Looking Back on an Interesting C.E.S.

The January show is usually a quiet one—few announcements, very little in new product. The June show traditionally is the introduction time for new product in order to create an excitement for the Christmas buying season. This show, however, was filled with an air of excitement as both Commodore and Atari introduced new computers (see related articles). Certainly there is concern over the health of the home computer industry, as well as fancy promises vs. the reality of what ships and WHEN; however, there continues to be strong product—both in hardware and software.

While we are reporting on many developments throughout the pages of our newsletter this month, following are some of the most exciting developments.

Epyx to Release LucasFilm Games!

In a deal which was inked literally days before the show, Epyx has signed a distribution pact with LucasFilm which FINALLY allows the release of BALLBLAZER and RESCUE ON FRACTALUS! The good news is that, because these will now be in disk format, Lucas-Film has enhanced them from their original form. The bad news is Epyx is only releasing product for computers so they did NOT pick up the license for a 5200 version. It would appear that 5200 owners will be completely out of luck on these fine titles, which will be made available for Atari and C64 computer owners. The LucasFilm licensing agreement, by the way, calls for two additional, unnamed projects before the end of the year.

Best of B.C. for ADAM DataPack!!!

Sydney Development Corp. of Ottawa, Canada and Video Take-Out of North Holly-wood, CA. have announced a joint venture in the release of THE BEST OF B.C. in data-pack format for the Coleco ADAM. The package will include the award-winning B.C.: QUEST FOR TIRES and the brand new sequel, B.C. II: GROG'S REVENGE. In the datapack version, GROG'S REVENGE will be enhanced from the cartridge version planned for ColecoVision. The package will be available exclusively through Video Take-Out at a retail price of less than $30.00. Sydney and Video Take-Out have indicated that they are working on additional datapack titles for release during the first half of 1985.

No Software Shown for 5200

The future is bleak for 5200 owners with the realization that NO ONE featured software for that system. While Parker Bros. debuted Q*BERT'S QUBES and BARBADOS BOOTY (see last month for details), the only game system the programs are planned for is Coleco-Vision. Meanwhile, we checked Activision and found they have no plans for ANY software for ANY game system—they have completely switched over to computer systems. Atari's apparent exit from the software arena has led the way for third party developers to cease creating programs for 5200.

Miner 2049er Sequel for 5200

The one bright spot on the horizon for 5200 owners is the announcement from Big 5 Software that designer Bill Hogue has finished his follow-up of "Miner 2049er." Entitled BOUNTY BOB STRIKES BACK (Atari computer review in this issue), it features 25 new screens of skill-testing feats. Already in production for the 5200 format, Hogue also plans a disk conversion for C64.

Secret Stuff at First Star

We also learned that First Star is busily at work on BOULDER DASH II, a sequel to the very popular award-winning Boulder Dash that captured gamer's fancies this year. There is no scheduled release date yet, but we're ready whenever they are!

Advanced Game Machine Shown!!

We first reported its existence in March, 1983 and Nintendo was at this show introducing their "new generation" video game console. Could this be our answer to the never-released 7800 (see article in Video Game Update section of this issue)

So, sit back and read about all the new things going on as we sort out the show for you!

CRITICALLY SPEAKING.. ATARI COMPUTERS

BOUNTY BOB STRIKES BACK (★ ★ ★ / ★ ★ ★ ★) from **Big Five Software** is a worthy successor to *Miner 2049er*, 1983 game of the year on nearly everyone's list. That game had a previously unheard-of ten screens on one cartridge and touched off a minor war among software designers to see how many screens could be crammed into one program. Bill Hogue and his graphic collaborator, Curtis Mikolyski, renew the battle in this sequel with its 25 screens that challenge every bit of skill, strategic thinking, and just plain luck the player can muster. And at a time when most software is on disk, this game is presented in the form of a memory-rich, 40K cartridge playable on all Atari home computers—even the unmodified, 16K 400's and 600XL's. (Another sequel, *Miner 2049er II*, has just been released by MicroFun for Apple computers; it is also reviewed in this issue.)

Claiming the Mine

Once again, the intrepid Bounty Bob enters the radioactive depths of Nuclear Ned's mines in an attempt to 'claim" every section by running over its framework. He climbs, runs, and jumps his way through the caverns, avoiding huge populations of nasty mutants and taking advantage of ingenious special equipment such as transporters, suction tubes, utility hoists, and moving platforms. While the game can be played at any of four levels, most players will be challenged from the beginning, regardless of level chosen. (At easy and medium levels, the framework stays filled in and mutants remain dead from one life to the next. At hard and "C'mon" levels, everything resets when Bounty Bob loses a life.) As one becomes more proficient, special messages are revealed that allow "warping" across several screens. (The first time we encountered one was on the fifth screen, and we learned how to warp from the first screen to the fourth.) Between the variety of screens and the ability to set many game parameters, it's difficult to imagine that anyone could become bored with this game.

Better than MINER 2049er

In many ways, *BOUNTY BOB STRIKES BACK* is a better game than its predecessor. Although both games look quite similar (Bob is still an odd little character), there is more variety and challenge in the sequel. Original music is used throughout the game, rather than the repeated "Clementine" of *Miner 2049er*, and there are surprises at every turn. Although it's not part of the actual game, we can't resist commenting on the "high score factory," where ten scores are enshrined until the computer is turned off. It's the most elaborate production we've ever seen—bulldozers on lifts help you build your name, which is then sucked into a power generator. A small flock of birds then flutters onto the screen, each one carrying a letter or number in its beak until your name and score are displayed. All of this is followed by a short musical salute. Although highly entertaining, it can be bypassed if you're impatient to play again. Bounty Bob's fans won't want to miss all 25 screens of this challenging adventure—Bill Hogue has done it again! (Solo play; 2-Player alternating; Pause; Joystick; 40K Cartridge.) (Coming soon for C64, Atari 5200.)
Recommended. (MSR $49.95)

ENCOUNTER! (★ ★ / ★ ½) from **Synapse Software** is identical to the version for Commodore 64, reviewed elsewhere in this issue. (Solo play; Joystick; Disk backed with C64 version.)
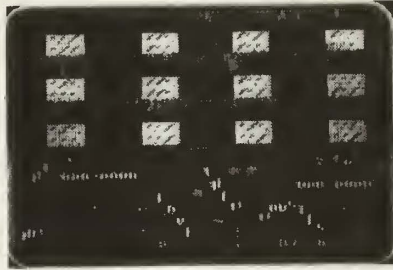Not recommended. (MSR $19.95)

More From Broderbund

A new mystery game is on tap from Broderbund entitled WHERE IN THE WORLD IS CARMEN SANDIEGO?, an international mystery adventure in which players solve the mystery by selecting options from menus, while full-color animation and sound effects show the results of their selections.

In other programs, SCIENCE TOOLKIT turns your computer into a science lab while MUSIC SHOP is designed to allow you to create, store, and edit compositions, and print out sheet music.

ALLEYCAT (★ ★ ★ / ★ ★ ★) from **Synapse Software** is corny but cute—the quest of

Freddy the tomcat to reach the feline Felicia, his true love. Avoiding the prowling Bowser, Freddy hops onto the trashcans in the alley, and then to the fence-top and onto the clotheslines. Scampering mice try to dislodge Freddy by unpinning the clothes he hangs onto. Eventually, he can jump into an open window, enter a room, and attempt to win Felicia's love by completing tasks. One room is full of sleeping dogs whose milk dishes Freddy must drain before the mutts awaken. Another has a giant hunk of Swiss cheese inhabited by four mice for Freddy to catch. In other rooms, he must catch a parakeet, climb a bookcase to nab some Dandy-Lions, or jump into an aquarium and catch fish. Freddy's successes in these rooms score points with Felicia, but the course of feline love is full of one hilarious snag after another. *ALLEYCAT* is *funny and highly musical amusing entertainment for the whole family. (Solo play; Joystick; Disk.)*
(MSR $19.95)

BLUE MAX 2001 (★ ★ ★ / ★ ★ ½) offers a space-age sequel to an earlier game from **Synapse Software**, *Blue Max*. Like its

predecessor, this is a diagonally scrolling, flying and shooting game, but it puts the player at the controls of a hover craft instead of an airplane. Although scrolling now moves from lower right to upper left and the aircraft look different, the game is very similar to the original *Blue Max*. It's easier to land this space-age vehicle than it was to bring the airplane onto the landing strip, chiefly because it can hover (meaning that you can stop the scrolling). Enemy craft pursue you in the air, and their ground emplacements fire away during your strafing runs. The graphics have a nice, three-dimensional look because of the diagonal perspective, and the game is a pretty good shooting contest. However, it's just a little too similar to *Blue Max* for us to get really excited about it. (Solo play; Joystick; Disk backed with C64 version.)
(MSR $19.95)

Trivia Fever Volume 2

Professional Software plans a follow-up Volume 2 to be used with the original Trivia Fever. Compatible with most home computers (coming for Macintosh), the questions span virtually every category that trivia buffs are familiar with.

EXPLANATION OF RATING SYSTEM:
★ ★ ★ ★ —EXCELLENT
   ★ ★ ★ —GOOD   First set of stars—Quality of Graphics
      ★ ★ —FAIR   Second set of stars—Quality of Play Action
   ★ —POOR
N/A—Not Applicable (i.e. Adventure games are not rated for graphics)

Any game for a given system is compared only to other games for the same system. In other words, all Atari 2600-compatibles are judged separately from ColecoVision-compatibles, etc. The same system is used for computer software, except where noted (i.e. many Atari and C64 software is virtually identical)

It was obvious to us that one of the places we would have to spend good deal of time was the Atari booth so we could report back you what the new direction is. It's definitely a "New" Atari—gone e the 5200's, gone are the 7800's, gone is the new software, both r Atari systems, and competing systems. Oh yes, there was some ftware up and running around the booth, both on the 65XE (the packaged 800XL), and the 2600; however, this was all software 've seen before with virtually all of it already released. The only n-released software being shown was "old" titles which had not ade it to market yet (such as TRACK AND FIELD). So, as we t walked around the booth, it was obvious that Jack Tramiel's total us is hardware—reflective of his influence at Commodore where tware was NEVER their thrust.

ATARI® 65XE™ PERSONAL COMPUTER™
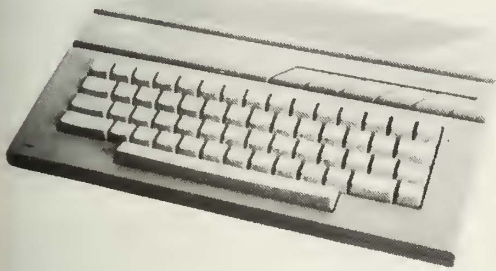
ATARI® 130ST™ PERSONAL COMPUTER™

ATARI® 520ST™ PERSONAL COMPUTER™

The Hardware

There was so much being introduced, much of it FAR from finished, that it took awhile to get it all straight. We didn't even SEE every item we're talking about here, as there were many items which we were simply given literature on! Also, if we do not indicate price and/or availability, it's because we were not able to get that information from anyone.

There were two main "families" of Atari computers shown—the 'new' 800's and the Macintosh-types. The 800-compatibles are: The 65XE, which was up and running and planned to retail under $120. This is the basic 64K RAM 800XL, just repackaged. The next unit is the 65XEM, which promises a built-in sound synthesis system. Eight voices and numerous musical features are planned. The 65XEP is the portable version with a built-in 5" monochrome monitor and floppy disk drive. The 130XE is 128K and planned to retail under $200 (one software developer felt this price point was "nearly impossible" to meet). Both the 130XE and 65XE are scheduled to reach dealer's shelves in the first quarter.

The 16/32 Bit Machines

Utilizing the Motorola 68000 micro processor, the 130ST (128K) and 520ST (512K) are Atari's answer to the Macintosh. Planned for the second quarter, retail is set at $399 (130ST), and $599 (520ST): There are strong similarities to the Mac—from operation via a mouse, the 3½" disk drive, and many other similar stats. We feel it is very premature to go into all the stats due to the fact that these machines were far from complete. There was so much scuttlebutt at the show as to whether the machines were real at all (remember ADAM's introduction 18 months ago which was most probably a shell over another computer), that there was a report that an Atari demonstrator opened up one of the units for a few people to see on the last day. Reportedly, there was the operating system on the inside, but not much more. No one was allowed to handle these machines, other than the Atari representatives demonstrating some simple tricks.

Peripherals to Abound?

There was a dizzying array of peripherals announced, not only for the XE and ST family, but for other computers such as Apple and C64 as well. The plan is to market these third party peripherals under the Atarisoft label, beginning with printers. The XE line of peripherals announced include four different printers, two monitors, a modem, as well as the continuation of the 1050 disk drive. The ST family of computers will see four printers as well, along with a 3½" disk drive; a 3½" 10MB Hard Disk Drive, and two monitors. Ambitious to say the least. The hardware announcements at Atari remind us (unfortunately) of the ADAM hardware and software announcements when that ill-fated computer was first unveiled.

New Atari Magazine

On another front, Atari has just introduced the ATARI EXPLORER, a decendent of the older Atari publication, ATARI CONNECTION. We're told that all subscribers of the former magazine will receive this one. There is a good deal of information about the new Atari in this magazine; however, you must keep in mind that it is an "in-house" publication. Simply put, you will get the Atari news from only one slant. It is a good way to keep up with Atari announcements. You can subscribe for $15 per year (6 issues) (send to Subscription Dept, ATARI EXPLORER, P.O. Box 3427, Sunnyvale, CA 94088), or check out your local newsstands at either Waldenbooks or B. Dalton.

Caesar's Guide to Gaming

Screenplay had a lively booth featuring dealers from Caesar's Palace as they promoted their CAESAR'S GUIDE TO GAMING, done in conjuction with the famous hotel. A series of programs will be made available with the first being BLACKJACK. Other gaming programs planned include ROULETTE, CRAPS, and BACCARAT.

CRITICALLY SPEAKING..
ATARI COMPUTERS

CONAN (★ ★ ★ ½ / ★ ★ ★ ½) from **Datasoft** is nearly identical to the version for Apple computers, reviewed elsewhere in this issue. It's a delightful climbing and strategy game with colorful graphics. The original music is even better in the Atari version, thanks to the capabilities of the computer itself. (Solo Play; Joystick; Pause; Disk.) (Also available for Apple, C64.) Recommended. (MSR $34.95)

GHOSTBUSTERS (★ ★ ★ ★ / ★ ★ ★ ★) from **Activision** is a lively adaptation of David Crane's original design for the Commodore 64, complete with voice synthesis. In a faithful portrayal of the movie's theme, the game requires the player to set up a Ghostbusters franchise and keep the spirits from destroying the city. Sweep up roaming ghosts, catch slimers in your traps, and watch out for the Marshmallow Man! Graphics are terrific, music is outstanding, and the game will make you laugh while it challenges your joystick reflexes. Bustin' makes you feel good! (Solo play; Joystick; Pause; Disk.) (Also available for Apple II, C64.) Recommended. (MSR $31.95)

Activision Sneaks Four Titles

In addition to the titles we talked about last month, Activision showed four additional titles which will be made available sometime in the first half of the year. COUNTDOWN TO SHUTDOWN is a complex action-adventure set in the not-too-distant future when giant reactors supply power to millions of homes. You direct a team of robots whose mission is to travel through a network of rooms (2000 of them on 8 levels!) to reach the core of a reactor and prevent a shutdown that would throw millions into darkness. ALCAZAR: THE FORGOTTEN FORTRESS is a fantasy-adventure set in the Spanish countryside dotted with mysterious castles. It's designed by Tom Loughry, who brought us The Dreadnaught Factor. THE GREAT AMERICAN CROSS COUNTRY ROAD RACE combines high speed driving with the strategic challenge of a cross-country race. FIREWORKS, designed by John Van Ryzin who created H.E.R.O., allows you to build your own July 4th fireworks and music.

Summer Games II

With the incredible popularity of Epyx's Summer Games, a sequel is planned with eight additional events including fencing, cycling, equestrian events, kayaking, etc. The graphics looked absolutely stunning! Other Epyx programs will include TWO-ON-TWO SPORTS which allow you to play against the computer as a team in four sports — volleyball, soccer, football and baseball. Players can be on the same team against two computer opponents, a solo player can be given a teammate by the computer as well as two computer opponents; or two players can play against each other. Each game includes the key action segment from that particular sport. FBI is a simulation of the qualification tests including a rough obstacle course, memory testing with reconstruction of "mug" shots, combat pistol range, and a written test of your knowledge of criminology. THE RIGHT STUFF is a flight simulation game; EMPIRE is a computer war game in which you must achieve global domination. ROGUE has you making your way through a maze of never-ending dungeons; while CHIPWITS is a game for children to help them learn the basics of computer programming.

ALTERNATE REALITY and More from Datasoft

A number of our readers who own Atari computers have been hounding us unmercifully about the interactive fiction game entitled "Alternate Reality." As a result, we made a point of visiting Datasoft's suite (they did not have a booth at CES) to see what all the fuss was about. We saw it, and we even had a chance to play it for a while. All we can say is that you'd better be wearing at least two pairs of socks for this one, folks, because it will definitely knock the first pair right off! In a word, we were impressed! Punchy graphics, mind-boggling mazes, superb music—looks like a winner. The only bad news is the wait: ALTERNATE REALITY is currently slated for a third-quarter release.

In other news from Datasoft, they're working with Steven Spielberg and Don Bluth & Associates on an action-adventure game to be based on Spielberg's new movie for the summer of '85, Goonies. Don Bluth will also be part of the effort on a ZORO game from Datasoft. Seems that a poll of game players indicated a desire for a game starring the swashbuckling hero.

Spreadsheet for Computer Novices

Grolier Electronic Publishing debuted EDUCALC, the first self-instructional spreadsheet software designed specifically for children 12 and under. There are built-in tutorials, as well as easy-to-follow prompts and comprehensive menus. The program could be a major help to those adults who are computer novices as well as most spreadsheet programs available are extremely tough for anyone who don't know their way around their computer.

Subscribe to Electronic Encyclopedia

Grolier also has the ELECTRONIC EDITION OF THE ACADEMIC AMERICAN ENCYCLOPEDIA available through Compuserve for a subscription rate of $49.95 per year (plus connect charges). Subscribers have unlimited access to the encyclopedia 7 days a week, 24 hours a day. You can sign up for a trial one-month subscription for only $7.50.

RESCUE RAIDERS (★ ★ ★ / ★ ★ ★ ★) from *SirTech* is set

during WWII and you control a command helicopter equipped with weapons and radar. You can observe the battlefield, attack enemy forces, and transport troops, while attempting to evade or destroy the enemy's own command chopper. You also control ground forces such as tanks, soldiers, demolition team vehicles, and more by various keys on the keyboard. While this is billed as a strategic war simulation game, there are arcade graphics and gameplay involved as you use your weapons, men, and equipment to win fights against the enemy. You must use strategy in order to gain momentum against your enemy on the battlefield. The way in which the program is designed, you cannot win by tactical strength alone. You MUST outsmart your enemy by strategy. The game is divided into eight battles. As you win each, you move on to the next, more difficult one. The game screen is divided into a horizontally scrolling screen showing the actual battlefield and a "tactical radar" display at the top of the screen which depicts all the elements of the battlefield, including missiles.

Tremendous Game Playing

On first look, this reminded us of "Choplifter;" however, there is much more depth here as it is truly an arcade strategy masterpiece. The graphics are crisp and the joystick-controlled helicopter is highly manueverable. You even have control over your men on board who you can direct to bail out and parachute to the ground. Sometimes the parachute won't open and the man will be killed. The ones who reach the ground will become infantrymen. Realistic smoke will pour out of your helicopter if it is hit and not destroyed. If you win a battle, background information on the history of that city is provided. There is a great deal of depth here to keep arcade and strategy buffs happy for hours! (solo play; joystick)
Recommended (MSR $34.95)

CONAN (★ ★ ★ ½ / ★ ★ ★ ½) is part of the new "Famous Faces" series from **Datasoft.** The player controls Conan in a seven-screen


quest to find and destroy the evil Volta. A wide variety of foes, from bats and dragons to giant floating eyeballs and electric spark creatures, attempt to keep Conan from completing each successive level. His weapons are limited to his astounding agility and his supply of power swords. He can fall from any height without harm, and he performs athletic, tumbling leaps at a nudge of the firing button. Unfortunately, not all of the creatures he encounters are vulnerable to his power sword, making some of the screens especially difficult to complete. On most screens, Conan must find a gem and place it in its holder before he can move on to the next challenge.

A Delightful Game

CONAN is a delightful game that requires both skill with the joystick and the ability to solve a few puzzles. The difficulty escalates with each screen, creating a growing challenge for the player. The design combines elements of several general game types—climbing, action-adventure, and strategy—for a contest that's fun for all ages. Graphics are quite good, with an unusual color scheme that gives the game a different kind of look. We had a lot of fun with this one. (Solo play; Joystick or Keyboard; Pause.) (Also available for Atari, C64.)
Recommended. (MSR $34.95)
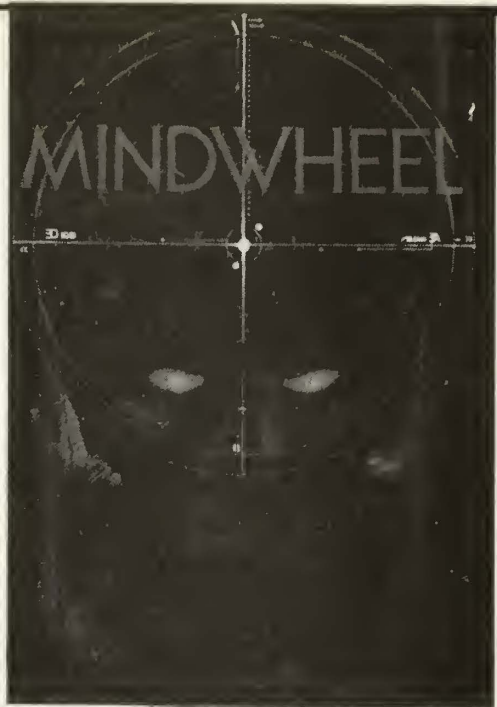
MINDWHEEL (NA / ★ ★ ★ ★) is literary in its inspiration, but it takes a different tack from the role-playing adventure games based on best-selling novels which have become popular lately. The whole package, first in a series of "Electronic Novels" from **Synapse** and **Broderbund**, is a book bound in hardcover form. (A wise move—there is something inherently more substantial about hardcover books than paperbacks.) The journey into the world of this game begins on the early pages of the book, guided by the colorful writing of Robert Pinsky. His literary work slips easily from the pages of the book to screens of text generated from the diskette, where the programming talents of Steve Hales *(Fort Apocalypse)* and William Mataga *(Shamus)* complete the process of immersing the player in the novel.

Tour the Minds, Seek the Wheel

And what a strange and wonderful novel it is! The reader-participant in this tale seeks the Wheel of Wisdom, hoping to save a world about to succumb to chaos and self-destruction. The Wheel is the wellspring of human civilization, and it must be found. To reach it, the seeker must survive a mind-bending, telepathic trip through the neuro-electronic matrix: four interlinked minds of great power. The owners of these minds are dead, but the patterns of their thoughts and dreams live on as neuro-electronic emanations. The tour through the minds of the four—pacifist rock star, brutal dictator, passionate poet, and humanistic scientist—won't be found in any sightseer's guidebook. The experiences on the tour combine sacred and profane, comedy and tragedy, myth and reality.

A Unique Experience

Playing this game and participating in the unfolding of the electronic novel is a unique experience in several ways. First of all, communicating within this environment is very natural. The program recognizes over 1200 words, so you don't spend a lot of time guessing at appropriate commands. Beyond object-oriented commands, dialogue with characters in the novel is not only possible but necessary. You may even find the program chiding you for talking to yourself if you don't become involved directly with the other characters! And there is a real sense of the passage of time, since events occur spontaneously and characters may interact regardless of your actions. Best of all, the great minds of this adventure are vividly colorful places to explore. No graphics, of course, but some of the most intriguing mental pictures are evoked. Try picturing a "bald female motorcycle gang performing a Black Mass" or "gibbering reptiles dressed in antique finery." See what we mean? Excuse us now, please. We left an electronic bookmark somewhere in the Generalissimo's mind, and we can't wait to get back there. (Solo play; Keyboard; Pause.) (Also available for IBM PC/PCjr; coming for Macintosh; also coming for Atari, C64 at $39.95.)
Recommended. (MSR $44.95)

CRITICALLY SPEAKING..
ADAM-COMPATIBLE

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        ┌────────┐
RECIPE NAME: Jean's Fudge
RECIPE TYPE: Candy
TIME:........ 20 Minutes
MAIN INGRED: Chocolate
LINK TO:.... Chocolate Glaze

QUANTITY....... INGREDIENTS.........
4 1/2           Sugar
1 1g can        Evaporated Milk
<13 1/2 ozs.>
8 ozs           Marshmallow Cream
18 ozs          Chocolate Chips
2 T.            Vanilla Extract
1/2 lb.         Sweet Butter
2 cups          Walnuts, chopped
  ■■■    ■■■■    ■▪■    ■▼■    ■▼■
  SEE   SHOPPING  SAVE  DISPLAY  DONE
 LINKS    LIST   RECIPE   LIST
```

RECIPE FILER from *Coleco is a very simple program for anyone in the kitchen. The program has 30 recipes built-in such as Beef Stroganoff, roast turkey, chicken, and more and the program is designed to make it extremely easy to add your own recipes into this database. In fact, the program works very much like a database in that you can search for recipes by using only part of the recipe's name or by getting a list of all recipes which have the same main ingredient. By choosing the shopping list option, you can get a listing of all ingredients needed for the dish you wish to make and print it out for a handy list to take to the market. You can, of course, also print out an entire recipe if you wish to have it handy in your kitchen workspace. Once again, the Smart Keys make manipulation of the program extremely easy. If you've got a cook in the house, this makes a very convenient way to store recipes! Available on both Data Pack and disk, the only difference in the two is the loading time of the program.*

More on ADAM

The Coleco booth at C.E.S. was a ghost town. There were plent of ADAM's up and running with current, and some new, software While a spokesperson from Coleco assured us of their continue software support, we must again state that we do not foresee sup port past a maximum time of six months. Obviously, we hav received many anguished letters from ADAM owners and we ca only commesurate with your situation. We understand the ange directed by many of you to Coleco for their continued denia o problems in the last three months when the fate of ADAM ha probably already been sealed. We can tell you, from our own ex perience, that your anger towards the corporate communication department within Coleco is misdirected. The men and wome in that department weren't told about ADAM's demise until th higher ranks were ready to announce the end of ADAM. Imagin how they must feel. But, that doesn't help your plight. Once agair the User Groups can be your salvation. The ADAM is a good wor processing computer, with a few good programs available. We ar doing everything within our power in talking with the smaller sof ware companies regarding their continued support with new pr grams. There are currently 200,000-250,000 units out there wit approximately 150,000 more which will hit the pipeline based o part supplies at the ADAM factory. That should be more tha enough for the small companies, with less overhead, to continu to produce for ADAM.

Meanwhile, we have an updated listing of planned releases b Coleco (see Availability Update). If you plan to stay with you ADAM (the resale value has, unfortunately, plummeted so yo should try and make the best of this machine and its capabilities' you should strongly consider the purchase of the CP/M 2. Assembler which is expected on the market shortly. This woul greatly expand the scope of what you can do. Coleco has als told us they definitely plan to release SmartBasic 2.0 which pr mises a source code compatible with many Applesoft BAS programs.

Remember, we will stay with ADAM AS LONG as there ANYTHING being produced. Our dedicated gamesters know w have continued to stay with each and every game machine as lor as there is new software available.

Invitation to a Murder

On the night of January 6, 1985, the announcer at one of the local TV stations in Las Vegas opened his 11:00 p.m. newscast this way: "Several hundred people witnessed a murder tonight in Las Vegas. However, no one was killed." True to the unwritten code of newscasters everywhere, the story to explain that paradoxical headline didn't appear until the very end of the program.

The responsibility for 30 minutes of lost sleep by several thousand residents of Las Vegas was Infocom's. The same fertile imaginations that hatched the wonders of *Zork, Planetfall, Enchanter,* and, most recently *Suspect,* threw a party for press and other friends that was billed as "A Participatory Murder." It was held at the Hart Mansion, former Las Vegas home of the late Elvis Presley, and hosted by the elegantly dressed Infocom crew. They re-created the posh setting of the society party in *Suspect.* (The entry hall of the Hart Mansion fit the description of the mansion in the game perfectly—even to the ribboned barriers across the staircases.)

Entertainment was provided by a group of actors known as 'Murder to Go, Inc.," and the victim was Jonothon Smith, product manager for *Suspect.* All present were both suspects and detectives, racing to prove who committed the dastardly deed. During the evening, guests were handed preliminary reports, autopsy reports, and lab reports. Everything was handled with the same attention to detail that is a mark of Infocom's interactive fiction. Everyone had a memorable evening—except perhaps the corpus delicti!

MSX Ready to Launch?

No, it's not a missile, although it stirred up enough apprehen, sion at one time in the U.S. computer industry that it could have been a warhead. MSX (for "Microsoft Extended Basic') is the stan dard system shared by 12 Japanese computer makers, currentl responsible for over half the home computers in Japan and a grow ing number in Europe. All 12 shared a booth at CES in Las Vegas although the real push into the U.S. market isn't expected unti Summer CES (Chicago in June). A year ago, many feared tha a "Japanese invasion" could take over the U.S. computer market This year, the reaction to MSX ranged from disinterest to outrigh skepticism, although there is some enthusiasm in the U.S. for th 8-bit machines. Some familiar names in software have started marketing MSX-compatible software in Japan and Europe (Ac tivision, Human Edge, and Interphase among others). Will MSX take the U.S. by storm? We doubt it. The under-$500 compute, market in this country already resembles a war zone, making i a tougher competitive arena than it was a year ago.
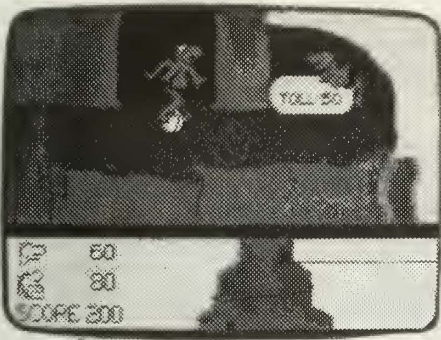
.C. II: GROG'S REVENGE (★ ★ ★ ★ / ★ ★ ★ ★) on atapack is a fuller version of the cartridge game we sneak-reviewed in our October, 1984 issue. Until now, the datapack ersion has been available only in Canada. The designers of the ame, **Sydney Development Corporation** of Canada recently ntered into a joint venture with **Video Take-Out** of California, haking the extended version available in the United States. It's art of a double-play datapack, "Best of B.C.," which also includes he original *B.C.'s Quest for Tires*.

### Searching for the Meaning of Life

GROG'S REVENGE features the comic-strip unicyclist on a one tire, Thor of the silly grin and stringy hair. In this sequel to *Quest for Tires*, he searches for the Meaning of Life on the rock-ledge paths of mountain mazes. The roads that snake around three different peaks are littered with clams, caves, potholes, rocks, fissures, and wheel-eating tiredactyls. Thor gathers the clams, the currency needed to cross toll bridges to higher levels. The caves are shortcuts within the mountains and contain lots of clams, but Thor must watch the path illuminated by his headlight in order to avoid crashing into the stalagmites. All those other objects in his path must be avoided to keep him from losing his transportation. And then there's Grog. He, too, is gathering clams. (His progress on the mountain can be monitored on a preview screen below the playing area.) This little bully must be avoided at any cost. If he ever appears on the same screen with Thor, the game is over in an instant as the squat eanderthal bellows "GROG!!"

Sequel Stronger Than Original Game

We loved the comic-strip antics of the original *Quest for Tires*, ut the sequel is a stronger game with more lasting appeal. Both ames are beautifully animated, colorful, and very humorous. hor has a hilarious repertoire of silly expressions that appear henever he loses a tire.) But *GROG'S REVENGE* is a more hallenging test of the game player's reflexes and mental skills. This more than an obstacle course, because the player must learn here all the paths and caves lead. (We still haven't found the eaning of Life!) The advantage of the datapack is the presence three mountains full of different paths, caves, and levels. The rtridge version has but one mountain. (Solo play; 2-Player alterating; Datapack.) (Also available on disk for C64 from Sierra; artridge version coming from Coleco.) ecommended. (MSR $29.00 for "BEST OF B.C." combo)

**THE BEST OF BRODERBUND** from *Coleco features two perennial Broderbund favorites.*

The first, A.E. (★ ★ ★ ★ / ★ ★ ★) pits your missiles against the AE formations which dance all over the screen, returning your fire with their own artillery. There are eight AE's in a formation, swirling and dipping over the landscape. You move to the next encounter zone only by making three perfect attacks on the AE. You begin on an eerie landscape which has strange green spheres strewn over the ground, with pyramids off in the distance. Each new level takes you to another strange and colorful landscape on far-off planetoids.
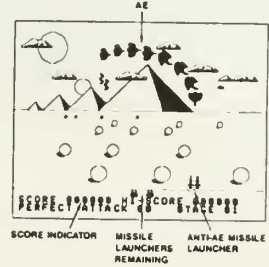
CHOPLIFTER (★ ★ ★ ½ / ★ ★ ★ ½) is, by now, a very familiar title, having won many awards in its original Apple form. This adaptation has kept the feel of the original, down to the handling of the very realistic helicopter. The premise is simple. You must take your helicopter behind enemy lines to rescue hostages held in the enemy's barracks. There are, of course, enemy tanks on the ground which try to shoot you down. Although you must return the fire as self-defense, there are no points awarded for those hits. Points are given for the hostages saved and returned to your command post. The more successful you become, the more intent on your destruction the enemy becomes. Watch out for enemy jet fighters as they streak through the sky attempting to shoot you down with your rescued hostages.

The animation of the original versions has been preserved here with the hostages running towards the helicopter and waving as you take off. The feel of your helicopter is very realistic as you hover, turn, shoot and land to save your comrades.
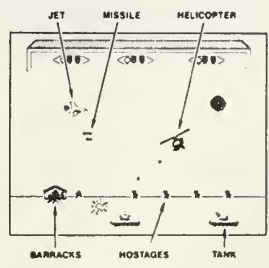
Good Package

This is a good combination of Broderbund favorites which is sure to keep the action/arcade fans happy for hours. The graphics are crisp and colorful while gameplay is lively. The best part is the "two-for-one" aspect—more for your money! (solo play; two-player alternating; pause)
Recommended

Victory Commited to ADAM

We've gotten an update from Victory Software, producers of Adventure Pack 1 and 2, and they assure us that, not only have they translated all their current titles to ADAM disk (in addition to Adventure 1 & 2, they also released Trek, Savings & Loan, and Bounty Hunter), but they are working on all new titles which will be announced shortly for release during the first half of the year. Bravo!

(Editor's Note: We have adopted the convention of reviewing all ColecoVision/Adam programs that are in cartridge format under the heading "ColecoVision-Compatible" in the Video Game Update section. Programs that are for Adam ONLY (data-pack format) are reviewed under the heading "Adam-Compatible" in the Computer Entertainer section.)

EXPLANATION OF THE COMPUTER

Many of our readers have asked us the difference between a game unit and a computer, as well as asking what a computer is and how it operates. By-and-large, our readers have "some" understanding of what computers do and how they operate and, in fact, some subscribe to one or more computer magazines. However, if you were not there the exact day the personal computer was created in the garage of Mr. Jobs and Mr. Wozniak (Apple), we thought we'd take a simple computer (such as the Atari or Apple) and pull it apart to show you what it does on its way to playing your favorite game or running your program.

The computer alone (skipping disk drive and printer for right now,) is not at all complicated. Most computer experts cringe when you say "expensive calculator." So, if that is your impression let's start with that story.

The integrated circuit "chip" has been with us for a long time. A "chip" can be "programmed" to perform different functions. It's easiest to think in terms of one chip performing various on/off functions—or, yes/no. Or, more accurately zero/one. A "bit" is a zero or a one, a "byte" is a combination of eight bits, such as "00000001" or "00000010."

Someone had an idea several years ago to program a chip to add, subtract, multiply and divide. Pretty big stuff! The idea was teamed with a series of "Light Emiting Diodes", also known as L.E.D.'s or just plain "lights." The math, programmed onto a chip, combined with LED's and a power supply (batteries) produced the first calculator. It cost the average American over $300 to carry a bulky four function calculator in his pocket. Some of you probably had one of those early versions. (We did—it was just to hard to resist!)

Enter Japanese technology and you have calculators today which will perform four or five times as many functions for pocket change.

The calculator chip was actually a CPU or "Central Processing Unit." For our Atari demonstration we also have a CPU. It existed in the Atari 2600 and 5200 game units, as well as every computer to date from Atari, Apple, Commodore, Radio Shack, etc. The name of THIS chip is the 6502 or 6502A. (Naturally, this has been improved on with different computers, such as the IBM PC using the 68000 Motorola CPU chip.)

By looking at our diagram, you'll see how the CPU positions itself as truly the CENTRAL processor. It handles the ROM chips which are unique to each computer. ROM might handle the language the computer itself speaks (BASIC), as well as operating instructions to the rest of the computer. RAM is the memory you have until you turn the power switch "off," or otherwise dispose of it. If you are working with a word processor program, and, perhaps you are writing a letter to a friend, the letters of the alphabet you are entering go into RAM. You can later store them to disk, cassette, paper or just · turn the computer "off" and they disappear. Your KEYBOARD is simply the typewriter your computer understands. All of the information is displayed on a monitor or a TV set. A monitor is usually preferred since it is dedicated to the computer and does not interfere with others in the family watching TV. Monitors range from black-and-white, to green-on-black, (to amber,) to low-resolution color to high-resolution color. The more you pay, the fancier you get.

Much, much more can be read on the subject(s), but this is the usual layout. To portray computers as very "efficient idiots" would sum the whole thing up in few words. You put the information in, you pull it out. With the right program, the computer can process the data ANY WAY YOU DESIRE!

For example, this article is being written on a word processor. If we don't like this very paragraph, we can "K" kill each line, "D" delete each space or character. We could "I" insert a line, and so on. If it was just going to be read on computer paper, we might want to highlight certain words or phrases for our printer. Or we could take each line and center it, or start each line at the extreme left side of the paper, or the extreme right of the paper. We can change variables to have each line anywhere from one character long, to 80 characters (the normal width you work with on a computer is 40 column, you'd need a special "80-column card" to allow display of the full 80 columns on your monitor.) At the end of writing, we each KNOW we have made typing errors (and ONE of us is spectacular at misspelling words.) There are two ways around that. Two reviewers here always misspell the word "missile," by spelling
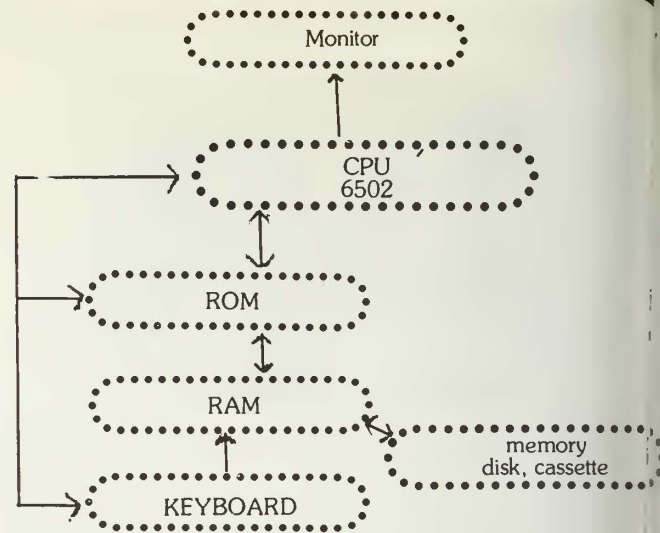
it "missle." At the end of a story where "missile" is written a few times, we do a "universal Search/Replace." We spell missile wrong for the computer, then we give the computer the command to seek "missle" and replace it with "missile."

Or, we can use the addendum program which checks spelling! A "Dictionary program," is very handy! Most have TONS of words in them they already know. When we run the article through and they see the word "Atari"—no offense Mr. Bushnell, our dictionary doesn't know that word! It stops and asks "Is this correct, incorrect, do you wish to change it now, or later." If you say it's okay, it has learned a new word and won't ask again. If, however, we had typed "AAtasary" instead of "Atari" we would say NO to the dictionary, and correct it on the spot, again giving the program a new word. If we change it later, it will learn that word later. You can also instruct that program to stop EVERY TIME it sees ATARI, since we might have meant APPLE. By the time we have put in our last file, the dictionary program knows almost all the words. Should we inquire, it will print out all the new words and ask if we'd like to save those words to permanent dictionary.

The biggest flaw with this type of program is if you misspell a word that is itself a real word. For instance, in the previous sentence we used the word "word" twice. If we were burning midnight oil and at the end of the last sentence we had typed "...is itself a real WORLD,' our dictionary program would let that go through! Now you know how SOME of our mistakes take place.

Read, Read, Read

In our last issue, we reviewed some Datamost books for various systems. If you can find a book called the Elementary (your computer), BUY IT. It takes you on a ride through the various commands and programming. There are also games you can copy from books and computer magazines which help you learn by doing, modifying, etc. These games, with the exception of book cost, are essentially free.

Reach Out and Touch

One of the great peripherals for a computer is a MODEM. It allows you to hook up to anyone else with a modem and talk through your computer. At a later point in time, we'll discuss The Source and Compuserve, two companies you can call in your local/regional area, and speak to someone long distance, without the long distance charge. There is a California company selling software they have designed themselves (we think it's for Apple only). You call their number and "log on" with your name, address and so forth, then you enter a password to get you into the system. They offer some free programs, some cost money; some are pretty good, simple games. After you log on, you are asked for a credit card number. (This part is kept quite confidential.) If you decide you'd like to try one of their programs ranging from about $25 and up, they will "download" directly into your computer disk drive or cassette memory. If you have a problem, not to worry, they will re-feed

While customer support is essential, and a topic for later discussion, these people will spend hours (if necessary) to help you with a problem. (If you want custom programs, they do that, too). Should you be interested, even just browsing through their on-screen menus, and perhaps even requesting a FREE game (just one of the ways to show you how easy it is), drop a line to FREE SOFTWARE BY PHONE, c/o The Computer Entertainer, Box 4702, North Hollywood, CA 91607, Attention: Jon. We'll see to it you get hooked up with each other!

BOOK REVIEW

SOFTSELL PRODUCT ENCYCLOPEDIA is published by one of the largest software distributors for their retailers and features comprehensive product information on over 5,000 products for Apple II series, Lisa and Macintosh, IBM PC and PCjr, Atari, C64 and VIC20, CP/M, TI Professional, etc. There's a useful index which helps you locate the program you are interested in, as well as an index by machine and type (educational, recreational, systems and utilities, business, etc.). In addition to a brief description of each product designed to help you in your decision as to whether a particular program fits your needs, it also lists any specific requirements of that program (amount of memory needed, two disk drives, etc.). If you find yourself confused regarding the features of various programs and you'd like some help deciding which program will fit your needs, this would be money very well-spent. The only problem is that you may have trouble finding the book as it won't be "racked" at most book shelves. Recommended (MSR $29.95)

UR APOLOGIES!!

e had some serious typesetting problems his month which are evident in the Look" of this month's issue. As many of ou know, we do all the work in-house nd send the entire newsleter, by modem,) a typesetting house which processes and returns it to us. Due to this elatively new technology, we have had) change typesetting firms three times 1 the past year as many of them have t mastered typesetting by computer dem yet. Through the months, we have ded up with some pretty strange stuff-- ually requiring that we hold off the inting of the newsletter while we go ck and have the problems fixed. Of urse, this delays the issue anywhere om one to four days in reaching you.

cause the information in this issue is important and the problems did not arble" our news (instead, there are views in bold print, etc), we made the cision to NOT delay the issue in order fix the type. In the meanwhile, we are oking into alternatives in which we can the ENTIRE newsletter in-house, eating more quality-control AND giving the ability to print news which comes the DAY of going to print! So watch r a whole new look as we respond to your eds of all the news FIRST!
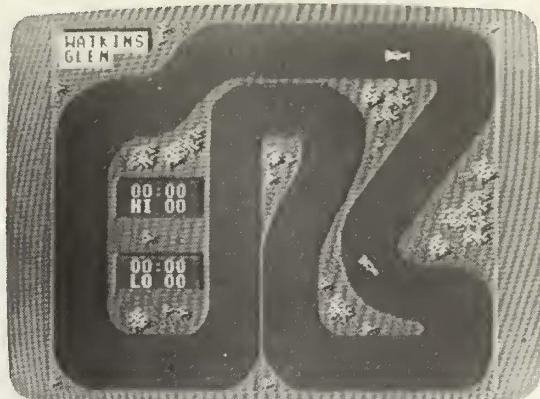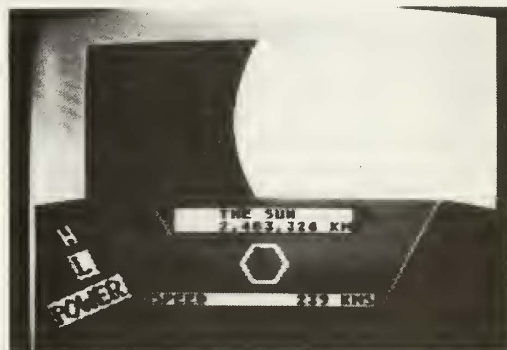

Actual Commodore 64™ screen—Other versions may vary

Computer Model Car Racing

Gamestar plans ON-TRACK, a computer model car racing game which features an overhead view of the entire track for an overall perspective which other racing games do not offer.

Real-Time Space Adventure

Mindscape plans THE HALLEY PROJECT: A MISSION IN OUR SOLAR SYSTEM, a space adventure which is a simulation of our Solar System. The player must qualify for the top secret "Halley Project" by completing a series of navigational tests in a space simulation.
Story Processor
Mindscape also plans BANK STREET STORYBOOK, allowing children to make a change stories, as well as creating animated graphics and building in dramatics pauses.

C64 Can Mimic Apple

Mimic Systems has come up with the SPARTAN, a modular system which plugs into the rear of your C64, allowing it to use all standard hardware and software for the Apple II +. The package consists of the BUSS card, the CPU card, and DOS card. With a suggested retail of $599.00, we question how successful it can be, as it does not appear to be compatible with the newer Apple IIe and you could almost buy a new computer for that cost. Mimic plans to ship the system in the first quarter of this year.

New Commmodore Computer

The Commodore 128

There was excitement in the Commodore booth as they introduced their 128 Personal Computer which IS compatible with the current 64! There were models up and running which looked pretty impressive. Some of the basic features include 128K RAM expandable to 512K using RAM disk option. The computer has a user selectable 40/80 column full color display and can run off-the-shelf CP/M software such as Wordstar, dBase II, and the Perfect series with its built-in Z80 microprocessor. It has a 92-key typewriter styled keyboard with numeric keypad and 8 programmable function keys, and is adaptable to an optional mouse controller. It's designed to be used with a new and faster disk drive, the 1571. The 1571 offers increased storage (1/2 megabyte 360K formatted) for fast data transfer and multiple operating modes. In the C64 mode, it operates at an average of 300 cps; in the C128 mode, it operates at an average of 2000 cps and is capable of reading most CP/M formatted programs. (By the way, the 1541 drive will NOT work with the C128.) Planned availability is Spring, it should retail around $250.00

C128 Peripherals and Software

In addition to the 1571 disk drive, Commodore also plans an 80-column black and white monitor; 40/80 column RGB/Composite color monitor (also compatible with VCR's); the 1660 Modem which is a direct-connect 300 baud modem; the model 1670 1200 baud modem; and the Commodore Mouse. Commodore also plans JANE 2.0, an integrated "window" program which features word processing, spreadsheet and filing functions. All commands are given by picture (such as a scissors and glue jar for "cut and paste') which has become a very popular way of presenting software for ease of use. Another integrated program, also for the C128, is the PERFECT series by Thorn. The series is comprised of PERFECT WRITER, PERFECT CALC, and PERFECT FILER—all able to work together and share data as they share the same commands. The PERFECT series operates in the 80-column CP/M mode.

The Commodore LCD

New LCD Portable

Commodore plans to enter the competitive market of portable with an all-in-one unit with built-in Commodore 3.6 BASIC, 32 RAM, and applications software including word processing, fi management, spreadsheet, address book, scheduler, calculato memo pad and communications. This light-weight compute (around 5 lbs) has a built-in 300 baud modem and 80 column b 16 line LCD screen. All Commodore serial peripherals are con patible, as well as the 1541 and new 1571 disk drive. The keyboa features 72 keys, as well as eight programmable function key They also had a prototype of a compact 3½" Sony disk drive f the LCD. Release is planned for the first half of the year with retail of around $500.00 (about half the price of the similarly co figured new Radio Shack/Tandy Model 200).

New C64 Interface

Batteries Included announced the availability of the B.I. Printer Interface, which allows any Centronics-style parallel printer (such as Epson, Okidata, Centronics, Gemini, NEC, and others) to be used with the C64. Ease of operation is promised via hardware switches which only have to be set once to select the required functions.

Datasoft Goes to Combo Packages

Following the lead of several companies, Datasoft will introduce combination disks for POLE POSITION, DIG DUG, BRUCE LE, PAC MAN, and LETTER WIZARD featuring both Atari and 64 versions on one.

THE PRINT SHOP (★ ★ ★ ★ / NA) is now available to Commodore 64 owners, provided they own one of the printers supported by this version. The ingenious program from **Broderbund Software** lets anyone design and print stationary, letterhead, signs, greeting cards, banners, or nearly anything imaginable. It includes a supply of brightly colored, pin-feed paper and matching envelopes, and there are eight fonts (typestyles) and a variety of graphics and patterns. Or, a KoalaPad can be used to create custom graphics. (An additional disk containing 120 more designs, "The Print Shop Graphics Library Disk 1," will be available soon at $24.95.) The program works with two Commodore graphics printers, VIC-1525 and MPS-801, although Broderbund cautions that the lower resolution of these printers may result in slight differences between examples in the manual and actual output. Other printers supported are Epson RX-80/MX-80 & 100/FX-80 & 100, Star Micronics 10X/15X, C-Itoh 8510, Legend 880, NEC 8023A, Panasonic KX-P1090/1091, Mannesmann Tally Spirit 80, Blue Chip, and Okidata 92/93. (Okidatas produce unacceptable results with the smallest fonts in some situations.) Recommended interfaces include Xetec, Cardco, Grappler CD, Tymac Connection, TurboPrint/GT, and Micro World-350, although some others may work. If you have one of the right printers, this program belongs in your library. It opens up a world of fun and creativity—and isn't that why you bought a home computer in the first place? (Disk; also available for Apple II at $49.95; coming soon for Atari.)
Recommended. (MSR $44.95)

ENCOUNTER! (★ ★ / ★ ½) is a futuristic tank warfare game from **Synapse Software.** Reminiscent of both Atari's *Battlezone* and Activision's *Robot Tank*, the game puts the player at the controls of an "Alien Seeker," which is being attacked by enemy saucers and drones. Using information from a scanner screen, the player attempts to eliminate all enemy craft before the seeker itself is hit four times, depleting its shield strength. Graphics are quite plain, and the game is not as exciting as others of its type. (Solo play; Joystick; Disk backed with Atari version.)
Not recommended. (MSR $19.95)

BLUE MAX 2001 (★ ★ ★ / ★ ★ ½) from **Synapse Software** is identical to the Atari version, reviewed elsewhere in this issue. (Solo play; Joystick; Disk backed with Atari version.)
MSR $19.95

Another C64 Speed-Up Program

Access Software plans MACH 4, a program which features a fast loader (promising 400% increase in loading programs into the 1541 drive), Basic + 4K, which copies and switches out the existing Basic and Kernal Roms to provide an additional 4K of additional Basic workspace. The third feature of the program is a Directory Manager. Suggested retail will be $24.95

"Smash Hits & Double Plays" for Atari, C64

Software bargains can be had from **Synapse Software**: two games on one disk for $24.95. Three of the packages are for Atari, three for C64. The primary games for both systems: **Rainbow Walker** (★ ★ ★ ½ / ★ ★ ★ ½), **Quasimodo** (★ ★ ½ / ★ ★ ★), and **New York City** (★ ★ ★ ½ / ★ ★ ½). "Rainbow Walker" is a charming, musical game of hopping and changing colors on a scrolling, curved rainbow in the sky—it's addictive! "Quasimodo" is also very musical as it challenges you to bonk advancing soldiers, swing from giant bells, and find jewels in a castle. "N.Y.C." opens with the Scott Joplin rag, "Easy Winners," but there are no easy winners in this mad dash to see the sights in the Big Apple. Everything costs lots of money, and every tourist attraction is full of dangers for the unwary. The second feature of "N.Y.C." (C64) and "Quasimodo" (Atari) is **AIR SUPPORT** (★ ★ ★ / ★ ★ ★ ½), **which has you piloting a chopper in support of your robot troops on the ground. This complex little gem will definitely appeal to those who like a combination of action and strategy in their wargames. "N.Y.C." (Atari) is backed with ELECTRICIAN** (★ ★ ½ / ★ ★)—the weakest game in the group, in our opinion. The idea is to wire eight buildings, traveling among them via an underground maze. **Countdown** (★ ★ / ★ ★ ★) is the bonus with "Rainbow Walker" (Atari). It has a very simple look, but it's loaded with challenge as you maneuver through the perilous mazes of an enemy missile launching silo. **Doughboy** (★ ★ / ★ ★ ★) is the flip side of "Rainbow Walker" (C64), and it's a six-screen mission to rescue the President from a P.O.W. camp. This one is especially good for two players, since one can be the "good guy" while the other mans the enemy rocket launcher. "Quasimodo" (C64) includes **Warriors of Zypar,** the only one of this group that we haven't seen. The concept is a good one, offering lots of value to gamers. (MSR $24.95 each)

High Res Adventure in Five Languages!

MicroFun plans JOURNEY TO THE CAVERNS OF DOOM, a high res adventure game where the player uses icons to advance the play. The twist is that the game can be played in five languages—English, French, German, Italian, and Spanish! There will also be a sequel to the popular Death in the Caribbean entitled CARIBBEAN QUEST. We also saw an unfinished version of the ColecoVision JULIUS ERVING/LARRY BIRD ONE ON ONE and, frankly, due to the restrictions of the system, we were not impressed with the graphics. The figures are very boxy; however, we were not able to play the game so the gameplay may make up for the inferior (compared to the computer versions which we were very spoiled with) graphics. We will, of course, do a complete review as soon as the title is available.

Game Screens and Reviews

Whenever possible, we obtain game screens from the manufacturers so that our readers can see how a game or other program looks, in addition to giving descriptions and evaluations in our reviews. Many of you have requested that we use screen art for all reviews, even if it means using artwork that may not reproduce well. (This is often the case when we must work from a color slide or color print.) In a further-effort to provide some idea of what programs look like, we have begun to use screens from the instruction booklets when nothing else is available. Although these are usually drawings, rather than actual screen reproductions, they do give an impression of a program's appearance. You, our readers, have told us that you would rather have some idea of a program's appearance than nothing at all. Unfortunately, we still won't be able to provide artwork for all reviews. Some manufacturers use neither artwork nor photos on packaging or in the instruction booklets.

Suncom's Party Quiz Game Lowered

Suncom has lowered the price of its computer question/answer game, PQ by $20.00. The Atari/Commodore version now retails for $49.95 while the Apple version now costs $54.95.

PQ, THE PARTY QUIZ GAME from **Suncom,** has just been expanded by four additional trivia question disks. Each disk boasts over 2700 additional questions and greatly expand the playability of the original game (reviewed in our December, 1984 issue). The four Library disks include GENERAL EDITION 2 which features questions covering several subjects including sports, history, entertainment, politics, literature, and more; ENTERTAINMENT EDITION which covers all aspects of that business including movies, Broadway, music, TV, etc.; SPORTS EDITION covering all the major sports as well as the Olympics; and EDUCATION EDITION which covers all the subjects such as History, Science, Math, the Constitution, Grammer, etc.

We enjoyed the original PQ very much and these additional software packages simply add to its value for the entire family. MSR $29.95 each (Apple); $24.95 each (C64/Atari)


New Voice Synthesis

Covox has come up with an interesting product for Apple and C64 which allows you to "teach" your computer to speak in your own voice, in any language, and with any accent. Another application of the VOICE MASTER is word recognition. In other words, you can give verbal commands to your computer by storing words or phrases to be recognized. The third portion of the program is VOICE HARP, software which allows you to compose and perform music in real time by humming or whistling! Your voice or whistle pitch will write the notes for you—including durations and rests. Watch our March issue for a full review.

Datasoft Plans Pole Position II

In addition to a very interesting sneak we saw of Datasoft's planned release, ALTERNATE REALITY, they also told us they are working on POLE POSITION II which will feature several tracks, as well as an option to build your own track (C64, Atari, Apple). Another project in early development is ELEVATOR ACTION, in which you must work your way down from the 30th floor of a building with top secret documents.

Call To Glory

SubLogic's "work in progress', JET, will take you on your own Call to Glory! We had a chance to sneak-preview the program (no release date or machine capability available yet) and watched as the F-16 Fighting Falcon twirled and spun high above the ground; as well as the F-18 Hornet which takes off from an aircraft carrier and must land on the rolling deck, after dark, at over 400 mph! This could be another beauty!
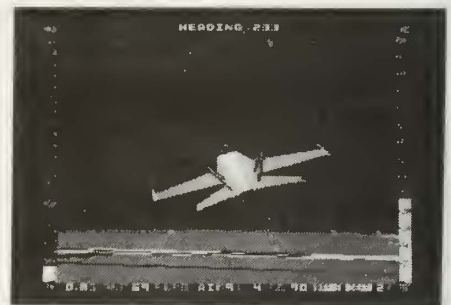
JET from **SubLOGIC**

Current Product Upgrades

Meanwhile, SubLogic has been busy revising NIGHT MISSON PINBALL in order to run on the PCjr and PC AT, as well as revising the C64 version in order to take advantage of the color capalties of the computer.

Indus Has C64-Compatible Drive

An announcement which could offer major relief to Commodre owners is the availability of an Indus disk drive for the C64 w ch is, according to Indus, 100% compatible. Indus has made itll quite a name with its Atari-compatible drive and they promise at the operating speeds on this drive are up to 400% faster than the 1541! We hope to have a unit in-house within the next wee or two and will bring you a complete report.
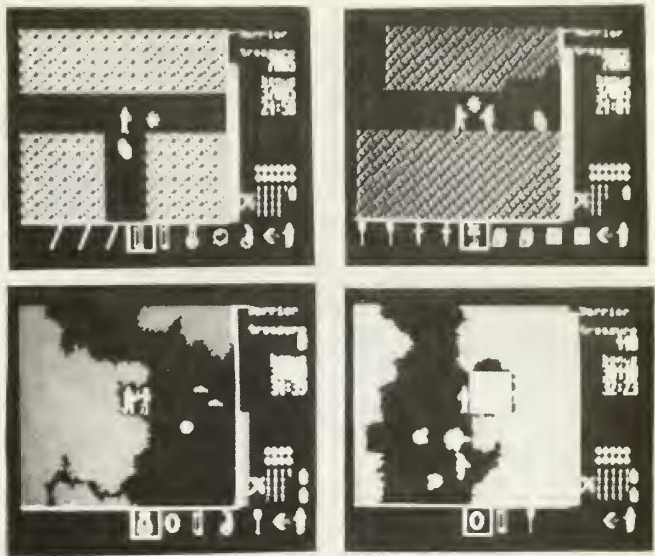
CRITICALLY SPEAKING.. APPLE-COMPATIBLE

MINER 2049er II (★ ★ ★ / ★ ★ ★ ½) from **MicroFun** is a sequel by Mike Livesay, the designer who programmed the Apple translation of the original *Miner 2049er,* which was created by Bill Hogue of Big Five Software for Atari computers. (See review in this issue of Hogue's own sequel, *Bounty Bob Strikes Back*.)

Ten Screens

MINER 2049er II contains ten screens of action for Bounty Bob fans who have mastered the first game. As in the original, the object is to have Bob cover every bit of the mine's framework to "claim" it. The radioactive mutants are back to make Bob's task a difficult one, and the mine screens are full of tricky gadgets and seemingly impossible tasks. Fortunately, the designer gives the player a brief glimpse of all ten screens before the game begins. If he hadn't done that, it might be months before most players could see most of the screens! With no choice of difficulty levels, this game is tough from the outset. Each screen resets completely when Bob dies— filled in framework opens up again, and all mutants are reborn. Thus, the player must complete a screen without losing a life in order to advance to the next screen. Although it gave us fits, we really enjoyed this game. (That's one of the paradoxes of entertainment software: the more frustrating the game—up to a point— the more appealing to the diehard gamer.) Graphics look very much like the original *Miner 2049er*. They are fairly simple, and Bounty Bob is still a very strange-looking fellow. However, graphics are entirely secondary to the real attraction of this game: unrelenting challenge to mind and coordination. (Solo play; 2-Player alternating; Pause; Joystick.)
Recommended. (MSR $39.95)

IND PROBER from **Human Edge** is an interesting bit of pop sychology that purports to help you analyze anyone in your life id "see people as they really are." You enter a potential subject name, indicating whether male or female, under or over 18. ou are asked to agree or disagree with a list of adjectives as they ply to your subject, such as unconventional, independent, emthetic, loyal, egotistic, etc. When you've responded to the entire of adjectives, the program prepares a report on your subject, vering the individual's introductions, relationships, attitudes ward work, coping with stress, personal interests, attitudes toward (toward school for those under 18), and "what makes them ." The report can be sent to screen or printer. The program inual includes a book-length treatment on "Reading Others" and ter than six pages of bibliography.

Don't Take It Too Seriously

No doubt about it—this program is fun to play around with. wever, we would caution anyone not to take it too seriously. ile we found that the program did generate some fairly accurate criptions of people we know well, there were inconsistencies, . We entered a whole series of intentionally opposite reactions t "Mr. Sample Subject." Just to see how the program would dle such obvious contradictions, we agreed with 'independent, endent, kind, quiet, talkative, comforting" and disagreed with aritable, consoling." In short, we tried to make assessment difflt, if not impossible. The program had no problem giving us ry reasonable-sounding analysis of Mr. S.S.! While this program might be used as a springboard for discussion, it should not onsidered an unquestioned "expert" on psychology. (Also lable for IBM PC/PCjr, Macintosh; for C64 at $29.95.) R $49.95)

A Survival Adventure

Eduware will release WILDERNESS: A SURVIVAL ADVEN-RE, planned as a simulation of a true-to-life wilderness survival erience. Two scenarios are planned—one in which the player is sole survivor of an airplane downed in the Sierra Nevada moun-range and the other in which the player is an archeologist seek-a lost city of gold. Crisp 3-D graphics are promised with the abili-o creat scenes as the players point of view changes.

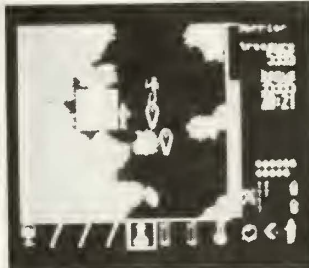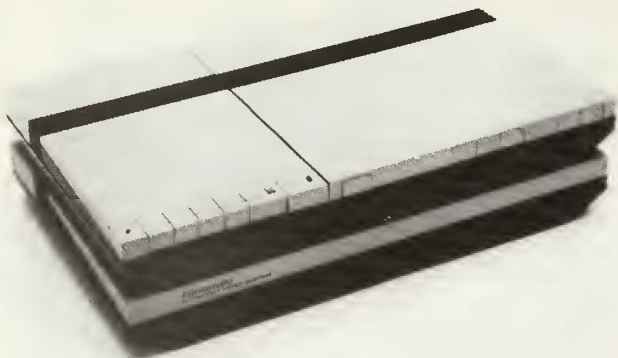**GEMSTONE WARRIOR** (★ ★ ★ ½ / ★ ★ ★ ★) is an action-adventure with the accent on *action!* **Strategic Simulations** is justifiably well-known for more cerebral games, but this quest gets the adrenaline flowing like no other SSI game ever has! As the story goes, the Demons of the Underworld have stolen the Gemstone that was the source of simple, good magic for humankind. Unable to use its powers, the Demons broke the Gemstone into five fragments, which they secreted in their maze of subterranean caverns. The player as Warrior ventures into the depths, hoping to slay the Demons and other evil creatures, find the five pieces of the Gemstone, and restore it to its rightful human owners. There is a time limit for exploring the 90 caverns and rooms of the Underworld, fighting monsters, using magical objects found along the way, and (one hopes) finding the Gemstone pieces.

Unrelenting Pace

The pace is unrelenting, the action non-stop in this exciting adventure. It's hard to catch a breath between monster attacks, and you never know what may be lurking around the next corner. Whether you control your Warrior with keyboard or joystick, there is so much to keep track of that it can be overwhelming at times. The characters are fluidly animated, heightening the sense of realism. (The accompanying picture doesn't do justice to the beauty of the graphics you'll see on your own TV or monitor screen.) This one is a must for adventurers who yearn for more action in their games. (Solo play; Pause; Keyboard or Joystick with Keyboard.) (Also available for C64.)
Recommended. (MSR $34.95)

More Construction Sets

Electronic Arts, having had good success with their Pinball Construction Set and Music Construction Set, will take it a step further with MAIL ORDER MONSTERS. The player can design his own monster from a catalog of body parts, weapons, and defenses, and pit them against each other. In RACING DESTRUCTION SET, you can customize your own race tracks, and modify the design of the vehicles. The game will feature an "isolated camera" display with split-screen scrolling so that you can view your own car and position on the track regardless of where your opponent is. Initially, both programs will be available for C64.

The "Advanced Video System'—cartridge console, data recorder, and keyboard fit together for a very neat package.

Nintendo's Advanced Video System—cartridge console and remote controller

New Video Game Console

Defying the odds, Nintendo has introduced a "state of the art" video game console which they hope to ship in the U.S. before June. Introduced in an earlier form as the "FCS" in Japan last year, the unit has sold over 2.5 pieces and 15 million software cartridges in that country. A very compact and "neat" unit, it boasts high graphics and gameplay due to a proprietary CUP and PPU (picture processing unit). Whereas previous technology allowed for 16-color dot resolution, the Nintendo Advanced Video System offers 52 colors, an enhancement which allows realistic 3D imagery, depth of field, and brilliant tone refinements.

Edit Function

For those who wish to create original games, Nintendo plans to offer an optional keyboard module. With the Game Basic cartridge, the player can create their own games which can then be stored in the optional data recorder and saved for later play. In addition to programming "from scratch," there will also be a series of Edit Series games in which the player can re-design action sequences. The first two games to be offered in this mode include EXCITE BIKE and LODE RUNNER (yes, this is the award-winning game that Broderbund has available in several formats).

Infrared & Wireless

The unit boasts totally remote operation with no wires due to the use of infrared and an optional Light Wand/Gun works in the same manner for a series of target games. You can go hunting or skeet shooting in such games as DUCK HUNT, HOGAN'S ALLEY, and WILD GUNMAN or use the wand as a pointer for educational games.

Music Board

A 3-octave music board is the final add-on available. With a variety of rhythm patterns, instrument sounds, and chords, the player can play it through the video system with each note struck being displayed on the TV screen. The unit has a built-in speaker and batteries, but the sound is greatly enhanced when playing through the Video System and your TV.

Over 25 Software Cartridges

The obvious advantage of introducing a unit which has alread had success overseas is the fact that there are several software car ridges available immediately. We saw virtually all the games u and running with visitors to the booth able to play them from sta to finish (no prototypes here). The graphics on this system a superb—crisp and colorful and there is a nice assortment of game In the sports area, you can have a fine game of TENNIS, GOL (offering a double screen perspective with both the player's poin of-view, as well as the course), BASEBALL, and NINTENDO 50 The baseball game offers the use of several different play maneuve along with simultaneous two-player interaction and changes perspective. Video arcade classics such as PINBALL, DONKE KONG 3, BALLOON FLIGHT, and ICE CLIMBER where al shown.

Frankly, in spite of the fact that we reported the existence this machine a year ago, we were very surprised to see it due the fact that everyone has run SCARED regarding dedicated gan systems. Certainly its eventual success in this country is impc sible to predict; however, the booth was VERY busy every tin we walked past it. We got a kick out of all the men in suits wi their target guns as they attempted to hunt ducks out in the bus Their representatives would not give us pricing, probably becau they wanted to "test the waters" during the show and probat spoke with many potential distributors attempting to decide tl price at which this can be a success. The Nintendo Advanced Vid System could be a fine substitute for all those who were so sor disappointed when the 7800 failed to be released. We will ke close tabs on this story and will report all new information as w as providing in-depth reviews of the hardware and software as ready to reach market later this Spring.

News From Halcyon

We reported on the revolutionary Interactive Laser System, HALCYON, last summer. They have begun shipment of the units and are featuring a new laser game for the system. NFL FOOT-BALL is made up of ACTUAL game footage in which you can truly play armchair quarterback as the Los Angeles Raiders and San Diego Chargers go at it!! Now it can be Sunday afternoon at your house any day as you make the calls and see the results before your eyes. The system is expensive (around $2000 complete) and the software runs around $100; however, we're still knocked out over the concept.

CRITICALLY SPEAKING..

COLECOVISION-COMPATIBLE

CHOPLIFTER (★ ★ ★½ / ★ ★ ★½) from *Coleco is identical to the version offered as part of THE BEST (BRODERBUND* reviewed in the ADAM section of this month edition. (solo play; two-player alternating; pause)
Recommended

CABBAGE PATCH KIDS PICTURE SHOW
(★★★/★★★) from **Coleco** allows your child to learn how to "paint" while creating various Cabbage Patch scenes. Your child can paint and place props on a blank screen as well as several sets such as a backyard, living room, or kitchen. There are many props which can be used, beginning with the actors and their costumes. There are indoor and outdoor props which you can place anywhere you like. The scene can be "painted" in many different colors, and the actors can be animated to move, fall, jump, as well as music being chosen. The entire play can be saved to be played back later!

Early Learning in Painting

With paint programs for computers so popular, as well as many programs which use that type feature (especially for Macintosh), this is an enjoyable way for children to be introduced to paint abilities. Such benefits as pre-reading skills, as well as narrative sequencing can be learned while the child is enjoying their Cabbage Patch show. Recommended for children 4-8, this can provide hours of learning fun.
Recommended

TAPPER (★★★★/★★★★), also from **Coleco,** brings the popular arcade game home to ColecoVision owners. Sam, the bartender must, once again, slide root beers across bars to his thirsty customers. The first screen is the Old West Saloon. As customers keep entering the saloon, Sam must fill the glasses from his tap and slide them down the counter before the customers reach him. Once Sam satisfies everyone in the saloon, it's on to the infamous "Soda Bandit" who shakes five of the six soda cans on the bar. Then, just as in the old "shell game," the cans are shuffled about and Sam must pick the one that hasn't been shaken for bonus points. The next set of bars is Sam's Stadium Soda Fountain. If you've ever waited in line for a drink at halftime, you'll get the picture of how many customers Sam has to satisfy! There are more bonus rounds and Sam's Space Soda Fountain too. All in all, a frantic game!

Fine Rendition

ColecoVision is an ideal machine for a game such as Tapper. It's colorful, musical, and the zany play action is a challenge to anyone who enjoys arcade games. Our only complaint with this version is a lack of different screens. In other words, you must go through two or three levels of the same screen to advance, as opposed to a total change in scenery. However, the bonus rounds are there and, all in all, it's a fun game for the entire family. (solo play; two-player alternating; pause) (also available for Apple, Atari, IBM PC computers; Atari 2600)
Recommended

Trolls & Tribulations

Creative Software showed a new strategy action game, entitled TROLLS AND TRIBULATIONS. In the game, the player must lead trolls through treacherous underground caverns to recover treasures that have been hidden there for centuries. Success is dependent on your skill in combatting the cretins and the wisdom with which you choose your path. Planned availability is for C64, Atari, and Apple. Creative is also planning support for Macintosh via several entertainment titles in development, as well as CREATIVE FILER.
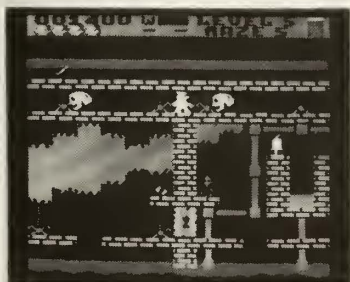
UP'N'DOWN (★★★/★★★½) from **Bally/Midway** and **Sega** is a fun-filled adaptation of the coin-op hit. The player controls a "Baja Bugger" on a madcap, zig-zagging road race. The object is to collect all the flags on the course and avoid being bumped by the other racers. The Baja Bugger is a most unusual vehicle, because it can jump over the other racers or earn you points for jumping and landing on top of another racer. Watch out, though, because it's awfully easy to jump the Baja Bugger right off the road and into oblivion! If you can nab all the flags on the course, your Baja Bugger will move to the next road. There are three different roads which are repeated for a total of nine courses.

Plays Much Like the Arcade Game

Graphics in this game are nice and colorful. There is some blinking when several moving objects are on the screen at once, but it's not objectionable. The musical accompaniment is bright and bouncy, contributing to the light-hearted appeal of the game. This adaptation plays very much like the arcade original, making it a must for collectors of Atari 2600 games. New releases for this system are extremely scarce these days, so it's especially nice when one of the few new games is a good one. (Solo play; also available for Apple II, Atari, C64 computers.)
Recommended. (MSR approx. $20.00)

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AVAILABILITY UPDATE

ATARI COMPUTERS

FIRST QUARTER
Ballblazer (EPYX)
Barbie (EPYX)
B.C. Grog Revenge (SOL)
Broadsides (SSI)
Chipwits (EPYX)
x-Computer Ambush (SSI)
x-Dig Dug (DS)
Empire (EPYX)
F.B.I. (EPYX)
G.I. Joe (EPYX)
Hot Wheels (EPYX)
Impossible Mission (EPYX)
London Blitz (AH)
Lost Tomb (DS)
x-Mr Do (DS)
x-Pac Man (DS)
Pitstop II (EPYX)
Pole Position (DS)
Print Shop (BRO)
Quest for Quintana Roo (SUN)
Reforger 88 (SSI)
Rescue on Fractalus (EPYX)
Right Stuff (EPYX)
Rock N' Rhythm (SPN)
Rogue (EPYX)
Space Cowboy (AH)
Serpent Star (BRO)
Summer Games II (EPYX)
Trolls & Tribulations (CREAT)
Twisted (TRAP)
Two on Two Sports (EPYX)
JANUARY
x-Bounty Bob Strikes Again (BIG5)
x-Ghostbusters (ACT)
Mindwheel (SYN)
Suspect (INF)
FEBRUARY
Q*Bert's Qubes (PB)
MARCH
Essex (SYN)
Halley Project (MIND)
Miner 2049er II (MF)
Pole Position II (DS)
Wrath of Quintana Roo (SUN)
APRIL
Raid Over Moscow (ACC)
SECOND QUARTER
Breakers (SYN)
Brimstone (SYN)
Great American Road Race (ACTV)
Ronin (SYN)
THIRD QUARTER
Alternate Reality (DS)

COMMODORE 64

FIRST QUARTER
x-Adventure Construction Set (EA)
Alternate Reality (DS)
Ballblazer (EPYX)
x-Baltic 85 (SSI)
Barbie (EPYX)
Blackjack (SCRN)
Burgertime (COL)
Chipwits (EPYX)
x-Dig Dug (DS)
Empire (EPYX)
F.B.I. (EPYX)
x-Field of Fire (SSI)
G.I. Joe (EPYX)
Hot Wheels (EPYX)
Journey to Cavern of Doom (MF)
Mindshadow (ACT)
x-Mr Do (DS)
Moreta: Dragonlady (EPYX)
Muppet Welcome Aboard (BRO)
On Court Tennis (GAME)
On Track Racing (GAME)
x-Pac Man (DS)
x-Pole Position (DS)
Rescue on Fractalus (EPYX)
Right Stuff (EPYX)
Rogue (EPYX)
Serpents Star (BRO)
Sierra Championship Boxing (SOL)
Stunt Flyer (SOL)
Summer Games II (EPYX)
Surf (JAL)
Tracer Sanction (ACT)
Trolls & Tribulations (CREAT)
Two on Two Sports (EPYX)
Viking Raider (INT)

JANUARY
x-Gemstone Warrior (SSI)
Many Ways to say I Love You (CBS)
Miner 2049er II (MF)
Mystery Master-Felony (CBS)
Quink (CBS)
Railroad Works (CBS)
Speak & Seek (IMG)
Wordfinder (CBS)
FEBRUARY
Barbados Booty (PB)
Caribbean Quest (MF)
Interplanetary Pilot (CBS)
Lost Tomb (IMG)
Macbeth (IMG)
Mach 4 (ACC)
Mail Order Monsters (EA)
Mindwheel (SYN)
Music Studio (ACT)
OnField Football (GAME)
Q*Berts Qubes (PB)
Rock N Bolt (ACT)
Sea Voyager (CBS)
Spritemaster 2 (ACC)
Web Dimension (ACT)

MARCH
Bounty Bob Strikes Again (BIG5)
Essex (SYN)
Master of Lamps (ACT)
Racing Destruction Set (EA)
Short Circuit (MF)
Time Machine (IMG)
SECOND QUARTER
Alcazar (ACT)
Breakers (SYN)
Brimstone (SYN)
Countdown to Shutdown (ACT)
EduCalc (Grolier)
Fireworks (ACT)
Ronin (SYN)
APRIL
Karateka (BRO)
Skyfox (EA)
MAY
Mastering the ACT (CBS)

APPLE II / IIE

FIRST QUARTER
Alternate Reality (DS)
Bank St Storybook (MIND)
Barbie (EPYX)
B.C. Grog's Revenge (SOL)
Beamrider (ACT)
Burgertime (COL)
Carmen Sandiego (BRO)
Computer Baseball (SSI)
Computer Quarterback (SSI)
Damiano (IMGC)
x-Dig Dug (DS)
G.I. Joe (EPYX)
H.E.R.O. (ACT)
Hot Wheels (EPYX)
Injured Engine (IMGC)
Journey to Cavern of Doom (MF)
Kings Quest II (SOL)
Mindshadow (ACT)
Mr Do (DS)
x-Pac Man (DS)
Pitstop II (EPYX)
x-Pole Position (DS)
Science Tool Kit (BRO)
Short Circuit (MF)
Station 5 (MF)
Stunt Flyer (SOL)
Summer Games II (EPYX)
Tracer Sanction (ACT)
War in Russia (SSI)
Wizardry Scenario 4 (SIR)
JANUARY
Mystery Master-Felony (CBS)
Railroad Works (CBS)
Sea Voyager (CBS)
Word Finder (CBS)
FEBRUARY
Barbados Booty (PB)
Blackjack (SCRN)
Caribbean Quest (MF)
Essex (SYN)
Interplanetary Pilot (CBS)
Many Ways to say I Love You (CBS)
Mastering the ACT (CBS)
Mindwheel (SYN)
Q*Bert's Qubes (PB)
Quink (CBS)
Space Shuttle (ACT)

MARCH
Beach Head (ACC)
Raid Over Moscow (ACC)
Trolls & Tribulations (CREAT)
Wilderness (Eduware)
SECOND QUARTER
Breakers (SYN)
Brimstone (SYN)
EduCalc (GROLIER)
Halley Project (MIND)
Music Shop (BRO)
Ronin (SYN)

IBM PCjr

FIRST QUARTER
Alternate Reality (DS)
x-Ancient Art of War (BRO)
Barbie (EPYX)
BC Grog's Revenge (SOL)
Bruce Lee (DS)
Conan (DS)
Decathlon (ACT)
Dig Dug (DS)
G.I. Joe (EPYX)
Hot Wheels (EPYX)
Lost Tomb (DS)
Mindshadow (ACT)
Miner 2049er II (MF)
x-Mr Do (DS)
Pac Man (DS)
x-Pole Position (DS)
Print Shop (BRO)
River Raid (ACT)
Stunt Flyer (SOL)
Summer Games (EPYX)
Tracer Sanction (ACT)
JANUARY
Quink (CBS)
Seven Cities of Gold (EA)
Word Finder (CBS)
FEBRUARY
Blackjack (SCRN)
Essex (SYN)
Mindwheel (SYN)
Mystery Master-Felony (CBS)
Q*Bert's Qubes (PB)
Railroad Works (CBS)
MARCH
Adept (EA)
Interplanetary Pilot (CBS)
Muppet Learning Keys (KOALA)
Wrath of Quintana Roo (SUN)
SECOND QUARTER
Breakers (SYN)
Brimstone (SYN)
EduCalc (GROLIER)
Music Shop (BRO)
Ronin (SYN)
MAY
Mastering the ACT (CBS)

ADAM

FIRST QUARTER
AdamCalc (COL) ★
Address Book Filer (COL) ★
x-Adventure Pack 1 (VIC) ★
x-Adventure Pack 2 (VIC) ★
x-Best of Broderbund (COL)
Beat of Electronic Arts (COL)
Berenstein Spooky Old Tree (COL)
Berenstein Spooky Old Tree (COL) ★
x-Bounty Hunter (VIC) ★
Cabbage Patch Adv in Park (COL) ★
Cabbage Patch Kids Workout (COL)
Cabbage Patch Kids Workout (COL) ★
CPM 2.2 (COL)
CPM 2.2 (COL) ★
Dragons Lair (COL) ★
Family Feud (COL
Home Software Library (COL)
Home Software Library (COL) ★
Jeopardy (COL)
Math Quest (COL)
Math Quest (COL) ★
x-Recipe Filer (COL)
x-Recipe Filer (COL) ★
x-Savings & Loan (VIC) ★
Scarry's Electronic Wordbook ★
Smart Basic 2.0 (COL)
Smart Basic 2.0 (COL) ★
x-Smart Filer (COL) ★
x-Trek (VIC) ★
2010 Strategy (COL)
2010 Strategy (COL) ★
Utility Kit (COL)
Zaxxon (COL) ★

FEBRUARY
Best of B.C. (Sydney/VTO)
MARCH
Wrath of Quintana Roo (SUN)
Wrath of Quintana Roo (SUN) ★

★ floppy disk format

ATARI 2600
FEBRUARY
Q*Bert's Qubes (PB)

COLECOVISION
FIRST QUARTER
BC Grog's Revenge (COL)
x-Cabbage Patch Picture Show (COL)
x-Choplifter (COL)
Dambusters (COL)
Illusions (COL)
Number Bumper (SUN)
Summer Games (EPYX)
x-Tapper (COL)
x-2010 (COL)
JANUARY
One on One (MF)
Q*Bert's Cubes (PB)
MARCH
Wrath of Quintana Roo (SUN)

ATARI 5200
MARCH
Bounty Bob Strikes Again (BIG5)
Wrath of Quintana Roo (SUN)

COMPANY NAME CODES:
ACC - Access
ACTV - Activision
AH - Avalon Hill
ART - Artwork
AT - Atari
BI - Batteries Included
BRO - Broderbund
CBS - CBS Electronics
COL - Coleco
COMM- Commodore
CREAT - Creative Software
DES - DesignWare
DM - DataMost
DS - DataSoft
EA - Electronic Arts
EPYX - Epyx
FS - First Star
GAME - Gamestar
IMGC - Imagic
INAC - Interactive
INF - Infocom
INT - Interphase
LC - Learning Co.
MF - Microfun
ML - MicroLearn
MICP - Microprose
MIND - Mindscape
MMG - MMG Micro Software
PB - Parker Bros.
PDI - Program Design Inc
PS - Professional Software
SCR - Scarborough
SCRN - Screenplay
SIR - SirTech
SOL - Sierra
SPN - Spinnaker
SSI - Strategic Simulations
STRSIM - Strategic Simulations
SUB - SubLogic
SUN - Sunrise
SYN - Synapse
TRAP - Trapeze
TRO - Tronix
TYM - Tymac
VIC - Victory Software