-800-321-5562

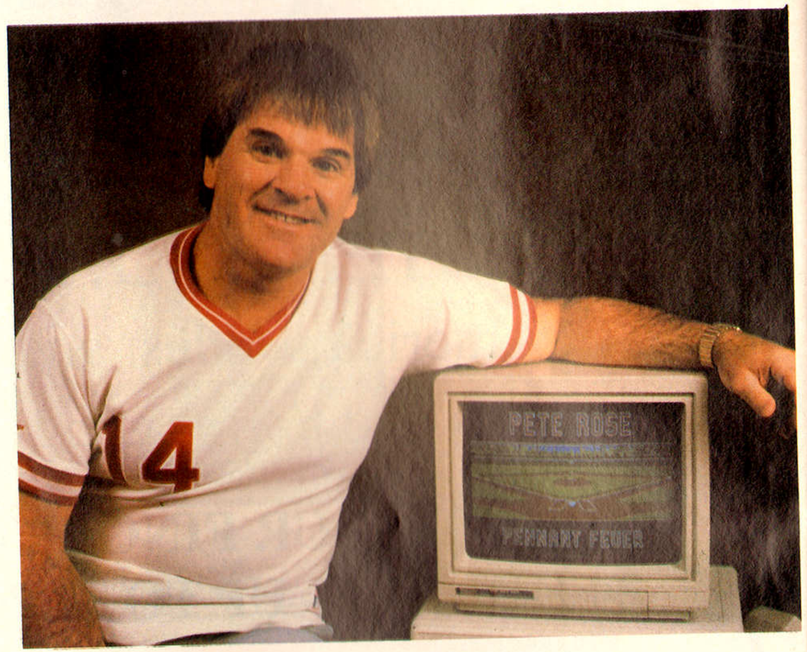
IN NEVADA CALL 702-294-0191

CSW®
COMPUTER SPORTS WORLD

A Service of The Chronicle Publishing Company, San Francisco

Charlie Hustle's New Game

By Rawson Stovall



Computer baseball games — there are so many of them, and yet they are all different. There are action baseball games: hit, catch, run, throw, slide, steal; statistical baseball games: real names, real stats, little action; there are strategical baseball games: decisions, decisions, decisions, and then there is Gamestar's **PETE ROSE PENNANT FEVER.**

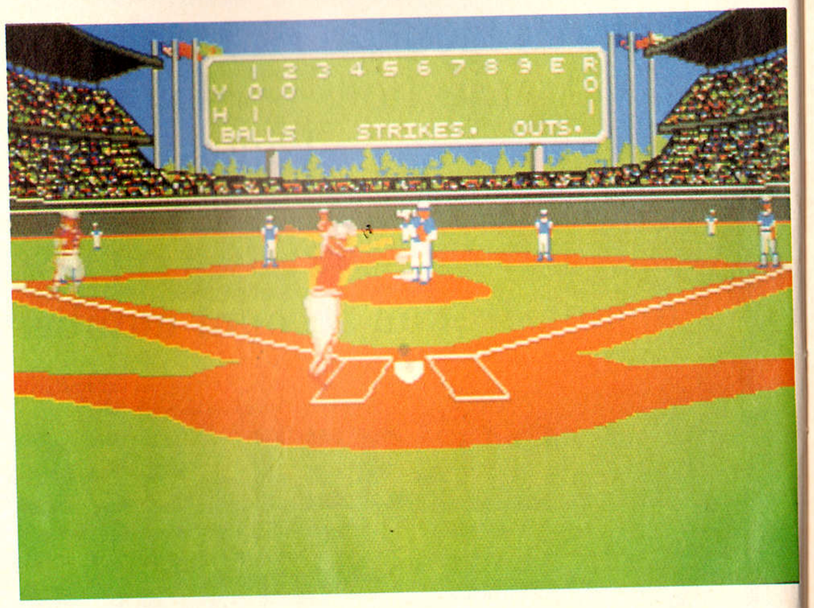
Gamestar calls **PENNANT FEVER** "action-oriented", but I find the game to be a combination of both action and strategy type baseball games. Stated Rose, "I want this game to put you right on the field rather than in the dugout because the real difference between winning and losing is not what in you know, but in what you do. Statistics don't mean a thing when you're standing at the plate facing a 90-mile-an-hour fastball."

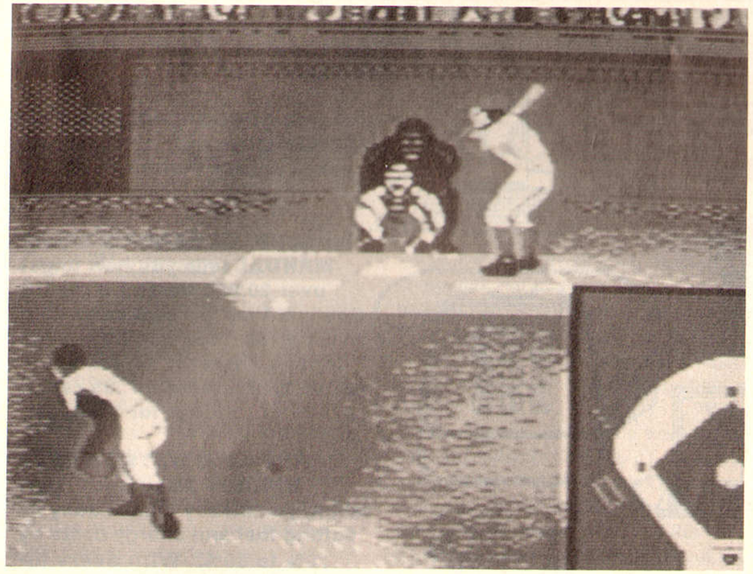
For the strategy part **PENNANT FEVER** adds a General Manager's view of the game. In the front office, the player put in charge of an expansion team. The object of the game is for the player to build this infant team into a pennant winner in just ten seasons.

It's the player's job to make the right draft choices. Should the player choose a high-priced minor league star or an older, but more experienced Hall of Famer? All of the choices are fictitious players — some of them named after the personnel at Gamestar and its parent company, Mediagenic (formerly Activision). Besides drafting, the player, as General Manager, is put in charge of all the club's finances and player salaries.

As General Manager the player starts the game out with a $1 million draft pool. During the decade this number increases or decreases in accordance with the performance of the team. How much it increases or decreases depends upon a number of factors: wins, losses, playoff action, and attendance. The draft consists of one page of available minor leaguers, six pages of outfielders, three pages of pitchers, and six pages of "Hall of Famers". In addition, these pages list each player's ratings in several categories.

The game also includes a variety of special features. The player can play exhibition or league games. The player also controls such things as his teams starting lineup and batting order. Pinch hitters, relief pitchers, base stealing and other usuals are also included.





What really impressed me about the game was its graphics. I played the game on an IBM (which isn't known for spectacular graphics) but **PENNANT FEVER** won my vote for the most detailed, colorful, and realistic looking computer baseball game! **PENNANT FEVER** supports both the CGA (color graphics adapter) and the EGA (expanded graphics adaptor) for the IBM as well as the TAN for the Tandy.

The best thing about the graphics are the various angles of the game that the computer uses. For the first time in the history of computer baseball simulations, according to Gamestar, the player views the game from down on the field rather than from up in the stands. These "true-to-life" player perspectives let players catch all the action from eight different angles — behind the plate, at each base, and the rest from outfield.

Another thing I really liked about **PENNANT FEVER** was the General Manager dimension.

It added an economic, business aspect to the game.

Sort of like Monopoly meets baseball. And in doing this, it has given the player a sense of responsibility over his new expansion team — a sense of responsibility over his new expansion team — a sense of responsibility that I have never before seen in a computer baseball game! It really makes the player feel as if each and every regular season game is absolutely vital to win.

Before I give my complaints on the game, I think it is only fair to say that I have yet to play the actual finished version. Because of tight magazine deadlines, I was only able to play an advanced copy of the game — a 'beta copy'. A beta copy that had yet to be finished as Gamestar was adding even more features that I don't even know about yet.

Despite the fact that Gamestar calls the game "action- oriented", PENNANT FEVER (when I played it) was horrendously slow.

I yawned a lot. However, the IBM isn't known for its fast action. Remember, though, that I was playing a "beta copy." I fully expect the final copy to have much more action — especially on the game-oriented C64.

Furthermore, the computer opponent was just way too skilled a player. I know this is done in order to offer more skilled players a challenge, but the computer was just way too good. It seemed as if I never could do anything right. The computer creamed me. I don't remember the exact score, but it sounded more like a blowout in a football game instead of a baseball game!

The computer always caught the ball. I never could. The computer always threw strikes. I hardly ever struck the computer out. I seemed to walk all the hitters — the ones that didn't hit home runs! Maybe I will get better after time.

Because of time considerations, I haven't played all of the available baseball games. However, out of all the different ones I have played, **PETE ROSE PENNANT FEVER** is the best simulation of baseball that I have seen. The various "on field " views really added to the game. It truly looked like I was on the field. I just didn't like the slow pace of the action. I can't wait to try the game on C64 because games for it have always been known for their fast action.

Texans (like me) are more known for their enthusiasm for football, rather than baseball. But baseball is "America's sport," and **PETE ROSE PENNANT FEVER,** with its realistic game play, added General Manager dimension, and depth of play is the computer baseball game for baseball buffs.

Circle Reader Service Number 50.

Editor's Note: The copy of PETE ROSE PENNANT FEVER that Rawson reviewed was in fact a PRE-beta copy. The actual final-release product includes some modifications that correct the problems that Rawson encountered during game play. Check with Gamestar for further information.

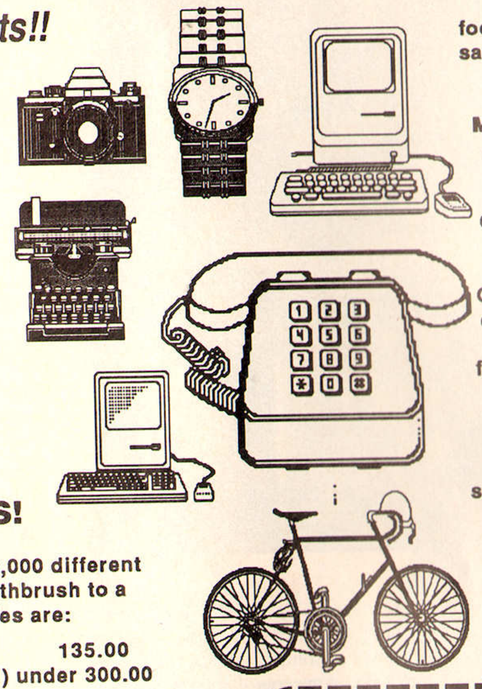
Name: PETE ROSE PENNANT FEVER
Type: Simulation
Formats: MS DOS, C 64
Publisher: Gamestar
Distributor: Mediagenic Inc.
Designer: Dynamix
Ages: 10 and up
 # players: 1-2
Requirements, MS DOS: 512K, supports EGA, CGA, C64: Joystick
Price: MS DOS: $39.95, C64: $34.95

Ability Level:	***Advanced***
Packaging:	***Average (6)***
Documentation:	***Average (6)***
Graphics:	***Excellent (9)***
Realism:	***Excellent (9)***
Playability:	***Very Good (8)***
CP RATING:	**8.0**

Factory Outlet Stores Can Save You Big Money!

60% to 80%Discounts!!

Find out how you can purchase over 50,000 itme directly from the manufacturers at rock-bottom factory outlet prices. Some of the merchandise may be a year or two old, have some minor scratched or dents - but every item is GUARANTEED to be new and the full factory WARRANTY is still in effect.



SOME RECENT EXAMPLES OF LOW, LOW PRICES!

You can purchase over 50,000 different items - everything from a toothbrush to a television set - some examples are:

19 inch color TV's	135.00
IBM PC clones (imported)	under 300.00
Desks	for under 30.00
Light bulbs	for under .10
Refridgerators	for under $100
Clothing, separates	for under $2
Mopeds	for under $150
Dinette sets	for under $75
Electric Typewriters	for under $80
Tires	for under $20

AND THOUSANDS OF OTHER BARGAINS!!

BUY IN PERSON OR THROUGH THE MAIL

You'll find over 1000 factory outlet stores throughout the United States and Canada listed in our new **FACTORY OUTLET MANUAL**. You can shop in person - or by mail if it's more convenient. Why not take advantage of the huge savings being offered to you by shopping at factory outlet stores?

SAVE MONEY ON FOOD, ENERGY, ETC.

You'll be able to buy food products, vegtables, groceries - even meats at discounts of from 30% to 50% by ordering directly from food wholesalers. As long as you buy $35 or more, these food wholesalers across the country will sell you direct. These food wholesalers supply supermarkets so you'll be able to buy practically any foods you are not using at big savings!

Our **FOOD WHOLESALERS MANUAL** lists over 1,000 wholesalers across the United States and Canada.

Our **SURPLUS BARGAIN SALES MANUAL** tells you how to get over 20,000 items fro the US Gov't. at their surplus sales held every week. You can buy Jeeps for $24, rifles for $4, tee shirts for .06 cents, tents for .85 cents, tanks for $186, etc.

The **4,000 WAYS TO SAVE ENERGY** Manual will start saving you money immediately by cutting fuel and energy costs by 20% to 30%. With every increasing energy prices, this 150 page book is a must!

Wonder Products
Box 414
Arlington Heights, IL. 60014

Please send me the following books and manuals:
( ) FACTORY OUTLET MANUAL.....$11.95
( ) FOOD WHOLESALERS MANUAL.....$11.95
( ) SURPLUS BARGAIN MANUAL.....$11.95
( ) 4,000 WAYS TO SAVE ENERGY MANUAL.....$14.95

( ) !!SPECIAL: ALL 4 BOOKS FOR JUST $39.95 (SAVE OVER $10) My check is enclosed - I've added sales tax and $2 postage,

Name _____

Address _____

City,State & Zip _____

( ) I'm in a hurry to start saving money - Please send my order by RUSH PRIORITY DELIVERY. I Have enclosed $2 extra.

30- DAY MONEY BACK GUARANTEE!!

A Card Collector Computerizes

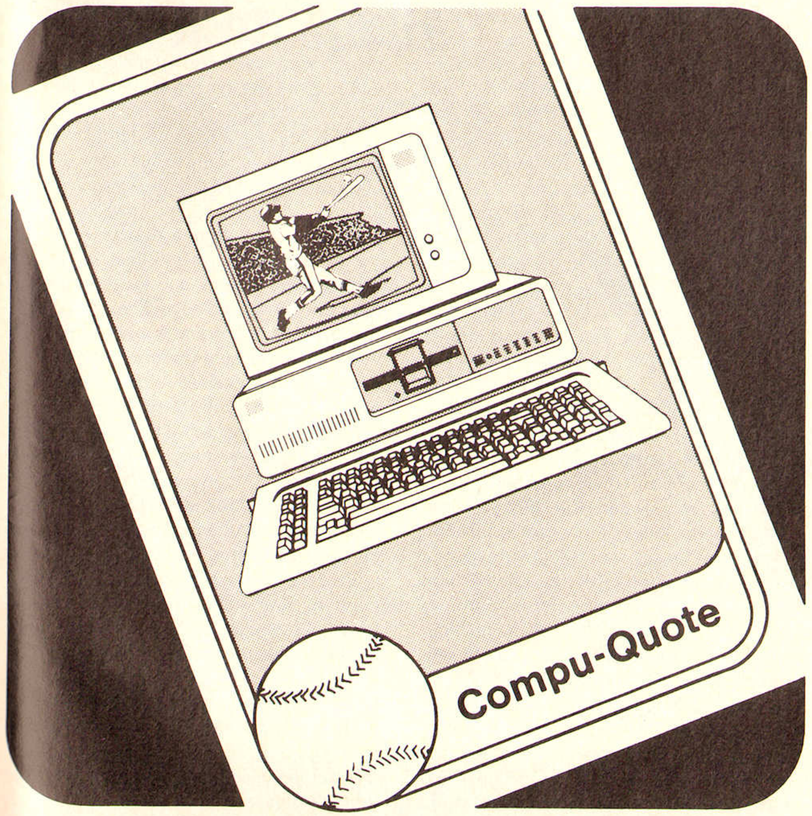
By Fred Blechman

Baseball cards, first created in the 19th Century, have attracted over 400,000 collectors in the U.S.A. alone. Most of these collectors still use shoe boxes and crude pencilled lists to store and keep track of their collections.

However, many serious collectors are turning to personal computers to provide instantaneous information regarding the current value and extent of their collections, as well as providing "want lists" of cards needed to complete their collections.

If you're reading this you probably have a computer, and chances are you are also a baseball fan. You may also be among the over–400,000 U.S.A. collectors of baseball cards. If so, you will be interested in this story of a baseball card collector who computerized his collection.

Alex Oderkerken became a serious baseball card collector only about five years ago, but now has well over 20,000 cards. He evaluates and organizes them with a new computer program called "CARD/FAX." I interviewed Alex recently to find out about his baseball cards, and how and why he is using a computer to keep track of his collection.



Alex, now 33, married, and a resident of Southern California, was born in Holland. His family moved to the United States when he was two years old. His father's job as an aerospace engineer led to several family moves, including a four year stay in Germany.

Alex works with a major aircraft firm in the accounting department. He's an avid sports enthusiast and is active in water and snow skiing, bowling, golfing, and tennis. He and his wife also enjoy traveling, "especially to Las Vegas, where we love to play Video Poker."

Baseball is Alex's favorite sport. His initial interest in baseball cards started when he was about eight years old. "I didn't get them necessarily for collecting," Alex explained. "You just bought them because they were fun to have." He got them mostly for trading, not at all for investing. "How many eight year olds think about investing?" he pointed out. He didn't collect any particular cards, but by the time he moved to Germany a few years later he had 500 or 600 cards 'sitting in a box." He got involved in stamp collecting in Germany, and the cards were forgotten.

About five years ago, after over 15 years of inactivity in card collecting, Alex ran across the box of baseball cards that had been put aside so many years before. "I showed them to my brother-in-law," says Alex. "Even though he didn't have a single card himself, he found them to be interesting. We went down to a baseball card store one Saturday and both ended up buying the Topps '82 set and a few other odds and ends. From then on it sort of sprouted from there. My brother-in-

46 ►

law went crazy! He's bought a lot more than I have."

Alex sold some of his stamp collection and used the money to get more baseball cards, mainly for the fun of collecting. He's not primarily interested in the investment aspects, although he is very aware of the value of his collection. "They're fun to look at," points out Alex, "but it's nice to know that the traded set that included the 1984 Dwight Gooden, that cost me $11, sells for $250 today. When I found my old cards, I had some Carl Yastrzemskis from 1965, and some Mickey Mantles – five or six of each. I sold and traded those to get other cards."

Alex deals mostly with a local card store, and goes to shows to buy, not to sell. He specializes in Topps cards, and buys the Topps set every year. He also gets as many Dodgers cards as he can, in both Fleer and Donruss. He looks for certain Superstars that aren't Dodgers, such as Carl Yastrzemski, Pete Rose, and Mickey Mantle.

Alex has an IBM PC/AT compatible computer with a 72-megabyte hard disk and a Seikosha MP-1300 printer. It is used for home and church bookkeeping with a popular financial program called "Dollars and Sense." Alex also keeps track of his U.S. stamps collection with STAMPS, and his card collection with CARD/FAX, both programs offered by Compu-Quote (see sidebar).

I asked Alex what he saw as the advantages of using a computer. "Basically, at the touch of a finger, you have access to what your whole collection contains. In other words, if you're not on a computer, then you would have to look in your storage boxes. Although they may be marked, it still takes time to look for a particular card. That's also true if you've written everything out. That still takes time. But with a computer you can see what your total amount of cards is worth, you can go to a certain year and look at the list, or you can find a specific card and its value. The more cards you have, the more useful the program."

Once you have told CARD/FAX what cards you have, and their condition, the benefits are at your fingertips, according to Alex. He says, "I like having the market prices in memory and everything is so well organized. With some programs you have to enter all the pricing information, but CARD/FAX has all that in data provided with the program. Within ten seconds I can answer a question about any card I have – or don't have. It's very fast and easy to use. Group entries – entering a whole set at once – saves a lot of time and effort."

What Alex likes best of all is how easy it is to print out a Want List. 'I've been frustrated many times, before I started using CARD/FAX, when I'd go to a baseball card show and not know exactly what I wanted. I either bought what I already had, or didn't buy what I didn't have! It's so nice to have that list and go down there and say I need this, or don't need that." The Want List also shows the current value for the three rated conditions of Mint, Very Good to Excellent, or Fine to Good, so you know approximately what you should pay.

When I asked Alex about any final comments, his reply was, "I love the program."

Cardfax: The Program

CARD/FAX is a program that enables the serious baseball card collector to store information regarding each card in his or her collection. Various reports are produced for investment or tax purposes. You don't need to know anything about programming in order to use CARD/FAX effectively.

CARD/FAX is available for any IBM PC or compatible with a minimum of 256K memory, two floppy disk drives (or one floppy and a hard drive), and MS-DOS 2.1 or greater, or for the Macintosh with 512K of memory and an 800k drive.

The program supports all the popular printers that print 80 characters on a line. All reports may be sent to either the screen or the printer.

A main feature of CARD/FAX is that it contains recent pricing data for thousands of cards. For example, the Topps version has data for 26,659 cards with a total value (in mint condition) of $120,299.50. Versions for Donruss and Fleer cards are also available. It is only necessary to tell the program which cards you have and their condition.

We recently tested the IBM version. CARD/FAX includes simple user installation instructions for either two floppy drives or a hard disk. You must specify whether you have a monochrome or color monitor. It's nice in monochrome, but really a knockout in color, using yellow text on a blue background with a gray border and red highlighting. It is highly readable in either mode.

The program runs fast and very smoothly. Starting from a Main Menu, you select Card File Maintenance (add, change, delete or find individual cards) or Card Group Entry (to add sequential groups of cards). The entry screen asks for the card year, set code (a one or two letter code which defines a particular card set for that year), card number, quantity, condition, year purchased and price paid. You can also indicate where the card was purchased, where stored, comments, and selling information when sold. The screen also displays information and recent values of the card you've specified.

Once you've made some entries you can go from the Main Menu to five different kinds of reports, including a value report and want list.

The documentation, a 28-page 5-1/2"×8-1/2" bound booklet, is excellent. It is clearly printed, well written, and includes illustrations of typical screens and reports.

CARD/FAX is extremely useful for those wishing to buy insurance for their collection, or who need to evaluate their collection for estate planning or tax purposes.

CARD/FAX is produced by Compu-Quote, 6914 Berquist Avenue, Canoga Park, CA 91307. Their phone number is 1-800-782-6775 (818-348-3662 in California). Compu-Quote offers a CARD/FAX money-back Topps demonstration program for $15 that applies toward the full purchase price of $95. Additional versions, such as Donruss or Fleer, sell for $45 each. Updates that reflect the latest market values are offered annually by Compu-Quote for $25 each. The updates are designed to replace the old values automatically, with the computer doing all the work. Compu-Quote also sells programs for coin and stamp collectors. Contact them for further information.



An interstellar, interactive, role-playing space opera.

There's not another game like it on earth.

From the creator of Wizardry® comes an entirely new concept in computer gaming.Open the box to reveal a unique combination of elements never before found in a single game. Six vivid characters with unparalleled role-playing depth, living an epic science fiction adventure. The tactics and strategy of a challenging board game. An expert computer game-master, moderating the actions of one to six players. STAR SAGA: ONE™ *Beyond the Boundary.* It's a multi-media entertainment experience that will sweep you off your feet. Ask for it at your local software dealer today, or call (813) 888-7773 for more information.

STAR SAGA:ONE™

BEYOND THE BOUNDARY

Available for: Apple II Family, Apple IIGS, IBM-PC and Compatibles, and Tandy.
Masterplay Publishing Corp.- 8417 Sun State St., Tampa, FL 33614

MasterPLAY
PUBLISHING CORPORATION
Games That Go To Your Head

Wizardry is a registered trademark of SIR-TECH Software, Inc.
STAR SAGA:ONE is a trademark of Masterplay Publishing Corp.

Circle Reader Service Number 56.

Could You Use A Free Game?

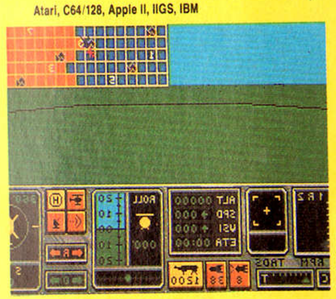
Take Advantage of this Special Offer from Computer Play and DataSoft to Get Yourself a Free Game Now!

What's the Offer?

It's Easy. Subscribe to Computer Play and receive one of these four games free from DataSoft!

TOMAHAWK

Atari, C64/128, Apple II, IIGS, IBM

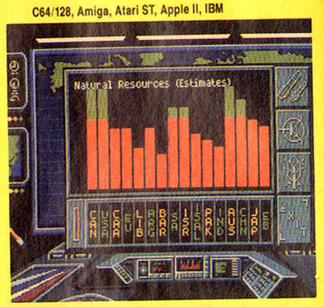


Test your instincts, reflexes and nerves in the cockpit of the world's most advanced helicopter — the Apache AH-64A. It's one mission is to seek and destroy anything unlucky enough to get in its way.

Features include 3-D, real-time graphics, day/night vision systems, a choice of pilot levels and attack or practice missions.

GLOBAL COMMANDER

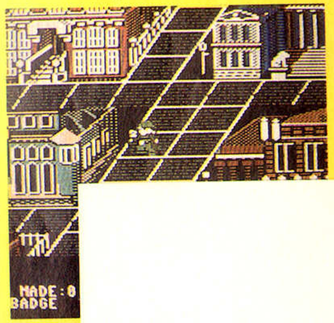
C64/128, Amiga, Atari ST, Apple II, IBM



As the Earth's omniscient diplomat, your goals are to establish working relationships with individual nations, promote good relations among the 15 United Nuclear Nations, and maintain the economic and military balance. If you do your job well, the world will thank you; if not . . .

221 B BAKER ST.

Atari C64/128, Apple II, IBM, Atari ST



A graphics-text adventure for up to four players that determines who possesses the most skillful deductive powers.

Start at 221 B Baker Street and travel through the streets and alleys of Victorian England gathering clues and attempting to solve some of the most intriguing cases ever faced by Sherlock Holmes and Dr. Watson. The game is afoot.

COSMIC RELIEF

C64/128, Atari ST, Amiga, Apple II, IBM



Professor Renegade is the only scientist who can save Earth from a giant asteroid. But where is he?

Choose one of five adventures to find Renegade. Survive

You'll be getting 12 issues of Computer Play packed with the latest information on computer games and a great game from DataSoft free! These are top quality games with retail prices of up to $39.95.

So what are you waiting for?

Send in this coupon, the postage-free card opposite this page or call one of the 800 number listed in the coupon.

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 110
FRANKLIN PARK, IL 60131

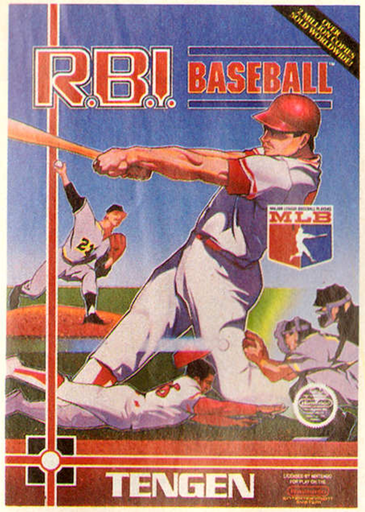
POSTAGE WILL BE PAID BY ADDRESSEE

COMPUTER PLAY
P.O. Box 10
Franklin Park, IL 60131

P.O. Box 10
Franklin Park, IL 60131

Expiration Date _____ Signature _____

For faster service, call 1-800-341-1950 ext. 94 (USA) 1-800-535-5502 ext. 94(Canada).
Visa & MC orders only. 24 hours a day
All prices in US currency. Canada and Mexico add $8.00 to each subscription.
Overseas; $50.00/12 issues air mail.



More Fun than the Real Thing

By Rawson Stovall

I am a video game player; not a baseball player. In fact, whenever a baseball game comes on TV, I fall asleep. It has always been my opinion that the game needs some action. However, my interest in the sport has recently been awakened by the fact the my high school has won the Texas State Baseball Championship for the past two years! Because of that, I guess you could say that I have a touch of baseball fever. Still, I am a video game player that likes action. That's why I enjoyed Tengen's **R.B.I. BASEBALL** for the Nintendo.

Video baseball games differ in various ways. On one hand you have action, games where the designer treats baseball much like a video game, and makes it joystick controlled. Then you have strategy games where the player acts as manager of a team and must select players, batting orders, and must manage from the sidelines. Then you have statistical games where the player as manager must make his decisions solely on statistics. Howard Phillips. a video game expert 7and member of the licensing board at Nintendo says that's why there are so many baseball games available for the Nintendo — each one has something special to offer.

Tengen's **R.B.I. BASEBALL** is a fast-paced simple game with a slight bit of strategy and only a few statistics. It gives the player full control over the game, and to a video game player like me that's what I want — control over the game.

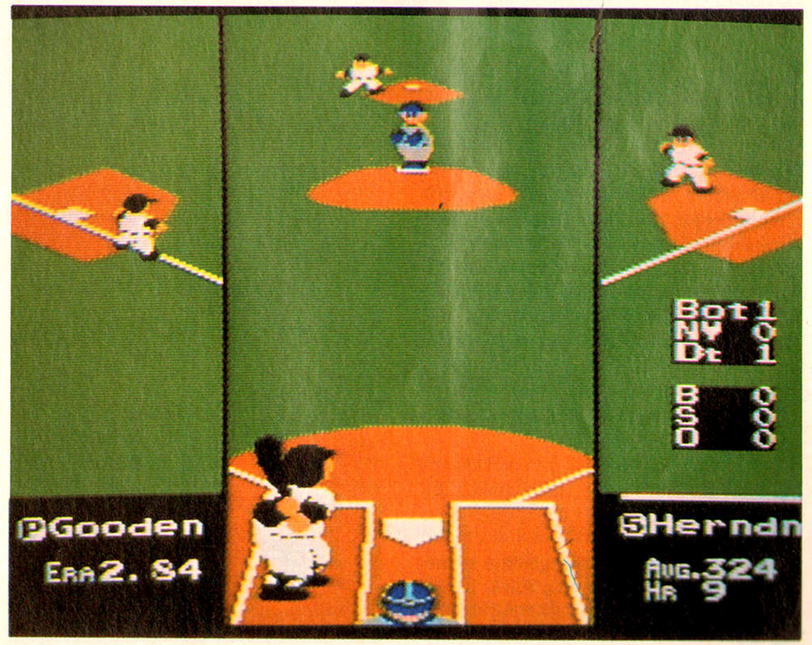
In **R.B.I. BASEBALL** the player picks pitchers and controls all swings, throws, pitches, steals, substitutions, and fielding. The rules of the game are very similar to the rules of the actual sport. If the player doesn't know much about baseball, then during the course of play, he might learn a rule or two (like I did).

The player assumes the roles of both the manager and the entire team. He can compete against the computer in a nine game season or play against a friend in a best-of-seven series. Furthermore, the player can select a "watch" mode where a computer controlled team plays another computer controlled team. In all the playing modes (one player, two player, or watch), the player selects the teams. There are 10 different teams: California, Boston, Detroit, Minnesota, Houston, New York Mets, St. Louis, San Francisco, American, and National. Each team includes actual members from the real-life team. Also the game incorporates accurate statistics to go along with each player — statistics that actually have an effect on the game.

An on-screen display shows balls, strikes, outs, and the score. Between innings the "box score" is displayed. This is a record of all the different statistics of the game. My only complaint about this is that this "box score" comes and goes too fast. I've tried everything I can think of to make it stay so that I could study it, but as of yet, nothing has worked.

Also included on the screen below the current pitcher and hitter's name are statistics. These stats play a vital role in **R.B.I.**

50 ►



◀ 49

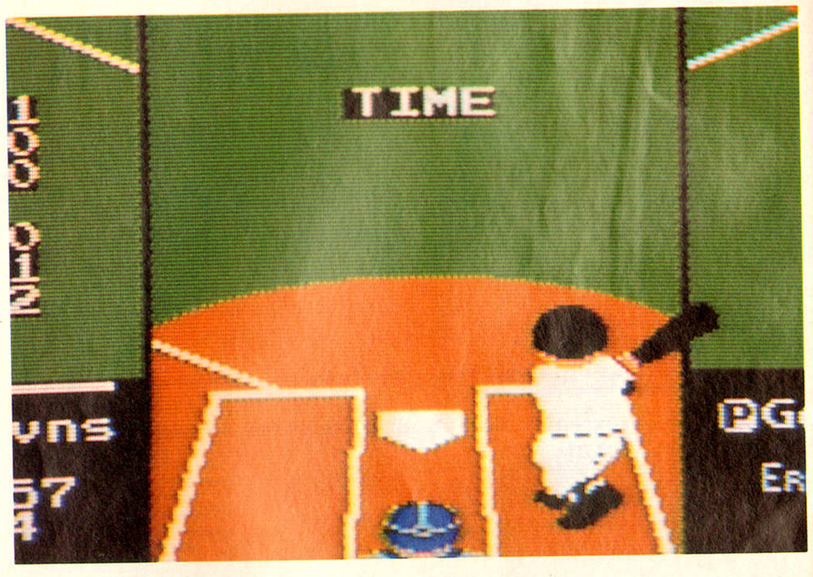
BASEBALL as they provide the player with needed information that enables him to decide whether or not he would like to bring in a relief pitcher or pinch hitter. Moreover, if a mega-hitter like Mark McGwire (who has 49 season home runs) is up to bat, then the player has a better chance of knocking out a homer, than say, if Darryl Strawberry (who has 27 season home runs) is at the plate.

The statistics are based on actual batter performance during the 1986 and 1987 seasons. They are for use though, only for the game and Tengen does not claim any statistical accuracy. Having only a slight interest in baseball, I wouldn't be able to verify the accuracy of the stats.

After each game the sports page of the local newspaper is shown. In giant headlines, it reports whether or not the home team won. This "sports page" has nothing to do with the game but it is a nice added touch.

R.B.I. BASEBALL comes with a "Player Program", a statistic handbook that helps the player get the "inside story" on the competition. Using the guide helps the player know his team better as well as the strengths and weaknesses of the other team. Since the game already incorporates a variety of statistics, it is not really necessary to use the Player Program. However, experienced and more serious players may find this added extra very useful.

Not long after I received **R.B.I. BASEBALL**, I invited a young neighbor, John, who is really into baseball to come over and tell me how he liked the game. John could just glance at names and tell me if they were good hitters or not. After we played an evening or baseball (and he slaughtered me on every game!) he told me that R.B.I. BASE-



BALL was the best baseball game he had ever seen for the Nintendo, and it was his favorite video baseball game ever — and believe me, he's played a lot of them!

Aside from the action, what I liked best about the game was that it was easy to control. At first the controls were very difficult to learn. But after several games I was executing complex maneuvers almost subconsciously. It was as if I had complete control over my team, as well as the entire game. That made it much more enjoyable than other baseball games that I have played in the past.

Realistic- wise, **R.B.I. BASEBALL** isn't much like the actual sport — Tengen's game is much more entertaining. In fact, I guess you could say that I enjoy **R.B.I. BASEBALL** because it isn't like the sport! But true baseball lovers would also like the game, as was seen by John.

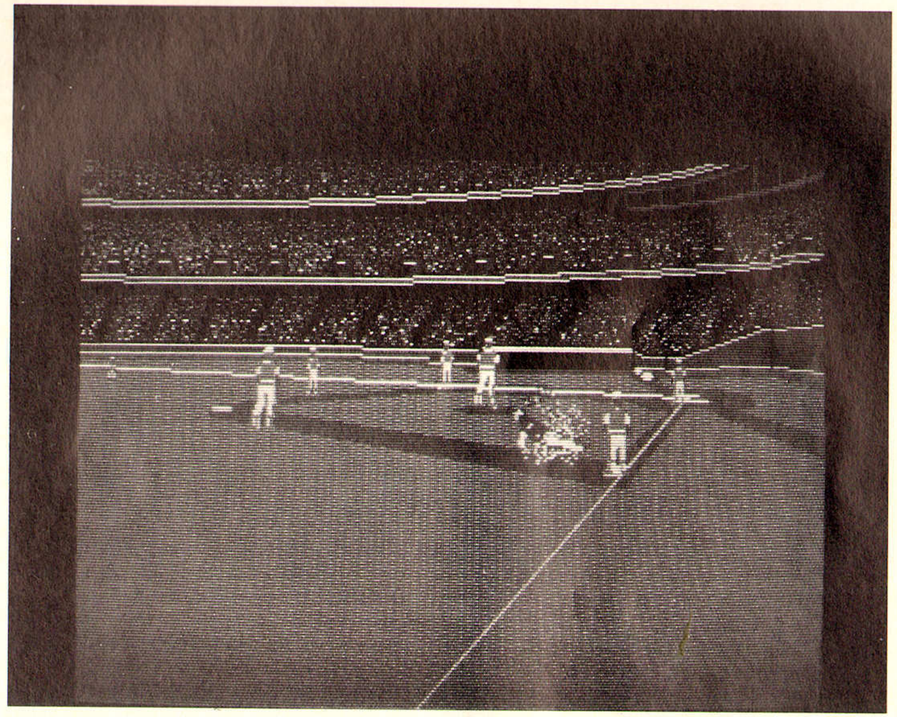
In the summer heat of Texas on Saturday afternoon, a Houston Astros baseball game came on television. They were playing the New York Mets. I turned the TV off, and moved the fan into the computer room. I inserted **R.B.I. BASEBALL** into my Nintendo and turned it on. After choosing the "Watch" mode, I selected the Houston Astros and the New York Mets. Then, with peanuts and Cracker Jacks in hand, I watched a more exciting, action- packed game.

Name: R.B.I. BASEBALL
Type: Simulation
Formats: Nintendo
Publisher: Tengen Inc.
Designer: Peter Lipson
Ages: 8 & up
 # players: 1-2
Requirements: None
Price; $44.95

Difficulty Level:	***Average***
Packaging:	***Very Good (7)***
Documentation:	***Average (6)***
Graphics:	***Very Good (8)***
Realism:	***Average (6)***
Playability:	***Excellent (9)***
CP RATING:	**7.68**

Circle Reader Service Number 51.

Baseball for Anyone



By Dr. Michael W. Ecker

Computer games are fun, but often expensive. Some less expensive games compromise by cutting corners on enjoyment. ACCOLADE'S **HARDBALL!** finds a good compromise by offering an enjoyable baseball arcade game and simulation that costs just $14.95. It is available for a wide variety of the most popular computers, though I reviewed only the PC version.

The program itself is loaded with options. You can use just a keyboard, but I urge a mouse and/or joystick as more intuitive. Not that there is anything inherently so natural about a mouse or a joystick, but anybody who has played baseball probably expects to push the joystick or mouse button to pitch a ball or swing a bat.

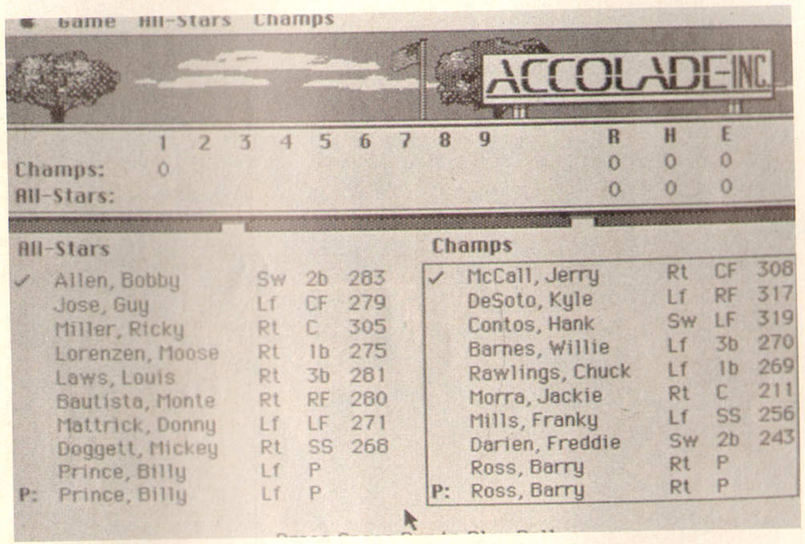
Play is not difficult to learn, but the combinations of possibilities allow you to grow into more sophisticated play. An awful lot of programming has gone into **HARDBALL!**

Upon loading the PC version of the program, you are offered a choice from four video displays - amidst some clever computer-generated baseball music. I reviewed **HARDBALL!** on both a Tandy 1000 with CGA color / RGB monitor and an AT clone with EGA color. The EGA version comes as an option. While the program literature makes it sound as though the program is copy-protected, I was able to make a backup. However, because Accolade uses the same program name on both the original and the special EGA option disk I received, I could not find an obvious way to run the EGA version of the program off my hard disk.

One comment on the difference in displays: EGA gives 16-color output. It doesn't seem that fantastic until you view the relatively more crude CGA 4-color display. To my disappointment, I found that even the EGA display uses the same low-resolution text in which you can see every dot of every character, a detraction from the whole purpose of high-resolution output.

Following the display choice, the program loads a title screen, followed by some choices made by you, the team manager. Or, perhaps I should refer to managers, as the difference in input devices allows two to play, with one pitching while the other bats. Moreover, the defense also fields plays, selecting which base to throw balls to after a hit. Of course, the team hitting gets its own share of choices, including whether to steal.

52 ▶



◀ 51

All of these considerations are initially daunting, but you can just hit the Space Bar and begin play, worrying about substitution of players, exchanges of positions, use of designated hitters, and kindred concerns for another time. Each time a new batter comes up, his statistics are displayed.

Each pitch requires that pitcher and batter signal their intentions by indicating readiness. During this time, the pitcher selects the kind of pitch (e.g., fastball, offspeed pitch, screwball, sinker, slider) and even the approximate position to aim for relative to the strike zone. Likewise, the batter dynamically adjusts his swing up to the moment he actually swings.

If the batter connects, the displays shows the field to which it is hit. At this point, if there is a fielding play, the appropriate fielder automatically chases the ball. However, upon catching it, said player has to decide to which base to throw the ball.

Meanwhile, the batter's player should position the mouse or joystick to the location (i.e., the base) to which he wishes to run. Somewhat unrealistically, he cannot change his mind after selection.

On the more realistic side, the pitcher can get tired, with his fast ball slowing down a mite as time goes on, or at least the probability of a strike going down. Fortunately, after each batter, the manager's screen comes up to allow various changes.

The possibilities are only hinted at or roughly described in the tiny manual - "booklet" is a more accurate term - of 8 pages. It also explains the options for backup disks, EGA version, etc., and it is hard to tell from the booklet whether the program is copy-protected, since backups are offered for $10, nearly the full cost of the program itself. For those with machines that use 3.5" disks, ACCOLADE makes available 3.5" disks.

Though I have little to compare with, nor any major complaints, I did not find myself feeling too compelled to play **HARDBALL!**. It's really not a bad game by any means, and it is a super value. The many options make it clear that a lot of work has gone into the game. Perhaps I felt just a bit frustrated by my difficulty in getting hits with right-handed hitters and fast balls.

Come to think of it, so do many major league ball-players!

I offer a moderately good recommendation on enjoyment, with an excellent recommendation for value. It's nice to find a program that won't hurt to buy even if it doesn't become your favorite.

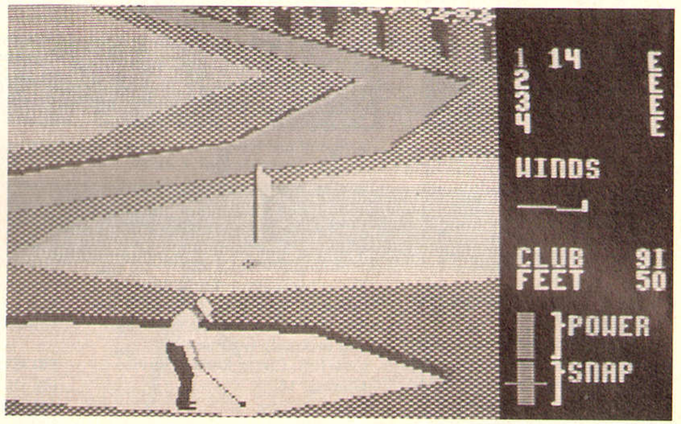
Circle Reader Service Number 52.

Dr. Michael W. Ecker, a reviewer, contributing editor, and columnist, is a mathematics professor with Pennsylvania State University, the Wilkes-Barre Campus. Mike is also editor and publisher of the Recreational & Educational Computing Newsletter and the president of Recreational Mathemagical Software. The owner of 10 computers and $80,000 worth of software, Dr. Ecker lives in Clarks Summit, Pennsylvania, a suburb of Scranton.

Name: HARDBALL!
Type: Arcade / Simulation
Formats: IBM, Apple IIgs, Atari ST, Amiga, Commodore 64; IBM version reviewed.
Publisher: Accolade
(Main) Designer: Bob Whitehead
Ages: 10 and up
Requirements: Vary by machine; any PC or compatible with 256K (e.g., Tandy) and graphics card; mouse or joystick recommended
 # Players: 1 or 2
Price: $14.95

Difficulty:	***Below Average***
Packaging:	***Very Good (8)***
Documentation:	***Good (7)***
Graphics/Text:	***Good to Very Good (7)***
Realism:	***Very Good (8.5)***
Playability:	***Very Good (8)***
CP RATING	**7.78**

The Golf Leader



By Jim Fink

WORLD CLASS LEADER BOARD has faithfully represented every element of the game of golf that can be computerized. The only things missing are exercise, rain, and birdsong.

The game comes with 3 realistic courses; Champions — Cypress Creek (par 71), Dora 1 Country Club (par 72), St. Andrews (par 72). Each hole authentically reproduces the distance, trees, bunkers, water hazards, and rough of the prototype. Once you have mastered these, you can go onto the ultimate challenge, the mythical, aptly named, Gauntlet Country Club.

As player you must master both the long and short game at graduated levels of difficulty. In the long game, you must select the correct club for your lie, hit the ball with the right amount of power, and in the right direction. In the short game, you must judge how much power to apply to the putter, and where to aim the ball to compensate for the slope of the green. Sounds simple, and mechanically, it is. The challenge is to get progressively better — just like golf!

At the "kids" level of difficulty (there are two others, "amateur" and "professional") you will be hitting balls over two hundred yards with just a few minutes practice. The kids level only allows you to hit the ball in an absolutely straight line, and you are given a scale with which to calibrate the power of your drives and putts. Too much power and you overshoot your objective, too little and you don't reach it.

Advancing to the amateur level introduces a new component to your swing — snap. You must coordinate the power of your swing and time your snap. If you snap prematurely, the ball will hook (go left), and snapping too late will cause the ball to slice (go right). The earlier or later you snap, the greater the amount of deviation from straight. Getting your timing down will rquire practice and concentration, as the time window to hit the ball straight is set at the threshold of human reaction time. Once you have mastered the straight ball, you will want to experiment deliberately hooking and slicing the ball for special situations.

At the professional level, you will have to compensate for wind direction and speed in the long game. In the short game, you loose the calibration of your putts, and have to do them by "feel" alone.

To help you learn and practice the skills required, the game includes a practice range and putting green. I always shoot a few balls on each before playing a round, just to get back "in harness."

The graphics are first class. Each player is dressed differently, and a clear differentiation is made between fairway, rough, bunker, water hazard, and green. The course of the ball through the air is well depicted with hook and slice occurring relatively late in the flight, and the shadow of the ball is tracked along the course. The overall feeling is decidedly realistic. The "painting" of the screen as perspectives change is annoyingly slow, but not so much as to ruin play. Along with the above average graphics are super audio. As you swing, there is a "swoosh" noise (much better on the C64 than the C128), and an excellent "click" as you make contact at the sweet spot. Hit into the water, and you are greeted with a "splash." Best of all is the satisfying, realistic "ker-ker plunk" sound the ball makes when it drops in the cup!

If you become bored with playing the four courses provided, the game also comes with the ability to modify the pre-existing courses, or build new ones out of the old. You can even change the look of trees on the course to different types of trees and seasons of the year. An aftermarket product called **WORLD CLASS PLUS** provides additional courses.

WORLD CLASS LEADER BOARD is an excellent solitaire game, as the very nature of golf is the play of a man against himself. Better still, this is also a terrific game for the family, or for when friends drop by. Everyone intuitively knows the object and rules of golf, and the levels of difficulty allow novices to fairly compete with veterans. Most importantly, everyone has a good time.

WORLD CLASS LEADER BOARD is a superb golf simulation that is fun to play, and even more fun to keep on playing. It is well worth buying.

Name: WORLD CLASS LEADER BOARD
Type: Simulation
Format: Apple II, Amiga, Commodore 64/128, IBM, Mac
Publisher: Access Software, Inc.
Designers: Bruce & Roger Carver
Ages: 8 and up
Requirements: Joystick
Players: 0 through 4
Price: $39.95

Difficulty:	***Beginning to Intermediate***
Packaging:	***Below Average (3)***
Documentation:	***Below Average (4)***
Graphics:	***Above Average (7)***
Realism:	***Excellent (9)***
Playability:	***Excellent (9)***
CP RATING:	**7.4**

Circle Reader Service Number 53.

More Football, Baseball and Basketball

In addition to the games reviewed in this special section, following is a listing of more football, baseball and basketball games. This list is not intended to be complete and we apologize for any games we have missed. For more information on any games in this section, use the reader service card between pages 16 and 17.

JORDAN vs BIRD: ONE ON ONE
Electronic Arts
Larry Bird takes on Michael Jordan one on one with slam dunking and three point shots. C64/128, IBM. Circle Reader Service Number 11.

MICRO LEAGUE BASEBALL
Micro League Sports
One of the most popular baseball simulations available. Set up your own league, play against the computer, against others, or watch the computer play. Apple II, C64/128, IBM. Circle Reader Service Number 12.

DR J AND LARRY BIRD GO ONE ON ONE
Electronic Arts
The predecessor to Larry playing Michael Jordan. This is a very popular game and has been out for almost five years. Circle Reader Service Number 13.

STREET SPORTS FOOTBALL
Epyx
A brand new game for the inner city kids who play sports on asphalt. It's a little rougher than your ordinary game. Apple II family, Amiga, IBM, C64/128. Circle Reader Service Number 14.

STREET SPORTS BASEBALL
Epyx
This is the same idea for baseball fans. The field has typical obstacles you might expect to find on a street, but otherwise it's still baseball. Apple II family, C64/128, IBM. Circle Reader Service Number 15.

STREET SPORTS BASKETBALL
Epyx
The third in the series that lets you play in the streets or the playground, where most of us probably played basketball. Amiga, Apple II family, C64/128, IBM. Circle Reader Service Number 16.

EARL WEAVER BASEBALL
Electronic Arts
Earl actually had a lot of input helping the designers with this game. There's lots of baseball facts and the ability to design your own park and form your own teams. Amiga, Apple II, IBM. Circle Reader Service Number 17.

STAR LEAGUE BASEBALL/ON-FIELD FOOTBALL
Activision/Mediagenic
These two games, both older releases, have been put togetheron one disk. They're budget priced and probably well worth it. C64/128. Circle Reader Service Number 18.

FAST BREAK
Accolade
This is a three on three basketball game for one or two players. Select plays, design your own plays and make substitutions. C64/128. Circle Reader Service Number 19.

CHAMPIONSHIP BASEBALL
Gamestar
Play with a four division 24 team league and have the advantage of split-screen graphics to view the plate and the whole field. Amiga, Apple II, Atari ST, C64/128, IBM, MAC. Circle Reader Service Number 20.

BASKETBALL: THE PRO CHOICE
Lance Haffner Games
Play with the 23 current NBA teams and over 100 teams from the past. Keep stats for an entire 82 game season. Additional team disks available. Amiga, Apple II, C64/128, IBM, MAC. Circle Reader Service Number 21.

BASKETBALL CHALLENGE
XOR
Play with 20 college teams in a real-time simulation. Play the computer, another player, or watch the computer play. IBM. Circle Reader Service Number 22.

GRAND SLAM BASEBALL
Cosmi
It's Steve Garvey vs Jose Canseco in this baseball simulation with great graphics and views of the action. C64/128. Circle Reader Service Number 23.

PURE-STAT BASEBALL
Software Simulations
Choose teams from the 1985 season or eight great teams from the past and play with the computer or another player. All player statistics are kept. Applell, C64/128, IBM. Circle Reader Service Number 24.

4TH & INCHES
Accolade
Watch this game from the press box as you choose offensive and defensive plays, keep statistics and monitor the players' energy level. Amiga, Apple IIgs, C64/128, IBM, MAC. Circle Reader Service Number 25.

PROCHALLENGE BASEBALL
JBE Ltd.
Act as manager in this officially licensed simulation. Choose defensive formations and offensive plays using lineups from the 26 major league teams. IBM. Circle Reader Service Number 26.

FOOTBALL
Software Simulations
One or two players can call the shots from the sidelines and control the quarterback and receivers on offense and one defensive player. C64/128, IBM. Circle Reader Service Number 27.

PURE-STAT COLLEGE BASKETBALL
Software Simulations
Play full-court five on five action with 20 all-time great college teams. Outcomes are based on statistics and optional team disks are available. Apple II, C64/128, IBM. Circle Reader Service Number 28.

FULL COUNT BASEBALL
Lance Haffner Games
Choose from 26 current major league teams or 52 great teams from the past. Players can be drafted or traded and complete statistics are kept. Apple II, C64/128, IBM. Circle Reader Service Number 29.

FINAL FOUR COLLEGE BASKETBALL
Lance Haffner Games
Coach one of 286 current NCAA teams or 70 all-time great teams to reach the championship of the college world. Amiga, Apple II, C64/128, IBM. Circle Reader Service Number 30

GRIDIRON
Bethesda Softworks
Coach your team by calling plays, controlling the ball carrier, and sustituting. There are 40 offensive playsto call and you can make your own. Amiga, Atari ST. Circle Reader Service Number 31.

HEADCOACH
MicroSearch
As the name states, you're the head coach in this football strategy game. Play results are determined from actual statistics. Create your own teams. Amiga. Circle Reader Service Number 32.

MAC PRO FOOTBALL
Avalon Hill
One or two people can play this game where results are determined by the ability of the player's coaching ability. Additional team disks are available. MAC. Circle Reader Service Number 33.

MONDAY MORNING MANAGER
TK Computer Products
Play with teams from 1905-1985 as well as four All-Star teams. Draft your own teams, make trades, and keep stats. Additional team disks available. Circle Reader Service Number 34.

NBA
Avalon Hill
Select from 20 great teams from the past in this statistical game that allows one or two players and an automatic computer mode. Apple II, C64/128, IBM. Circle Reader Service Number 35.

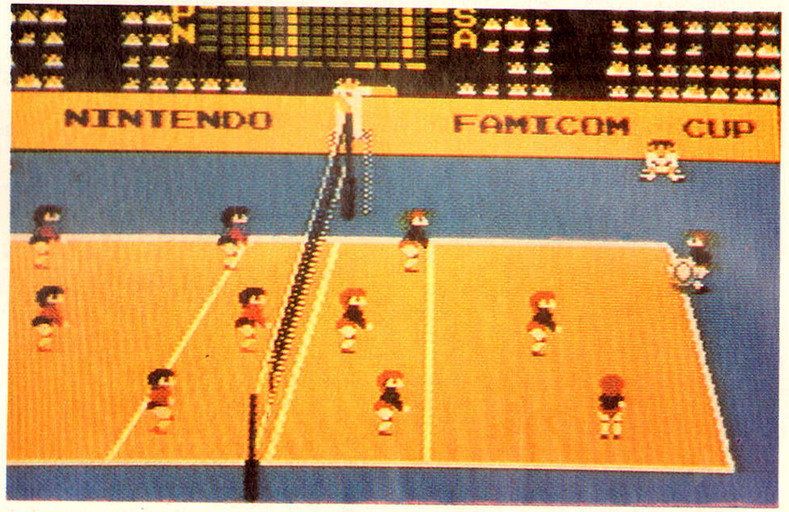
3 IN 1 COLLEGE & PRO FOOTBALL
Lance Haffner Games
Pick from 176 college teams and 28 pro teams and keep statistics for each team and player as well as game results. Additional team disks available. Amiga, Apple II, Atari ST, C64/128, IBM, MAC. Circle Reader Service Number 36.

STATIS PRO BASEBALL
Avalon Hill
Use actual major league statistics as you manage your team. Then hit, pitch and field as a player. Additional major league season disks available. Apple II, C64/128. Circle Reader Service Number 37.

Channel Three

Nintendo games and Sega 3-D

By Mark DeCarlo



Sure, it's fun to sit alone for hours moving Super Mario around a sewer, but sooner or later you've got to hang out with human beings and experience the thrill of victory and inflict the agony of defeat. So forget dragons, grenades, and blood-sucking monsters for a while, this month we're looking at sports. Just sports.

This month's sports cartridges blend great graphic video and actual people to bring new excitement to your Nintendo system. Suddenly, you've made it to the big leagues. You and a flesh and blood friend can battle it out on a televised sports broadcast. (Big deal, it's only broadcast in your house . . . but it's a start.) So grab a buddy and plant yourselves in front of your video stadium. If you listen closely you can hear the Star Spangled Banner . . .

BASEBALL: (Nintendo; one or two players) One of the real joys about playing video games, in the comfort and privacy of your own home, is the action. And as far as that goes, this cart is already a classic.

BASEBALL brings complete teams of colorful players who pitch, hit, and run at your discretion into your living room. Great leaping plays and stupid, bonehead errors are all part of what it takes to make it through nine innings of feverish competition. This cart walks a nice line between a complex, stat-heavy realistic game, and an easy, fun to play video game. It's ideal for the whole family. Anyone who can watch a game on TV can play well in just a few games.

There are two modes; vs. the computer, and two player combat. For starters, it's better to play against the computer to get a feeling for the flow of the contest, but the real fun starts when you square off against a pal.

The game begins with the selection of teams from the league roster. Each team seems to have different strengths and weaknesses, but play them all to find your favorites. The rest is pretty much just like playing baseball.

Unlike some other more technical, strategy-oriented games, **BASEBALL** is easy to understand and master. Stealing, bunting, hit and runs are all plays at your command, but can take some time to get down. Play run and gun, or conservative as you manage to destroy the last shred of your pal's self-respect.

On defense, your pitcher can throw just about anything: from 100mph+ fastballs to vicious sliders: the key to success lies in the pitcher's arm. Keep your opponent off balance with a dazzling array of pitches. Then, if by some fluke, some bum actually hits one of your offerings, you've got to make the play. Move your fielder into position, leap into the air to snag the high bounce then fire the throw to first.

A simple caution, important enough to warrant it's own paragraph: Beware of the rundown. Someday, you'll fully understand this sentence and don't say I didn't warn you.

At the plate make sure you've settled into a comfortable spot in the box before the pitch. Time your swing to drop a double down the right field line, or swing for the fences. The crowd goes nutty over a four-bagger! Make sure you get a good jump on the steal or you're dead, their catcher has a golden arm.

As the game begins to wind down in the late innings, keep the ball away to guard against the long ball. Then, when all the dust has settled, one player will remain standing. Savor your victory. Cherish it, because chances are the next time you'll get your cleats kicked.

Nintendo BASEBALL is a fun, easy to learn competition game. Graphics are excellent, action is excellent, and control command is precise.

VOLLEYBALL: (Nintendo; one and two players) Of all the sports carts we've seen, this has got to be the toughest to master. **Nintendo** has done an admirable job of configuring the controller to make this game as realistic as possible, so as a result it's hard to learn. But don't let that scare you off one of the wildest games on the market. If you had something better to do, would you be reading this? Good point.

There are seven teams to compete against, from worst to best; USSR, China, Cuba, Japan, Brazil, Korea, Tunisia. These ratings are based on 1981 and 1985 World Cup play. You are the good old US of A.

The ball moves slower in training mode, so start there. Here you can practice serving, blocking, setting, and my personal favorite: spiking! From the controller, you command an entire team. Serves and shots can be placed virtually anywhere on the opposing court, with a variety of speed.

Strategy from the real Volleyball applies here as well. Sets and spikes account for much of the scoring, once you've learned how to pull it off. The graphics do a good job simulating how real Volleyball looks on television and after awhile you can believe these are real people bouncing balls off each other's heads. For you hardcore volleyball fans, here is the complete shot list from the controller summary; Serve, receive, set, spike, block, feint, double spike/direct spike, quick set. In addition to these commands, you can also bring your team together on the floor and move them back again. As I mentioned, figure on taking some time with this one, but it's well worth it. You never know, maybe this will be a new Olympic sport in 1992.

MIKE TYSON'S PUNCH-OUT!! (Nintendo; one player) What will they think of next?! Now you can get your bell rung and walk away without a scratch. Of course, there are still unfair refs and bogus judges — after all, this is BOXING!

In this cart, you work your way up through the minor and major circuits to earn a shot at the champ. Little Mac (you) starts his career in the minor circuit against Glass Joe and progresses from there. Each successive fighter

56 ►

has a short bio and stat history that can give you some insight into how to beat him.

But Little Mac isn't alone. Doc Louis, his fearless trainer is always in his corner, shouting hints and pounding his fist on the canvass as he cheers young Mac to victory.

This game is about as realistic as you'd want to get as far as boxing goes. There is lots of punching and sweating, but you don't need paramedics when you're done playing.

Each successive fighter on Little Mac's journey to the top is a bit tougher. So by the time you've won a few bouts, you're fighting some mean dudes; Piston Honda, Soda Popinski, and King Hippo are just a few of the bodies that stand between you and Mr. Tyson.

The controller gives you the power to punch, jab, uppercut and dodge. The hard part is doing all those things at the right time. **PUNCHOUT** is definitely a game that will take some time to master. The basic fighting moves are well placed on the controller and the sense of accuracy is good. As with any game, the level needed to survive involves a certain degree of practice and expertise. Graphics are good and fun. They've done a good job making you feel as though you're in the ring with these monsters, the expressions are great.

The only drawback is that there is no two-person play. However, this is easily overlooked since several players can be climbing the ladder in a race to the champ. Incidentally, I've been told that if you beat the video Mike, the REAL Mike will come to your house and wait for you in the bushes. Something to consider.

The cart has a built in memory/password system that allows you to fight and then stop without loosing your ranking, which is a nice feature since there is no way anyone can whip all these guys in a single sitting. Fight clean, keep your controllers above the belt and come out fighting.

TENNIS: (Nintendo; one player) Once again those nuts at **Nintendo** have managed to effectively translate a fast-moving, difficult sport into two dimensions for your television. **TENNIS** features all the rules and shots of the real game in a well designed package. There are two tennis games that can be played; singles or doubles, both being played against the computer. The singles match is just you vs. the gray box, while doubles allows you and a friend to play as a team against the vicious team **Nintendo.**

The controller allows you to move your player up and back as well as side to side, while the A button is used for serving and ground strokes. The B button is used for lob shots.

The graphics are unusually good in showing perspective and ball movement. Since a lot of the action is back and forth, the size and motion of the ball have been carefully detailed to allow our eyes to think they "see" the depth of the court.

It's probably a good idea to start learning this game in level 1, then gradually move up to 5, the most difficult playing pace.

You've got complete control of the type of shot used. By positioning your player and using the right buttons, you can combine a series of overhead slams, lobs, and backhands into a winning formula. Sets are made up of six games, just like in real Tennis. The match champion is the winner of two out of three sets. If you can win your match, you even get a trophy. The only fun aspect of real Tennis missing here is the opportunity to complain to the line judge. Somehow it just isn't the same screaming at your TV.

We've got more new releases next month but until then . . . PLAY BALL!

Sega 3-D Glasses

By Rusel DeMaria

This is the first of a series of special reports we've planned on video game systems. These reports will take a critical look at specific systems, hardware add-ons, and comparable games.

This first report looks at Sega's 3D glasses and some of the games that use them. These glasses are examples of an advanced technology called Liquid Crystal Shutters (LCS).

The principle behind the operation of the LCS glasses is that people see in three dimensions because of the slight separation of our two eyes. Try looking at the world with one eye shut and you'll see the difference. So the LCS system displays two alternating sets of images on the screen. These images are slightly offset, and they alternate at a set rate.

The glasses, in the meantime, electronically alternate the the electronic shutters, causing you to see from one eye, then the other. The alternations are very fast, and the result is that you think you are seeing one three-dimensional image.

So much for technology, but does it work?

In fact, it works very well. If the image separation is sufficient, you see realistic depth. However, the effectiveness of this technique depends on how well the programmers have created the images, and how much of the game is created with separation.

I first heard about this technique when investigating a story about CAD 3D on the Atari ST from Antic Software (the program has evolved into Antic's incredible product, **CYBERSTUDIO**). At the time, I was told that this technology had originally been developed by Tektronics for military applications. However, Sega representatives tell me that their version was internally developed.

I saw three games for the Sega system — **3D ZAXXON, 3D MISSILE DEFENSE**, and **3D MAZE HUNTER**. Of the three, **MAZE HUNTER** offered the most spectacular effect with its multi-dimensional walls and pathways. Although the game is not one of the most captivating I've ever seen, the 3D effect is well worth seeing.

3D MISSILE DEFENSE uses the Light Phaser and the 3D Glasses together. In it, you must shoot enemy ICBMs as they are launched toward one of several cities. If you miss any during the launch phase, you can shoot them from an orbiting satellite as they traverse the globe. If you miss any of those, your last chance is to shoot them as they head down into the target city. This is a fast moving, difficult game, though it would be almost as much fun without the 3D effect, which is nice, but not spectacular.

3D ZAXXON is a straight-on view of the popular Zaxxon game, and here, the 3D effect enhances the game, though it isn't as spectacular as the effect in **MAZE HUNTER.** Still, Zaxxon is a tried and true favorite, and people who liked the original should love this version in 3D.

Several more 3D games are coming for the Sega system, and we'll report on them as they appear.

The LCS system beats any other 3D system I've seen on a micro computer or home gaming system. It's simply the best low cost 3D system currently available, and is far beyond the traditional red/blue glasses familiar to moviegoers (and, incidentally, still used by Nintendo).

As a footnote, ANTIC has three 3D games for the Atari ST. They are **3D BREAK-THRU** (a breakout game from a 3D perspective), **SHOOT THE MOON** (sort of Space Invaders 3D style), and **LCS WANDERER** (a space adventure with minimal use of the 3D system). For people who want to create their own 3D animations and objects, ANTIC'S **CYBERSTUDIO** is unbeatable. If you have an Atari ST, you'll want to check it out. I've also heard rumors that a similar system is in development for the Amiga.

Antic Software
544 Second St.
San Francisco, CA 94107
800 234-7001
StereoTek Glasses for Atari ST: $149.95

Sega 3D Glasses — $59.95

Snapshots



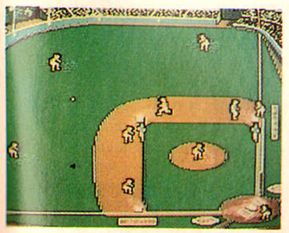
Network Returns

PRIME TIME gives you the opportunity to stop complaining about bad TV shows and create some of your own. Take over as chief of programming for a major network and put a schedule of shows on the air in an attempt to become Number 1 in the ratings game. You can create shows, shuffle lineups, cancel losers and everything else a programming executive can do. IBM, C64/128, Amiga, Atari ST, MAC. First Row. Circle Reader Service Number 1.



Art for Art's Sake

If you're in the mood for creating an artistic masterpiece, some slick business graphics or anything in between, THE GRAPHICS STUDIO is a sophisticated piece of software that can make things easy for you. It's not a game but it's included in this magazine because it's a lot of fun to play with. You can work with up to 4096 colors using a pixel by pixel approach so you can get as intricate as you'd like. Amiga, Apple IIgs. Accolade. Circle Reader Service Number 2.



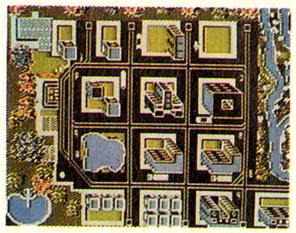
Play Ball!

PURE-STAT BASEBALL, as the name implies, gives players the opportunity to keep extensive team and individual statistics. You can keep track of a whole season's statistics from games played by the current major league teams plus eight great teams from the past. Three real major league stadiums are included as playing fields and with an optional Stadium Disk, you can play in any major league park. Apple II, C64/128, IBM. Software Simulations. Circle Reader Service Number 3.



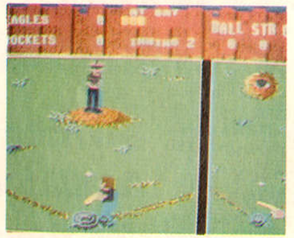
The Art of War

Have you ever wanted to play Henry Kissinger, or Prince Machiavelli? Think you'd be a great negotiator or diplomat? Well then try DIPLOMACY. It's been around for a while but it's still a great game and will test your diplomatic and wargaming abilities. It will remind you of chess in that it's easy to learn but difficult to master. Play by yourself or with up to six others as you maneuver for the advantage in pre-World War I Europe, making alliances and treaties--and breaking them. IBM. Avalon Hill. Circle Reader Service Number 4.



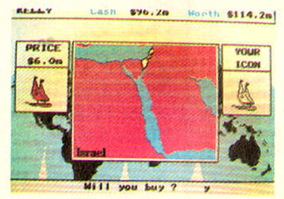
Casey Jones Lives

DESIGN YOUR OWN TRAIN gives you a chance to put together your own transit system using trains, trolleys, subways or even buses. You can make your systems as simple or complex as you wish and run them in either a manual or automatic mode. There are four independently controllable trains, up to 26 operating switches, 99 layout speeds, operating freight stations and a lot more. You can even design your own locomotive. Apple II family, IBM. Abracadata. Circle Reader Service Number 8.



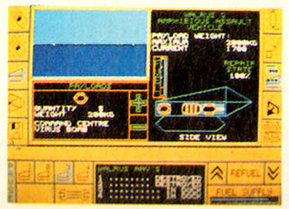
Street Ball

Not everyone had a chance to grow up playing sports on nice green fields. STREET SPORTS FOOTBALL is for those who played sports down and dirty in the streets. It's tackle football on the concrete and asphalt of the neighborhood and you have your pick of nine hoodlums to be on your team. You can use plays from a playbook or design your own. There are beginner and advanced levels and you can go against the clock or to a pre-set score. Amiga, Apple II family, C64/128, IBM. Epyx. Circle Reader Service Number 9.



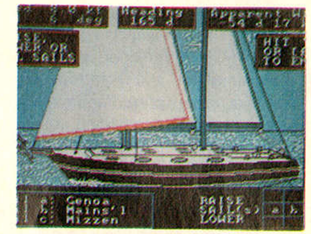
Big Business

OLIGOPOLY allows you to recreate the world of big business and high finance as you struggle to make your way to the top of the heap in the international arena. Two to six players are needed to wage financial war as they try to put together monopolies in the petrochemical, manufacturing, electronics and textile industries. The object is, of course, to become the richest person in the world and you can even buy countries. IBM, MAC. XOR. Circle Reader Service Number 6.



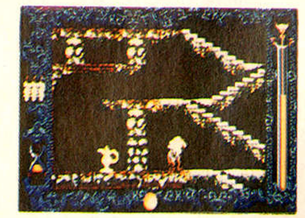
Island Warfare

It's the 22nd century and the natives are restless. Actually, they're not natives but international terrorists who are destroying a group of islands in the Southern Ocean one by one. Unfortunately, these islands are desperately needed by the rest of the world to help alleviate a world wide energy crisis. You must use your supercarrier and it's complement of aircraft and amphibious vehicles to combat the terrorists and save the islands. CARRIER COMMAND combines strategy and arcade action along with great graphics. Atari ST, IBM. Rainbird. Circle Reader Service Number 7.



Hoist that Jib

Miss sailing in the winter months? Not any more. SAILING SIMULATOR will keep you plowing through the waves year round, navigating your boat through nine different courses on each of eight voyages. Everything you need to do on an actual boat is covered, from choosing sails to navigating. There's a full instrument panel display for all navigation information and charts are derivedfrom actual NOAA charts. IBM. Dolphin Marine Systems. Circle Reader Service Number 10.



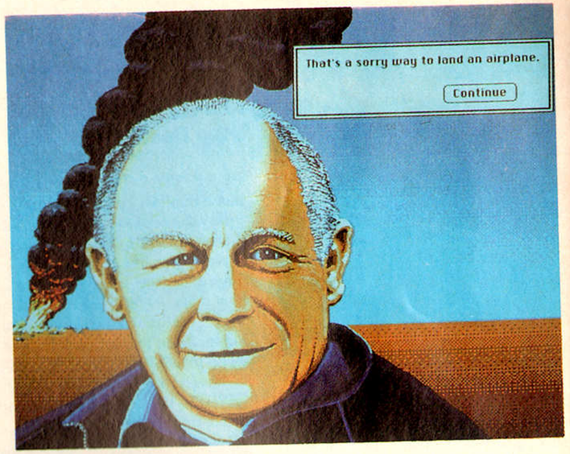
Transylvania Dreamin'

The cover of this game tells you that you will learn to be afraid, very afraid. It must be the vampires and Count Dracula that manage to do it. After all, it is VAMPIRE'S EMPIRE and you, as Dr. Van Helsing, must fight your way through the empire to meet the evil count face to face. You'll need your Magic Light, mirrors and lots of garlic. There are 240 screens and lots of graphics. Amiga, Atari ST, C64/128. DigiTek. Circle Reader Service Number 5.

MacGames

What's Available for Your Mac

By Rusel Demaria



Some new products have hit my desk recently. I've got great solitaire and air hockey extraordinaire. Tops among the new offerings is **CHUCKYEAGER'S ADVANCED FLIGHT TRAINER** (AFT) from Electronic Arts. I guess I like this game especially because it works in color on a Mac II, and even uses all of a large screen monitor if you have one. Admittedly, some of the glitter is lost on a standard Mac, but not all.

AFT is a combination test pilot simulation, flight simulator, and flight trainer. In it you can test fly a variety of real and experimental craft. You can also try your hand at stunt flying, airplane racing, and formation flying. If you are a novice flier, Chuck will guide you through basic flying techniques.

Flying a fairly ordinary plane like the Cessna 172 Skyhawk or the Piper Cherokee is fun, and for practice, these 'personal' planes are good. But for real high speed thrills, you can try flying an F18 Hornet, and if you have a death wish, fly the XRH-4 MadDog (dubbed by Yeager "a test pilot's nightmare").

This program is divided into several parts. For novice fliers, there's the flight instruction which lets you learn the basics of standard flying, and a few stunts, all the while guided by on-screen prompts. Once you master the basic moves, you can just fly around the artificial world provided for this program. There are several thousand square miles of landscape, dotted with geometrical objects like giant pyramids and spheres, as well as slalom courses, race courses, and landing strips. You can fly to your heart's content. Of course, it takes a while to traverse this made-up landscape in a slow plane like a Sopwith Camel, but not long at all in a supersonic reconnaissance craft like the Lockheed SR-71 that can exceed mach 3. In the SR-71, you can really test your limits.

Speaking of testing, this program can teach you a lot about planes in general, and more about test piloting than any other simulation. There is a whole checklist of procedures and tests, and if you have some patience and imagination, you can take one of the experimental aircraft and try to survive the process of taking it to its limits. If you don't survive, if you auger in, as the test pilots say it, you are greeted by General Yeager's stern visage and his digitized voice (yes, his own voice) saying, "I don't even know you," or "Now that's a sorry way to land an airplane." Well, what did you expect, sympathy? Dead test pilots don't need it.

Anyway, just for fun you can race on one of several courses, perform stunt flying in formations, or even record your own stunts. I'm not a pilot, so I can't judge this program against reality, but I have lots of fun with it. Further, though it doesn't have the real airports and landscapes of other flight programs, or the excitement of dogfighting or other warfare, it has plenty to offer. Also, I understand that a more martial program is being developed under General Yeager's auspices. That will be something to look forward to.

On a Mac II, this program is great fun. It is in vivid color, for one thing, and the sounds are great. There is really a sense of power when you lift off in an F18 or SR-71. In fact these planes are so fast and so responsive, that I found it hard to control them with the mouse. That's why I was thrilled when I discovered CH Products' **MIRAGE** and **FLIGHT STICK.**

The Mirage is a small adapter box made to hook up to a Mac and let you use Apple style joysticks. There are two versions, one for the ADB (Apple Desktop Bus) used on the more recent Macs as well as the Apple IIGS, and one for the older style Macs (128, 512, and Plus) as well as other Apple II series computers. Since joysticks and such peripheral equipment are not widely available for the Mac, the Mirage is a wonderful piece of work. For one thing, it lets you use CH Products' Flight Stick with AFT.

Until I plugged in the Flight Stick, I had trouble landing fast planes like the F18. I could fly them all right, but on landings, I always seemed to blow it. I got tired of the General's snide remarks. Then the Mirage and the Flight Stick arrived, and I landed right the first time. For flying simulations, the Flight Stick, with its steady control and realistic airplane grip, is a much needed addition. I can't wait to test the Flight Stick with other flying types of games, and I'm curious about using a joystick with popular Mac games that normally use a mouse.

SHUFFLEPUCK CAFE from Broderbund is a sort of air hockey meets George Lucas game. Set on some strange world somewhere, you play a hard-hitting, high tech version of air hockey against an assortment of characters that must have been rejects from the bar scene of Star Wars. I mean, these are some weird dudes.

The game itself is quite fun, and full of options. For instance, you can set the size of your paddle, as well as various characteristics of forward and sideways bounce. Since there are two sets of settings — one for mouse button up and another for down — you can vary your techniques to fit the situation. In addition, as if the basic game weren't enough, you can place various sizes of blockers in the middle of the table. These objects move when struck by the puck, and complicate the game immensely — just what you needed, right?

Youcan practice against the Droid, a programmable opponent, and then, when you think you're really good, you can go up against some of the elite competition like Princess Bejin, very appealing, but sporting one wicked serve, and finally the reigning champ, Biff Raunch, a beast of a man with a chip on his shoulder (like most of the denizens of this bar). The manual (actually a fold-out poster) states, "If you lose, you'll earn their contempt. Win, and you'll earn their resentment."

Anyway, whatever it may seem, this is a very fun game, and there is plenty of challenge waiting the unwary intergalactic traveler.

Finally, Spectrum Holobyte has released **SOLITAIRe ROYALE,** a collection of solitaire games like Pyaramid, Golf, Klondike, and Canfield. In fact, there are eight different solitaire games, and the program will keep score for you (if you want to pretend you are playing in a casino, for instance). You can move cards by dragging or by clicking on a card, then on its destination. The computer won't let you cheat, however, and it won't tell you when you have no more moves. Three children's games — **PAIRS, THE WISH,** and **CONCENTRATION** are also on the disk.

The high point of **SOLITAIRE ROYALE** is playing on a Mac II in 256 color mode. In fact there is a Mac II specific version of the game. You can choose from among several very colorful and attractive decks which range from traditional to oriental themes, to something Steven King might like.

No muss, no fuss, just solitaire at its best.

And that's about it for now. See you next time.

Game Company Addresses

Abracadata
Box 2440
Eugene, OR 97402
503-342-3030

Access Software
545 West 5th South
Bountiful, UT 84010
800-824-2549

Accolade Inc.
550 S. Winchester Blvd. #200
San Jose, CA 95128
408-985-1700

ActionSoft
210 W. Springfield Ave.
Champaign, IL 61820
217-398-8388

Activision/Mediagenic
2350 Bayshore Pkwy.
Mountain View, CA 94043
415-960-0410

Artworx Software
1844 Penfield Rd.
Penfield, NJ 14526
716-385-6120

Atari
1196 Borregas
Sunnyvale, CA 94086
408-745-4851

Avalon Hill
4517 Harford Rd.
Baltimore, MD 21214
800-638-9292

Bandai America
12951 East 166th St.
Cerritos, CA 90701
213-926-0947

Baudville
5380 52nd St. S.E.
Grand Rapids, MI 49508
616-698-0888

Beeshu Inc.
101 Wilton Ave.
Middlesex, NJ 08846
201-968-6868

Blue Lion Software
90 Sherman St.
Cambridge, MA 02140
617-876-2500

Britannica Software
345 Fourth St.
San Francisco, CA 94107
415-546-1856

Broderbund
17 Paul Dr.
San Rafael, CA 94903
800-527-6263

CAPCOM, USA
1283-C Mountain View
Sunnyvale, CA 94089
408-745-7081

Cinemaware
4165 Thousand Oaks Blvd.
Westlake Village, CA 91362
805-379-9401

Constellation Software
17 St. Mary's Court
Brookline, MA 02146

Cosmi Corp.
1431 N. Figueroa St.
Wilmington, CA 90744
213-835-9687

Data East USA
470 Needles Dr.
San Jose, CA 95112
408-286-7074

DataSoft
19808 Nordhoff Place
Chatsworth, CA 91311
818-886-5922

DigiTek
10415 N. Florida Ave. #110
Tampa, Fl 33612
813-933-8023

Discovery Software
163 Conduit St.
Annapolis, MD 21401
301-268-9877

Dolphin Marine Systems
Box 188
Downington, PA 19335
215-269-6800

Electronic Arts
Box 7530
San Mateo, CA 94403
800-245-4525

Epyx
Box 8020
Redwood City, CA 94063
415-366-0606

FCI
150 E. 52nd St.
New York, NY 10022
212-953-8100

FTL
6160 Lusk Blvd. C-206
San Diego, CA 92121
619-453-5711

Final Frontier Software
18307 Burbank Blvd. #108
Tarzana, CA 91356
818-996-0431

First Row Software
900 E. 8th Ave. #300
King of Prussia, PA 19406
215-337-1500

Frontrunner Software
Box 435
Collinsville, CT 06022
203-233-3144

GDW
Box 1646
Bloomington, IL 61702
309-452-3632

Infocom
125 Cambridge Park Dr.
Cambridge, MA 02140
617-492-6000

Interstel
Box 57825
Webster, TX 77598
713-486-4163

Joker Software
1399 S. 7th East #17
Salt Lake City, UT 84105
801-485-6080

Keypunch Software
1221 Pioneer Bldg.
St. Paul, MN 55101
612-292-1490

Koei Corp.
20000 Mariner Ave. #100
Torrance, CA 90503
213-542-6444

Konami
815 Mittel Dr.
Wood Dale, IL 60191
312-595-1443

Logical Design Works
780 Montague Expwy. #403
San Jose, CA 95131
408-435-1445

Lucasfilm Games
Box 2009
San Rafael, CA 94912
415-662-1800

Lyric Software
6 Beach Plum Dr.
Northport, NY 11768
800-243-0345

Masterplay
8417 Sun State St.
Tampa, FL 33614
813-888-7773

Mastertronic/Melbourne House
711 West 17th St. Unit G9
Costa Mesa, CA 92627
714-631-1001

MicroIllusions
17408 Chatsworth St.
Granada Hills, CA 91344
800-522-2041

Microprose Software
180 Lakefront Dr.
Hunt Valley, MD 21030
800-645-8632

Mindscape
3444 Dundee Rd.
Northbrook, IL 60062
800-221-9884

Muse Software
5 West Ridgeville Blvd.
Mount Airy, MD 21771
301-831-7090

New World Computing
Box 7286
Mountain View, CA 94043
415-960-0410

Nintendo
4820 150th Ave. N.E.
Redmond, WA 98052
800-633-3236

Omnitrend
Box 733
W. Simsbury, CT 06092
203-658-6917

Origin Systems
136 Harvey Rd. #B
Londonderry, NH 03053
603-644-3360

Paragon Software
600 Rugh St.
Greensburgh, PA 15601
412-838-1166

PBI Software
1163 Triton Dr.
Foster City, CA 94404
415-349-8765

PSI
2 N. Highview Ave.
Nanuet, NY 10954
914-623-2245

Polarware/Penguin
1055 Paramount Pkwy. #A
Batavia, IL 60510
800-323-0884

Rainbird
2350 Bayshore Pkwy.
Mountainview, CA 94043
415-960-0410

Romstar, Inc.
22857 Lockness Ave.
Torrance, CA 90501
213-539-2744

Scorpion Software
10475 Perry Way #G-103
Wexford, PA 15090
412-935-5066

Sega
5730 Forbes Blvd.
San Francisco, CA 94080
415-742-9300

Sierra On-Line
Box 485
Coarsegold, CA 93614
800-344-7448

Sir-Tech Software
Box 245
Ogdensburg, NY 13669
315-393-6633

Software Toolworks
13557 Ventura Blvd.
Sherman Oaks, CA 91423
818-907-6789

Spectrum HoloByte
2061 Challenger Dr.
Alameda, CA 94501
415-522-3584

SSG
1747 Orleans Ct.
Walnut Creek, CA 94598
415-932-3019

Strategic Simulations
1046 N. Rengstorff Ave.
Mountain View, CA 94043
415-964-1353

SubLogic
Box 4019
Champaign, IL 61820
800-637-4983

Sun Corp.
2250 Elmhurst Rd.
Elk Grove Village, IL 60007
312-228-1451

Taito
660 S. Wheeling Rd.
Wheeling, IL 60090
312-520-9280

Tengen
1901 McCarthy Blvd.
Milpitas, CA 95035
408-435-2650

Three-Sixty Pacific
2105 S. Bascom #290
Campbell, CA 95008
408-879-9144

Titus
20432 Corisco St.
Chatsworth, CA 91311
818-709-3693

Vic Tokai Inc.
370 Amapola Ave. #104
Torrance, CA 90501
213-320-1199

XOR Corp.
5421 Opportunity Ct.
Minnetonka, MN 55343
612-938-0005

Larken Software Company

Software for the whole family!!!

Apple

WLD. CLASS CRS.1	SPORTS	$19
WLD. CLASS CRS. 2	SPORTS	$19
ALIENS	ARC	$35
HACKER II	ADV.	$39
SHANGHAI	STRAT.	$34
DARKHORN	FAN	$30
DREADNOUGHTS	STRAT.	$30
GUDERIAN	STRAT.	$30
GULF STRIKE	STRAT.	$30
NBA BSKTBLL	SPORTS	$39
SUPER BWL SUN.	SPORTS	$35
UNDER FIRE	STRAT.	$59
UNDER FIRE (CAMP.DSK)	STRAT.	$25
UNDER FIRE (EXT.CAPBLTY)	STRAT.	$25
AIRHEART	ARC	$34
CHOPLIFTER	ARC	$15
CARMEN /USA	EDU.	$44
CARMEN/WORLD	EDU.	$39
WINGS OF FURY	ARC	$34
ADV. CONST. SET	PROD.	$14
AMNESIA	STRAT.	$14
ARCHON II	STRAT.	$14
ARCTIC FOX	ARC	$40
BARDS TALE I	ADV.	$45
BARDS TALE II	ADV.	$50
CHESSMASTER 2000	BOARD	$40
SUB BATTLE	SIM.	$39
TEMPLE OF APSHAI	ADV.	$19
WINTER GAMES	SPORTS	$39
WORLD GAMES	SPORTS	$39
BUREAUCAUCY	ADV.	$39
LURKING HORROR	ADV.	$39
PLUNDERED HEARTS	ADV	$39
F-15 STRIKE EAGLE	SIM	$34
PIRATES	SIM	$39
SILENT SERVICE	SIM	$34
GEN. MGR/ OWNERS DSK	SPORTS	$29
MICROLEAGUE BASEBALL	SPORTS	$39
BALANCE OF POWER	SIM	$34
KINGS QUEST	ADV	$49
KINGS QUEST II	ADV	$49
KINGS QUEST III	ADV	$49
SPACE QUEST	ADV	$49
WRATH OF DENETHENOR	ADV	$24
DEEP SPACE/OPERATION COPURNICUS	SIM	$39
WIZARDRY/LEGACY OF LLYLGAMYN	FAN	$39
WIZARDRY/PROVING GROUNDS	FAN	$49
WIZARDRY/RETURN OF WERDNA	FAN	$49
STAR TREK PROMETHIAN PROPH.	ADV.	$39
STAR TREK KOBIASHI	ADV	$39
B-24	SIM	$34
BATTLE GROUP	SIM	$59
GETTYSBURGH	SIM	$59
KAMPFGRUPPE	SIM	$59
SCENARIO DISK #1		$19
MECH BRIGADE	SIM	$59
PANZER GRENADIER	SIM	$39
PHANTASIE	FAN	$39
PHANTASIE II	FAN	$39
PHANTASIE III/WRATH OF NICODEMUS	FAN	$39
PRESIDENT ELCT '88	SIM	$24
QUESTRON II	FAN	$49
RDF 1984	SIM	$14
REALMS OF DKNESS	FAN	$39
REBEL CHARGE/ CHICAMONGA	SIM	$49
RINGS OF ZILFIN	FAN	$39
ROADWAR EUROPA	ADV	$39
ROADWAR 2000	ARC	$39
SHILOH	SIM	$39
WAR IN SO. PACIFIC	ADV	$59
WARSHIP	SIM	$59
WIZARDS CROWN	FAN	$39
JAMES BOND/ VIEW TO A KILL	ARC	$9
CHIVALRY	BOARD	$49

Apple IIgs

HARDBALL	SPORTS	$44
MEAN 18	SPORTS	$44
HACKER II	ARC	$39
SHANHAI	BOARD	$44
TASS TIMES	SIM	$34
CALIF. GAMES	SPORTS	$39
DESTROYER	ARC	$39
SUB BATTLE	ARC	$39
WINTER GAMES	SPORTS	$39
WORLD GAMES	SPORTS	$39
GBA CHAMP.BSKTBLL	SPORTS	$44
GUNSHIP	SIM	$49
SILENT SERVICE	SIM	$39
BLACK JACK ACADEMY	CARD	$39
FIREPOWER	ARC	$24
ROMANTIC ENCOUNTER	ADULT	$39
TURBO	ARC	$24
DEFENDER/CROWN	FAN	$39
KING OF CHGO	ADV	$49
SDI	ADV	$49
KINGS QUEST	ADV	$49
KINGS QUEST II	ADV	$49
KINGS QUEST III	ADV	$49
LEISURE SUIT LARRY	ADV	$39
POLICE QUEST	ADV	$49
SPACE QUEST	ADV	$49
THEXDER	ADV	$49
3-D HELICOPTER	SIM	$49
FALCON	SIM	$39
GATO	SIM	$39
ORBITER	SIM	$49

Apple/Mac

HACKER II	FAN	$39
SHANGHAI	STR	$39
PUPPY LOVE	ENT.	$29
ARAZOK'S TOMB	ADV	$49
STRIP POKER	ADULT	$39
BARON	SIM	$59
BLUE CHIP CHALL.	SIM	$124
MILLIONAIRE	SIM	$59
SQUIRE	SIM	$59
TYCOON	SIM	$59
COMPUBRIDGE	CARD	$29
BRIDGE 5.0	CARD	$34
MAC PRO FOOTBALL	SPORTS	$49
LODE RUNNER	ARC	$39
AUTO DUEL	SIM	$50
OGRE	FAN	$40
ONE ON ONE	SPORTS	$19
PATTON VS ROMMEL	SIM	$40
SEVEN CITIES OF GOLD	ADV	$19
SKYFOX	ARC	$19
STAR FLEET I	ARC	$55
HITCHIKERS GUIDE	ADV	$29
LEATHER GODDESSES	ADULT	$39
NORD AND BERT	HUMOR	$39
PLUNDERED HEARTS	ADV	$39
PLANETFALL	ADV	$39
SORCERER	ADV	$44
STATIONFALL	ADV	$39
TRINITY	ADV	$39
WISHBRINGER	ADV	$14
LOVE QUEST	ADULT	$59
HEX	ARC	$39
RUN FOR THE MONEY	SIM	$49
UNIVERSE II	STR	$49
ZORK TRILOGY	ADV	$69
BASEBALL	SPORTS	$59
CROSSWORD MAGIC	PUZZ	$49
UNINVITED	ADV	$49
FROGGER	ARC	$39
KINGS QUEST I	ADV	$49
KINGS QUEST II	ADV	$49
KINGS QUEST III	ADV	$49
SPACE QUEST	ADV	$49
AIRPLANE CONST.	KIT	$39
FALCON	SIM	$49
GATO	STR	$49
QUESTRON	ADV	$49
FLIGHT SIM	SIM	$49
FORBIDDEN CASTLE	INT/BKS	$9

Atari ST

HACKER II	ARC	$39
SHANGHAI	STR	$39
BAKER STR. DET.	ADV	$17
BATTLEZONE	ARC	$29
CRYSTAL CASTLE	ARC	$29
SUPERBIKE CHAL.	SPORTS	$19
ARCTIC FOX	ARC	$40
AUTO DUEL	SIM	$50
BARDS TALE	ADV	$50
CHESSMASTER 2000	BOARD	$45
STARFLEET I	ARC	$55
ULTIMA III	ADV	$40
ULTIMA IV	ADV	$60
WINTER GAMES	SPORTS	$39
WORLD GAMES	SPORTS	$39
STARGLIDER	ARC	$44
DUNGEONMASTER	FAN	$39
LEATHER GODDESS	ADULT	$39
LURKING HORROR	ADV	$39
NORD & BERT	HUMOR	$39
PLUNDERED HEARTS	ADV	$39
STATIONFALL	ADV	$39
ZORK I	ADV	$39
ZORK II	ADV	$44
ZORK III	ADV	$44
ZORK TRILOGY	ADV	$69
VEGAS GAMBLER	ARC	$34
VEGAS CRAPS	ARC	$34
NINJA	ARC	$19
RENEGADE	ARC	$19
PERFECT MATCH	CARD	$39
MISSION MOUSE	ARC	$29
MICROLEAGUE; GEN.MGR/OWNER	SPORTS	$29
BASEBALL	SPORTS	$59
WWF WRESTLING	SPORTS	$49
HARRIER STRIKE	ARC	$39
GAUNTLET	ARC	$39
INTO EAGLES NEST	STR	$39
PAPER BOY	ARC	$39
PLUTOS	ARC	$29
QUE BALL	ARC	$29
TRAILBLAZER	ARC	$49
ALIEN FIRES	ADV	$39
SWORDS OF KADASH	ADV	$9
TRANSYLVANIA	ADV	$19
ARENA	SPORTS	$19
BARBARIAN	ADV	$39
TERRORPODS	ADV	$39
DEEP SPACE	SIM	$29
LEISURE SUIT LARRY	ADV	$39
POLICE QUEST	ADV	$49
THEXDER	ADV	$34
3-D HELICOPTOR	SIM	$49
PHANTASIE	FAN	$39
PHANTASIE II	FAN	$39
PHANTASIE III	FAN	$39
ROADWAR EUROPA	SIM	$39
ROADWAR 2000	STR	$39
SHARD OF SPRING	FAN	$39

C/64

ECHELON	SIM	$44
LEADER BOARD	SPORTS	$39
WRLD CL.LEADERBD	SPORTS	$39
WRLD.CLASS FAMOUS COURSES	SPORTS	$19
WRLD. CLASS FAMOUS COURSES II	SPORTS	$19
WRLD. CLASS FAMOUS COURSES III	SPORTS	$19
10TH FRAME BOWLING	SPORTS	$39
ACE OF ACES	SIM	$29
APOLLO 18/ MISSION TO THE MOON	SIM	$29
4TH AND INCHES	SPORTS	$29
HARDBALL	SPORTS	$29
KILLED UNTIL DEAD	STR	$29
LAW OF THE WEST	ADV	$14
SPORTS	SPORTS	$29
POWER	ARC	$14
SPY VS. SPY I	ARC	$14
SPY VS. SPY II	ARC	$14
TEST DRIVE	ARC	$29
ALIENS	ARC	$34
LAST NINJA	ARC	$34
SHANGHAI	STR	$29
CENTIPEDE	ARC	$14
GALAXIAN	ARC	$14
PAC MAN	ARC	$14
POLE POSITION	SPORTS	$14
DARKHORN	FAN	$30
GUDERIAN	STR	$30
GULFSTRIKE	STR	$30
NBA BASKETBALL	SPORTS	$39
SUPERBOWL SUNDAY	SPORTS	$35
CHOPLIFTER	ARC	$14
SUPERBIKE CHALLANGE	SPORTS	$19
WHERE IN THE USA IS CARMEN SANDIAGO	EDU/ADV	$39
WHERE IN THE WORLD IS CARMEN SANDIAGO	EDU/ADV	$34
KARATE CHAMP	ARC	$19
KUNG FU MASTER	ARC	$19
OBERT	ARC	$12
ROCKY HORROR	ADV	$19
ZOIDS	ADV	$14
ADVENTURE CONST. SET	KIT/DISK	$14
AMNESIA	ADV	$40
ARCHON	STR	$14
ARCHON II/ADEPT	STR	$14
ARCTIC FOX	SIM	$33
AUTO DUEL	SIM	$50
BARDS TALE	ADV	$40
BARDS TALE II	ADV	$40
CHESSMASTER 2000	BOARD	$40
DRAGONS LAIRE	SIM	$25
EARTH ORBIT STA	SIM	$30
LEGACY OF ANCIENTS	FAN	$30
MARBLE MADNESS	ARC	$30
ONE ON ONE	SPORTS	$14
PEGASUS	SIM	$30
SCRABBLE	BOARD	$33
SKYFOX	SIM	$14
STARFLEET I	ADV	$40
WORLD TOUR GOLF	SPORTS	$30
BOULDER DASH CONST.	ARC	$24
CALIF. GAMES	SPORTS	$39
DISTROYER	SIM	$39
MOVIE MONSTER	ARC	$19
SPY VS. SPY III/ARCTIC ANTICS	ARC	$24
STREET SPORTS BASEBALL	SPORTS	$39
SUB BATTLE	SIM	$39
WORLD GAMES	SPORTS	$39
HITCHIKERS GUIDE TO GALAXY	ADV	$24
HOLLYWOOD HIJINKS	ADV	$34
LURKING HORROR	ADV	$34
NORD & BERT	ADV/	$34
PLUNDERED HEARTS	ADV	$34
STATIONFALL	ADV	$34
FEUD	ARC	$9
ACTION BIKER	ARC	$9
KOBIASHI NARU	ARC	$9
MASTER CHESS	BOARD	$4
NINJA	ARC	$9
PANTHER	ARC	$4
STRIKE	ARC	$9
VEGAS POKER AND JACKPOT	CARD	$9
STEALTH FIGHTER	SIM	$39
TOP GUNNER SERIES	SIM	$24
GEN. MANAGER/OWNER	SPORTS	$29
BASEBALL	SPORTS	$39
WWF WRESTLING	SPORTS	$39
GAUNTLET	ARC	$34
SINBAD	ADV	$34
PAPERBOY	ARC	$34
WRATH OF DENETHENOR	ARC	$19
GHOSTBUSTERS	ARC	$14
HACKER	ADV	$14
GATO	SIM	$14

Fast Friendly Service!!

If you don't see it...ASK!!!

Larken Software Company

Software for the whole family!!!

FALCON	SIM	$29
B-24	SIM	$34
BATTLE GROUP	SIM	$59
GETTYSBURG	SIM	$59
KAMPFGRUPPE	SIM	$59
SCENARIO DISK		$19
MECH BRIGADE	SIM	$59
PHANTASIE I	FAN	$39
PHANTASIE II	FAN	$39
PHANTASIE III	FAN	$39
PRES ELECT 88	SIM	$24
REALMS OF DARKNESS	FAN	$39
REBEL CHARGE CHICAMONGA	SIM	$49
RINGS OF ZILFIN	FAN	$39
ROADWAR EUROPA	SIM	$39
ROADWAR 2000	ADV	$39
SHARD OF SPRING	FAN	$39
SHILOH	SIM	$39
WAR IN SO. PACIFIC	SIM	$59
WARGAME CONST.SET	SIM	$29
WARSHIP	SIM	$59
WIZARDS	FAN	$39
FLIGHT SIMULATOR II	SIM	$49
JET	SIM	$39
LEVIATHON	ARC	$9
RAMBO 1ST BLOOD/II	ADV	$9
TOP GUN	ARC	$9

Amiga

HACKERS II	ADV	$39
SHANGHAI	BOARD	$39
BRIDGE 5.0	CARD	$34
STARFLEET I	ADV	$55
ARCHON	STR	$19
ARCHON II /ADEPT	STR	$19
AUTODUEL	SIM	$50
BARDS TALE	FAN	$50
CHESSMASTER 2000	BOARD	$45
EARL WEAVER	SPORTS	$50
FANTACIDE	ADV	$50
KINGS QUEST	ADV	$50
KINGS QUEST II	ADV	$50
KINGS QUEST III	ADV	$50
MARBLE MADNESS	ARC	$50
POLICE QUEST	ADV	$40
SEVEN CITIES OF GOLD	ADV	$19
STARFLEET I	SIM	$55
ULTIMA III	ADV	$40
ULTIMA IV	ADV	$60
ORBITER	STR	$49

IBM

ACE OF ACES	SIM	$39
HARDBALL	SPORTS	$39
MEAN 18	SPORTS	$49
MINI PUTT	SPORTS	$39
TEST DRIVE	ARC	$39
THUNDER CHOPPER	SIM	$29
UP PERISCOPE	SIM	$29
ALTER EGO (F)	ADV	$49
ALTER EGO (M)	ADV	$49
PORTAL	ADV	$44
HACKER II	ADV	$39
SHANGHAI	BOARD	$34
HOBBITT	INT/BOOK	$34
BRIDGE 5.0	CARD	$29
COMPUBRIDGE	CARD	$24
COMP. DIPLOMACY	SIM	$50
GULF STRIKE	SIM	$30
NBA BASKETBALL	SPORTS	$39
SUPERBOWL SUNDAY	SPORTS	$35
CHESS	SIM	$9
ANCIENT ART/WAR	STR	$44
ANCIENT ART/WAR AT SEA	STR	$44
WHERE IN USA IS CARMEN	EDU	$44
WHERE IN WORLD IS CARMEN	EDU	$39
COMMANDO	ARC	$39
ADV. CONST. SET	ADV	$14
ALTERNATE REALITY	ADV	$35
ARCTIC FOX	SIM	$30
CHESSMASTER 2000	BOARD	$40
GRAND SLAM BRIDGE	CARD	$60
LORDS OF CONQUEST	ADV	$14
MARBLE MADNESS	ARC	$35
PATTON VS. ROMMEL	SIM	$40
SCRABBLE	BOARD	$40
STAR FLEET I	ADV	$40
STAR FLEET II	ADV	$40
STARFLIGHT	ADV	$50
ULTIMA IV	ADV	$60
WORLD TOUR GOLF	SPORTS	$50
CALIF. GAMES	SPORTS	$39
DESTROYER	SIM	$39
STREET SPORTS: BASKETBALL	SPORTS	$39
BASEBALL	SPORTS	$39
SUB BATTLE	SIM	$39
WINTER GAMES	SPORTS	$39
WORLD GAMES	SPORTS	$39
GUILD OF THEIVES	ADV	$44
KNIGHT ORC	ADV	$44
CHAMP. GOLF	SPORTS	$39
CHAMP. BASEBALL	SPORTS	$39
GBA BASKETBALL	SPORTS	$39
GFL FOOTBALL	SPORTS	$39
BALLYHOO	ADV	$39
BUREAUCRACY	ADV	$39
HITCHIKERS GUIDE	ADV	$29
LEATHER GODDESSES	ADULT	$39
LURKING HORROR	ADV	$39
ZORK TRILOGY	ADV	$69
20 QUESTIONS	ARC	$7
KOBYASHI NARU	ARC	$9
WAR HAWK	ARC	$9
NINJA	ARC	$9
F-15 STRIKE EAGLE	SIM	$34
GUNSHIP	SIM	$49
PIRATES	SIM	$39
SILENT SERVICE	SIM	$34
SPITFIRE ACE	SIM	$34
BLACK JACK ACAD. MICROLEAGUE:	CARD	$39
BASEBALL	SPORTS	$39
OWNER/GEN MGR.	SPORTS	$39
BALANCE OF POWER	SIM	$49
SINBAD	ADV	$39
TRANSYLVANIA	ADV	$19
BACKGAMMON	BOARD	$7
BLACK JACK CASINO	ARC	$7
POKER	ARC	$7
KINGS QUEST	ADV	$49
KINGS QUEST II	ADV	$49
KINGS QUEST III	ADV	$49
POLICE QUEST	ADV	$49
SPACE QUEST	ADV	$49
THEXDER	ADV	$34
3-D HELICOPTER	SIM	$49
AIRPLANE CONST.	DESIGN	$39
STAR TREK 1ST CONT.	ADV	$39
STAR TREK PROMETHIAN...	ADV	$39
STAR TREK KOBIASHI	ADV	$39
WIZARDRY/LEGACY OF LLYLGAMYN	FAN	$49
GHOSTBUSTERS	ARC	$14
HACKER	ADV	$14
FALCON	SIM	$49
B-24	SIM	$34
GETTYSBURG	SIM	$59
KAMPFGRUPPE	SIM	$59
SCENARIO DISK	SIM	$59
MECH BRIGADE	SIM	$59
PRES. ELECT '88	SIM	$24
RINGS OF ZILFIN	SIM	$39
ROADWAR 2000	ADV	$39
SHILOH	SIM	$39
WIZARDS CROWN	SIM	$39
FLIGHT SIMULATOR	SIM	$39
DARK CASTLE	ADV	$39
JAMES BOND VIEW TO KILL	INT/BK	$9
TOP GUN	ARC	$9
NFL CHALLANGE	SPORTS	$99

Nintendo

CONTROL DECK	COMP.	$99
ENTERTAINMENT SYSTEM	COMP.	$199
ZAPPER GUN	GAME GUN	$29
NES CONTROLLER	JOYSTICK	$59
ROB VIDEO	ROBOT	$49
WRECKING CREW	ARC	$34
PUNCHOUT	ADV	$39
STAR VOYAGER	ARC	$29
WINTER GAMES	ARC	$34
3-D WORLD RUNNER	ARC	$34
NINJA KID	ARC	$41
DEADLY TOWERS	ARC	$34
LODE RUNNER	ARC	$29
RAID ON BUNGLING BAY	ARC	$29
SPELUNKER	ARC	$29
SOOON	ARC	$29
COMMANDO	ARC	$41
GHOSTS/GOBLINS	ARC	$41
GUNSMOKE	ARC	$39
1942	ARC	$39
CASTLEVANIA	ARC	$34
DOUBLE DRIBBLE	ARC	$34
THE GOONIES II	ARC	$34
TOP GUN	SIM	$34
TRACK & FIELD	SPORTS	$29
BALLOON FIGHT	ARC	$29
SUPER MARIO BROS	ARC	$39
LEGEND OF ZELDA	ARC	$29
GOLF	SPORTS	$29
RYGAR	ARC	$39
STAR FORCE	ARC	$39
KUNG FU	ARC	$29
DONKEY KONG	ARC	$24
DONKEY KONG JR	ARC	$24
DONKEY KONG 3	ARC	$24
DUCK HUNT(NEED GUN)	ARC	$34
ADVENTURES OF LINK	ARC	$44
KID NIKKI	ARC	$39
SKY KID	ARC	$29
SPY HUNTER	ARC	$34
ARKANOID	ARC	$49
ELEVATOR ACTION	ARC	$34
LEGEND OF KAGE	ARC	$34
RENEGADE	ARC	$34

To Order:

Take your pick of the games you are interested in purchasing. List the games in the convenient coupon below. Don't forget to list the type of machine you are using, and the price of the game, with a total at the bottom. Enclose a check or money order please, and your street address, no PO boxes please. Sorry no COD. Foreign orders add: 6% of total order for shipping and handling. US Mail, APO, FPO add 5% of total order for shipping and handling. All orders must pay a minimum of $3 or 5% which ever is the larger. All sales are final, no returns are accepted.

Just send total plus $3 (or 5% of total cost, whichever is greater) for shipping to:

NAME OF GAME	TYPE OF MACHINE	NO.	COST	AMOUNT
	(6% foreign)		5% S&H	
			TOTAL ENCLOSED	

Larken Software Company
PO Box 565
Woodstock, IL 60098

NAME _____
ADDRES _____
CITY _____
STATE, ZIP _____
PHONE _____
Charge ⬭ Check or Money Order ⬭
Charge # _____ Exp. ___

For phone orders call: 1-312-679-3255
Visa and Mastercard Only

The COMPUTER PLAY SCORECARD

One of the unique features of our magazine is the patented COMPUTER PLAY Scorecard. In order for you to be able to utilize it fully, we will explain the definitions of the various categories and give details on the final CP RATING.

NAME: This is the specific name found on the game package.

TYPE: We will attempt to specify the category of game being reviewed. Choices include ARCADE, ADVENTURE, TEXT, SIMULATION, TRADITIONAL, EDUCATIONAL, CREATIVITY, STRATEGY, and CARTRIDGE.

FORMATS: The currently available formats will be listed. Normally, we will also note the version of the game that was used for the review.

PUBLISHER: The company which created the game.

DISTRIBUTOR: The company that actually sells the game.

DESIGNERS: The individuals who designed the game.

AGES: The suggested age range for which the game is appropriate.

 # OF PLAYERS: The number of players who can play at one time.

REQUIREMENTS: Specific hardware or memory requirements beyond the minimum computer system for a specific format.

PRICE: The manufacturer's suggested retail price.

***** THE RATINGS *****

ABILITY LEVEL: Beginner, Intermediate, or Advanced. Our reviewers are instructed to rate this from the viewpoint of the average gamer.

PACKAGING: Are the materials slick and colorful? Does the package look professional? Are "bonus" items provided to enhance the game experience?

DOCUMENTATION: Are the instructions clear and understandable? Are all game situations covered? Are all necessary player aids or maps provided?

GRAPHICS/TEXT: Are the screen graphics clean and colorful? Do they add to the game? Do the graphics take full advantage of the machine's capabilities? For text games, was the story exciting and imaginative? This category includes sound and animation.

REALISM: This category is for vehicle simulations, war games, and traditional games (such as chess). Does the game faithfully recreate the "look and feel" of the events being simulated? Are the statistics or historical facts correct? Did the game give you a true experience?

PLAYABILITY: The big one. Did the game hold your interest? Did you play for hours or get bored quickly? Did the game draw you into another world? Would you immediately want to show the game to a friend. Did the game break new ground in design? Did you want to play it again the next day?

THE NUMBERS

As you will note when readin a SCORECARD, each reviewer rates the game in each category and assigns a text and numerical rating.

A formula is then applied to the various ratings in order to reach the final CP RATING, the reviewer's overall rating of the game.

The percentages for each category are: PACKAGING — 10%, DOCUMENTATION — 15%, GRAPHICS/TEXT — 25%, REALISM — 25%, and PLAYABILITY — 50%.

Yes, the percentages add up to 125%. This is because some games can only be rated for GRAPHICS but not for REALISM (such as PAC-MAN). Others can be rated for both but one category is more important than another. In these cases the 25% is split. FLIGHT SIMULATOR might be rated 10% for GRAPHICS and 15% for REALISM.

The breakdown in percentages to each category is subjective but represents our best efforts to assign a single rating for every game. We feel that every category is important. The game may be great but cheap packaging may detract from the overall value.

PLAYABILITY

Despite the fact that there are five categories in the rating process, you will note that a game will never get a truly good rating without getting a good score for playability.

READER INPUT

We give you the ratings for each category. If your own desires are different than ours then you can still work out your own formula. Perhaps you are totally uninterested inpackaging. Then you can simply focus on the other category ratings.

YOU CAN'T TELL THE PLAYERS WITHOUT A . . .

The actual space taken up by the scorecards is small but they are an essential part of this magazine. The credibility of our reviewers and the magazine itself rides on the scorecards. We want a casual reader to be able to quickly spot the winners and losers each month. We welcome suggestions on how this process can be improved and standardized. Each issue will contain a summary of all ratings from previous issues.

SUMMARY of GAME RATINGS

NAME	PUBLISHER	RATING
Dungeon Master	FTL Games	9.65
Solitaire Royale	Spectrum HoloByte	9.50
ULTIMA V	Origin Systems	9.25
Bard's Tale III	Interplay Products	9.25
Nobunaga's Ambition	Koei	9.15
Where in Europe is Carmen Sandiego	Broderbund	9.10
Zak McCracken & the Alien Mindbenders	Lucasfilm Games	8.90
The Three Stooges	Cinemaware	8.75
The Games: Winter Edition	Epyx	8.50
Police Quest	Sierra On-Line	8.50
Shadowgate	Mindscape	8.40
Falcon F-16	Spectrum HoloByte	8.30
Project Stealth Fighter	Microprose	8.25
Sons of Liberty	SSI	7.50
Jinxter	Rainbird	6.75
Kid Niki	Data East	6.75
Ebonstar	Microlllusions	5.25
Hunt for Red October	DataSoft	4.47
VIDEO TITLES		
The Legend of Zelda	Nintendo	9.13
Contra	Konami	7.63

Marketplace

COMPUTER PLAY Marketplace ads are available at the rate of $200/inch per column for display ads (maximum 4 inches) and $35/line for classified ads. Classifed ads are 38 characters per line. Minimum 6 lines for 3 issues -- $630. Both display and classified ads must be prepaid. Make check or money order payable to Computer Play Magazine. Display ads must be camera-ready. Indicate which category (listed below) where your ad should be placed or request your own heading. For more information call: 1-312-679-3254.

Mail to: Computer Play Magazine 3321 West Dempster Skokie, IL 60076

Hardware Software Games Miscellaneous Modems
User's Groups Bulletin Boards Business Software

Software

MAC-3000 TERMINAL EMULATOR
MAC-3000 provides users with full terminal emulation of a Hewlett-Packard 2392 A Block Mode Terminal. Features also include Mactermінal compatibility for the IBM 3278 and DEC VT102 terminals. Additional features are key equivalents for HP screen commands file transfers, extended screen memory, mouse oriented cursor positioning and more. Retail $150.
THE NETWORKERS
8 Mariposa Ave.
San Anselmo, CA 94960
(415) 454-7607

$3 Software for IBM PC
Hundreds to choose from, word processors, data bases, spreadsheets, games, x-rated, lotto, communications, business, music, bible, art, education, language & useful utilities for making your computer easier to learn. Most programs have documentation on the disk. Write for your FREE catalog today!
Best Bits & Bytes
PO Box 8245, Dept. W
Van Nuys, CA 91409
818/781-9975

$ SAVE $ SAVE $ SAVE $
ON IBM-PC SOFTWARE!
AS-EASY-AS (Great Spreadsheet. 256k & graphics.)
PC-WRITE (Classic Word Processor. HP Laser support.)
GL/AR/PR/AP (4 Accounting programs. Fast!)
PC-FILE+ (2 disks. Super Database Management.)
PC-DESKTEAM (9 useful utilities. Clock, calc., notes...)
PC-STYLE (Writing Style Analysis Program.)
PFROI (Portfolio Management System.)
MONO GAMES (6 Monochrome arcade games.)
COLOR GAMES (7 CGA arcade games. Frog, Kong...)
RES (Real Estate System. Hard Drive Required.)
MR. BILL (2 disks. Time Billing System. Very versatile.)
ELEM ED 2 (Educational games for 4-9 year olds.)
GRADES (Gradebook database for teachers.)
INVENTORY (2 complete inventory systems.)
PC-TUTOR (DOS & keyboard tutorial. Very interactive.)
PC-PROMPT (On-line DOS manual. Memory Resident.)
FASTYPE (Typing practice/tutorial program.)
BIBLEQ (Old & New Testament quiz game.)
TIME & MONEY (Home budgeting program.)
Any 10 disks for $29.95
Single Disks are $5.00 each.
Add $1 for 3 1/2" disks.
All orders add $3 shipping.
MC/Visa Welcome. $10.00 Min.
Call or Write for FREE Catalog.
SOFT/PLUS RESEARCH
759 S. State St. Suite 109
Ukiah, CA 95482
(800) 843-3882 US
(707) 462-3118 CA
(707) 463-1240 Fax

Business Software

CheckMaster™
Professional Check Management System. Keep accurate books without knowing double-entry accounting. Reconcile bank statements in minutes. Save accounting fees by sending transactions right to your accountant. Recover $395 cost quickly. Special money-back guarantee. Explore CheckMaster with $5 demo.
Microcomputer Specialists, Inc.
PO Box 795
Woodstock, VT 05091
800/833-1500, 802/457-4600

FUND Accounting
Automatically reports your most pressing info needs: Mgt. reports, financial stmts., budget comparisons, project expenses. FREE spreadsheet interface. Integrates with AR, AP, Payroll. PC-Network compatible. Demo, pre-sale set up, post-sale training/installation available. 30-days FREE phone support.
Executive Data Systems, Inc.
1845 The Exchange #140
Atlanta, GA 30339
800/272-3374, 404/955-3374

dBASE Business Tools
- GENERAL LEDGER
- ORDER ENTRY
- dINVOICER & A/R
- SALES ANALYSIS
- SERVICE BILLING
- ACCOUNTS PAYABLE
- PURCHASING/INVEN.
- JOB COSTING
- JOB ESTIMATING
- PAYROLL

$99 ea + s/h includes *dBASE* 2, 3 or 3+Source Code. MC/AmEx/Visa/chk/COD.
Datamar Systems
4876-W Santa Monica Ave.
San Diego, CA 92107
619/223-3344

Games

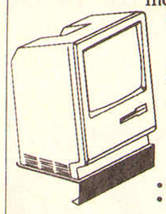
LAS VEGAS HOLD'EM
The fast, exciting game played in the World Championships of Poker. You play against 7 opponents, with different skill levels & styles. A tough, cut-throat game–try to knock the other players out before they get you. Detailed manual with rules, advice on betting. Runs in color or mono, with card graphics. $35 from
Manhattan Software
PO Box 148
Peterborough, NH 03458
800/432-5656 Visa/MC/AE orders,
603/924-9998 info/catalog

Campaign Promises™
Presidential Election Game.
–DIRTY TRICKS, Promises, Luck
–Ads, State Organizations, and
–Elections. Up to six players.
Tutorial disk inc. IBM/comp., 256K, Color best/mono OK. Specify 5¼" or 3½" disk. Only $32.95 plus S&H ($3.50). Demo $5.95 plus S&H ($2). CT res. add 7.5% MC/Visa/chk.
Front Runner Software Company
PO Box 435-W
Collinsville, CT 06022-0435
phone Orders: 203/233-3144

Miscellaneous

MAXELL
100% CERTIFIED
5¼" BULK DISKS
5¼" DS/DD **59¢**
5¼" DS/HD **1.59**
3½" DS/DD **1.09**
Price based on quantity of 300 includes sleeves, labels and tabs.
800-222-0490
In NJ 201-462-7628
● 24 Hour Shipment ●
MEGASoft
P.O. Box 710, Freehold, NJ 07728

Hardware

MacIncline™
Inclined stand for the Mac

$14.95
+ shipping & handling
Shipping:
• $5.00 std. UPS
• $8.00 UPS Blue
- Elevates Mac screen 2 inches
- Sturdy aluminum alloy construction
- Scratch resistant black anodized finish
- Rubber pads won't scratch desk top
- For use with Mac, Mac Plus & Mac SE
- Send check or money order to:

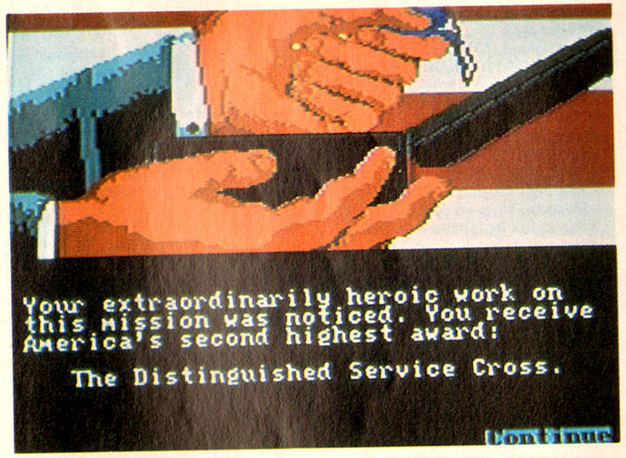
TAYCAR Enterprises, Inc.
111 Vermont NE, Suite A
Albuquerque, NM 87108
(505) 265-2121
Dealer inquiries invited

Mac-cessory™
Your Hardware Mail Order Alternative
EVEREX Hard Drives
SCSI 1 Year Warranty
EMAC-20D Hard Drive 20 MB $498
EMAC-40D 40MB H. D. $958
EMAC-60T Tape BU. $836
3.3 Meg/Min. Formats on the fly
MD-2400 Modem $259
2400 Baud Complete w/Cable
Mac SE Carrying Case $83.95
MacPlus Carrying Case $64.95
Ergotron
Mactilt & Mactilt SE $64.95
Mouse Cleaner 360° $13.45
216-543-1952
Valley Computers VISA
16744 W. Park Circle MC
Chagrin Falls, OH 44022

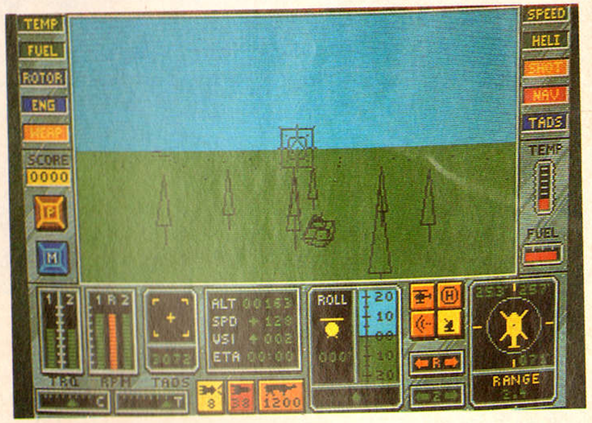
Coming Attractions

Next month promises to be just as much fun as this month. Our special editorial section will focus on flight simulators. Our resident expert, H. Bloom will give you the real lowdown on six of the best programs now available. We'll also give you a preview of some new simulators on the horizon that will be here soon.

Other features that are tentatively scheduled (you never know in the world of computer games) include a look at UNIVERSAL MILITARY SIMULATOR by Jim Fink, a review of the addictive Eastern game TETRIS by Dr. Michael W. Ecker, an assessment of ROMMEL by Russ Ceccola, and a review of SHOGUN along with an interview with James Clavell, author of the popular series of Far Eastern books. Associate editor Russ Demaria has the honor of interviewing Mr. Clavell and we're sure that this will be an interesting article.



MICROPROSES'S GUNSHIP: see next month's special section.



DATASOFT'S TOMAHAWK: one of November's flight simulators.

One of our new contributing editors, Cheryl Peterson, will be taking an in-depth look at online game playing. A veteran online player, Cheryl will be offering insights into the best of the games now available. Russ Ceccola will also be contributing a special piece on adventure games, sort of a primer for all of you who are now playing adventure games and those of you who are just getting started. And another new contributing editor, Jeffery Scott Hall, has compiled an article on several of the different versions of ARKANOID that are available on the market.

We also hope to have a look at BATTLE HAWK, the new air-war strategy simulation game from Lucasfilm Games. And, of course, we'll have all of our regular features which will include for the first time a slightly expanded video section so that we will now be able to cover Nintendo, Sega and Atari. All in all, it looks to be a great issue so make sure you get yours. See you next month.

Advertiser Index

Advertiser	Page	Reader Service #
Epyx	Inside Cover	60
	32,33	61
Melbourne House	1	62
Mindscape	7	63
Rainbird	9	64
PSI	10	73
Spectrum HoloByte	15	72
DataSoft	18	66
Final Frontier	36	68
Avalon Hill	39	69
Lucasfilm Games	Inside Back	70
Beeshu	Back Cover	71

NEW HOPE FOR BATTERED STORY GAMERS.

"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

That's more than great fan mail. It's a very astute observation. Because while most story games treat you like the meat in the dog food factory, Lucasfilm story games treat you like a human being who just wants some good clean fun.

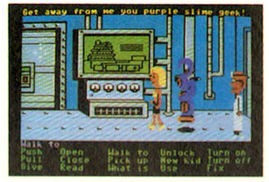
The fun starts with an engaging plot, hot graphics and tasty puzzles. But what keeps it going is a unique design that lets you play the game instead of fighting the computer.

THE NO-TYPING INTERFACE.

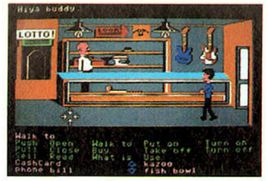
Today's story games evolved from text adventures. The interface, in most cases, remained in the swamp.

With conventional story games, whenever you want your character to do something, you type. And type. And type.

Suppose you want to pick up a green leafy object. Well, you might try typing, "pick up plant." If that doesn't work, you might try "bush," "shrub," "tree," and so on. After a while, you might try a different form of entertainment.



In *Maniac Mansion*,® a movie-style "cut-scene" quickly establishes the characters' personalities.



Just three "clicks," and you'll send *Zak McKracken*™ over to the pawn shop counter to buy a pair of nose glasses.

Not with Lucasfilm's new "point 'n' click" interface, though. All the words you need are right on the screen. Just click the cursor on them to choose characters, objects, and actions.

Now you can play an entire fifty hour game without typing a single word. Or putting your life on hold until you realize the green leafy thing is a…plastic fern.

MORE STORY. LESS GORY.

Most story game designers seem to think people love to get clobbered.

We don't. After all, how much fun can it be to have a fatal accident every three and a half minutes… then reload your saved game, take a few timid steps forward, and save it again. Seems more like paranoia than entertainment.

That's why Lucasfilm story games make it downright difficult to die. Oh, you'll get into major hot water all right, but you'll have the fun of getting out of it, too.

LET'S GET CRAZY TOGETHER.

Just pick up a copy of *Maniac Mansion*,® the comedy thriller about a kidnapped cheerleader, a very mad scientist, and a hilariously creepy rescue mission.



Or *Zak McKracken And The Alien Mindbenders*,™ where you and a seedy tabloid journalist save the world from space aliens who want us all to have the IQs of turnips.

You'll love the twisty plots and the goofy characters. You'll crack up constantly with the zany one-liners and sight gags. And you'll go just a little crazy with the mind-bending puzzles.

Crazy, but nicely crazy.

LUCASFILM™ GAMES

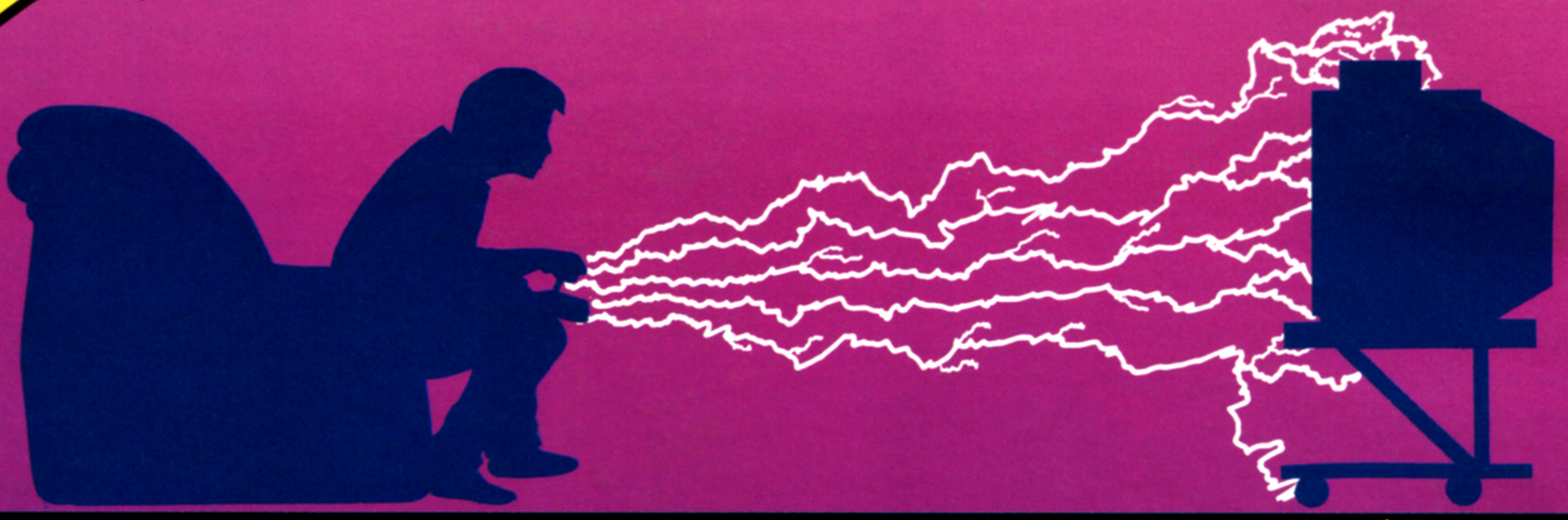


Maniac Mansion is available for IBM/ Tandy, Commodore 64/128 and Apple IIe/ IIc personal computers. Zak McKracken and the Alien Mindbenders is available for IBM/ Tandy and Commodore 64/128 personal computers. All elements of the game fantasies are trademarks of Lucasfilm Ltd. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd. Apple II is a registered trademark of Apple Computer, Inc. IBM screens shown.
®, ™, ®, ©1988 Lucasfilm Ltd. All rights reserved.

Circle Reader Service Number 70.

Circle Reader Service Number 94

Break Loose and GO REMOTE!



REMOTE ULTIMATE

superstick™

New!



Available In Better Video Game Stores Across America!

- No Cords to Cramp Your Style!
- Rapid Firepower w/ 2 Dial-A-Speed™ Controls
- Maximum Micro Switch Control
- Life Saving Slow Motion Switch
- 5 Super Stick Suction Feet
- 4 LED's on Trigger Buttons
- Left or Right Hand Play

#20856 - Compatible w/ Sega of America Inc.
#20807 - Compatible w/ Entertainment Systems by Nintendo of America, Inc.

For Ultimate Arcade Excitement at Home, look for Video Game Accessories by

Beeshu Inc.

Send for your free Catalog: 101 Wilton Ave., Dept. 1
Middlesex, N.J. 08846 • (201) 968-6868