# Computer Entertainer
# the newsletter

# BITS & PIECES.....

### Infocom Up to More Fantasy and Fun...
### Infocom fans take note!

TRINITY is an epic odyssey across the borders of reality, in a world between *Alice in Wonderland* and *The Twilight Zone*. TRINITY leads you to an alternative universe where magic and physics coexist, and every atomic explosion that has every occurred is inexplicably connected. It's your job to explore this realm, crisscrossing time and space as you struggle to shape the course of history. Trinity is the first Infocom story to recreate actual locations and events. It begins in London, where you are aa tourist determined to enjoy the last day of your $599 vacation, despite ominous rumblings from the superpowers. But your tranquil morning quickly becomes a nightmare as air raid sirens fill the air and a hydrogen bomb threatens the city with instant annihilation. If you're clever, you'll escape through a mysterious white door in a magical world filled with curious artifacts and overgrown with gigantic toadstools. You'll be lead from the Siberian tundra to a tropical island, from deep underground to the depths of outer space. The chilling climax takes place in the New Mexico desert on July 16, 1945 where you'll arrive minutes before the world's first atomic explosion, code-named Trinity.

### New Fiction Plus™ Development System
Written by Wishbringer author, Brian Moriarty, Trinity is the first puzzle-oriented game to be written with Infocom's Interactive Fiction Plus™ development system. Promised are dozens of challenges; nearly six hundred objects and locations, and a vocabulary of over 2000 words. Interactive Fiction Plus, an extension of Infocom's Classic development system, doubles the potential size of a program, allowing for more ambitious stories and sophisticated user interfaces. The package will include a copy of *The Illustrated Story of the Atom Bomb*, a punch-out sundial, a detailed map of the Trinity site, and instructions for folding a paper bird (?!). Trinity is scheduled for all the home machines in June and is geared to the Standard level player (retail will be $39.95).

### A New Computer Graphics Game Too!
Infocom is also planning a unique game of deduction, strategy, and chance. In FOOBLITZKY, you're an unbearably cool canine living in the city of Fooblitzky. It's a dog-eat-dog world, as you rove the crowded streets and busy shops of Fooblitzky, trying to deduce and obtain the four objects needed to win the game. But this is more than a scavenger hunt: victory depends on how well you use funds, keep records, and outsmart your fellow players in this major departure from Infocom's typical fare to date. This multi-player game is a animated graphics adventure which Infocom calls a cross between *Clue* and *Mastermind* and has been under development for over two years (!) and spearheaded by Michael Berlyn (author of *Suspended, Infidel, and Cutthroats* ).

### Social Interaction Between Players
At the start of the game, you and the other players secretly select one of the many whimsical items available in the stores of Fooblitzky. Then you take turns rolling the electronic dice and moving around the sidewalk squares of the city, spending your allowance of foobles as you try to deduce and acquire the four secretly-chosen items. Available shortly at a retail of $39.95, the game is being developed for the Atari XL and XE with 48K and 810 or 1050 disk drive; the Apple II series with 128K; and the IBM PC with 128K and graphics card (will not work on the PCjr).
Watch for our reviews of both new Infocom projects!

### Commodore Lowers Amiga Price
A six-week promotion (April 7 through May 31) has been announced by Commodore on the AMIGA computer and CPU discounting the package $500.00 (making the $1795 bundle $1295). Although the promotion is only for six weeks, we could see it remain in place permanently if successful. Meanwhile, it brings to mind all of the consumers who have already purchased the Amiga at the full price, supporting the machine and Commodore when they most needed it. It seems to us that Commodore should offer those early supporters something for their faith. How 'bout it, Commodore???

Hit RETURN key to continue.



MEAN 18 (♦ ♦ ♦ ♦ / ♦ ♦ ♦ ♦) is *Accolade's* entry into the golf arena with a game including four different golf courses, among them St Andrews, Augusta Nationals which is home to the Masters, and the legendary Pebble Beach. To begin, you should head for the Practice Tee where you can hit a bucket of balls as you work on your swing. It's a great place to try out each of your fourteen clubs to get a feel of how they work. From the Practice Tee, you can move on to the Practice green where you can work on your putting ability. Having a particularly tough time with one of the holes (on any of the four courses)? Just go into the mode where you can practice a hole--play it over and over again until you feel like you've conquered it.

*"Fore"*

Now it's time to get out on the course and play! Within the play mode, you can choose "normal" for one to four players, "Match" for two players going head-to-head for the best score on each hole, or "Best Ball" - 2 teams, four players with the lowest team score winning. Each player can choose professional or regulation tees (pro tee is set further back on each hole); as well as beginner/experienced. The beginner gets perfect aim and the caddy recommends the best club based on distance to the hole (you can override his selection, however), while the experienced player must choose his own club and make more accurate shots. The swing of the club is accomplished by tapping the space bar three times (you'll need some time to get the hang of it) while your left and right arrows will scroll the aim (a full 360 degree rotation is possible). You can get an overhead view of the hole, as well as a look at the scoreboard at any time. The game features a Hall of Fame board for all of you ace golfers!

*Design Your Own*

A really terrific feature of this game is the Course Architect where you can design or modify all or any one of 18 holes, as well as the skyline background, trees and bushes. Add sand traps, bunkers, a lake, and make it as hard or easy as you wish. You'll have an overhead view of the entire hole, and a close-up box of the portion you're working on. This feature gives you tremendous depth to the program.

*Great Game*

The graphics are crisp and colorful, and the gameplay is really top-notch. Playing the courses included gives you hours ar hours of enjoyment. The Course Architect is just an added bonı giving you even more value. The game comes on two disks, wi the disk containing the courses labeled "Famous Course Disk 1 Could that mean that Accolade will release additional course dis in the future? We think that's highly likely as that is an add dimension to games which the players really like. All in all, th is a terrific golf game for any sports fan out there. (game operat on an IBM PC/XT/AT or PCjr with 256K memory, DOS (2.1 higher) and a color graphics adaptor; one to four player; comi for Atari ST and Amiga)

Recommended (MSR $49.95)

### WILDERNESS Coming for IBM

Soon IBM owners can look forward to WILDERNESS, unique survival adventure from Electric Transit that was ve well received by Apple owners in its first release last year. was reviewed in our August, 1985 issue.) The game incorporat portions of the U.S. Air Force Survival School manual and tes your ability to find your way in the Sierra Nevada wilderne The IBM version is said to incorporate additional features a faster playing speed than the original game for Apple.

*Lunar Exploration*

Electric Transit also plans another realistic adventure, LUNA EXPLORER. Set for simultaneous release next month in IE and Apple versions, this game lets you pilot a lunar landi vehicle and learn about the application of the laws of motion a gravity. LUNAR EXPLORER appears to represent a case perfect timing on the part of its designers, since it fits perfec with recently reported long-range plans of the Natior Commission on Space that would place manned settlements the moon in 30 years. Permanent colonies on the moon (and la on Mars) would support industry, exploration, prospecting a

mining operations. With LUNAR EXPLORER, you don't e have to wait 30 years!

*Demented Puzzles*

Electric Transit's resident expert on demented puzzles, D d Mullich, is said to be working on something that incorporate is very special way of torturing adventure gamers. (You iy remember THE PRISONER, a Mullich creation that drove r e than a few gamers to the brink of insanity as they tried to es e the Island.) We'll let you know what he's up to when is program is further along in development.

### Another Contest from Mindscape

A match race competition awaits sailors with the skill to ma r the upcoming Mindscape release, THE AMERICN CHALLENGE; A SAILING SIMULATION, with e it top finalists winning a modem and then competing against h other to win a trip to Perth, Australia, to watch the t America's Cup Race in 1987. Details on the contest wil e available with the release of the software, planned for Apple d IBM computers.

**THE RATING SYSTEM:**
4 SYMBOLS = EXCELLENT    2 SYMBOLS = FAIR
3 SYMBOLS = GOOD    1 SYMBOL = POOR
♦ = ENTERTAINMENT PROGRAMS (1st set of diam ıds =quality of graphics; 2nd set=quality of game play ınd entertainment value)
◊ = APPLICATION PROGRAMS (1st set of diam ıds =quality of graphics; 2nd set=quality of performance ınd suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated for grap cs

Any program for a given system is compared only to other pro ıms for the same system. In other words, all C64-compatibles are j ged separately from Apple. Some programs which are virtually ide ical, for multiple systems will be so noted. When we review softwa for more than one system, we will note differences and which syster we reviewed.

LEADER BOARD (◆ ◆ ◆ ◆/◆ ◆ ◆ ◆) is billed as a "Pro Golf Simulator" by its designers Bruce & Roger Carver of Access Software, and it's superb for golfers and non-golfers alike! Simple in premise, it will test your concentration and control as you work your way through any one of four available 18-hole courses built-in to the program. You'll have quite a few choices to make as you work your way through the courses. As your man comes up to the tee, vital information is given on the screen--distance to the hole, par, wind (in pro level only), as well as slicing, hooking, etc. In fact, we would strongly suggest that you visit the driving range included first so you can get a feel for the critical timing of working with the joystick in the swing, power, and snap of the ball. Once you're at the tee, you'll have to make a choice of which club to use (a guide of distances you can expect from the various woods and irons is included in the documentation). There's a cursor which you'll line-up for the direction you wish to swing, as well as a power/snap indicator which helps you in your timing of the power and snap of your ball upon release. You'll get a very strong sense of 3D graphics as you approach each shot, with the program constantly scrolling forward to the location of the ball on each hole. Once you reach the green, the computer will automatically provide the putter for your golfer. There is a slope indicator on the green which will help you in the direction you should put to reach the hole. Of course, you'll also have to worry about getting the right feel for the strength of the put (we found ourselves constantly over-putting the hole).

## The Leader Board

For our non-golfing friends, we want to give an explanation of what the title of this game means. (Considering the fact that we feel this game is great for non-golfers, as well as golf addicts, we wonder if Access will be able to easily market the game to the non-golfers who don't have an inkling as to what the phrase "LeaderrBoard" means.) In Tournament Golf, there is always a scoreboard which posts the leaders throughout a tournament. Obviously, not all players have played the same number of holes, so this tells entrants, especially those playing before a leader who's burning up the course, who's shooting the lowest scores and, therefore, the biggest threat throughout the tournament (an event which usually runs through four days and 72 holes of golf).

## Addictive

With golfing not a forte of anyone on our reviewing staff, we were concerned that we'd have a tough time getting through this one. We even made arrangements for a golfing friend to come in and play it for awhile so we could get a realistic feeling of how enjoyable the program was. However, we found ourselves unable to tear ourselves away as we wanted to play "just one more hole." Even though we began on the novice level, the courses were not easy. It seemed as though we were constantly ending up in the water, accompanied by a realistic "ker-plop." In fact, the sound on this game is extremely realistic from the club meeting the ball, to the drop of the ball into the cup. By the way, when we finally gave-up the computer to our golfing friend (who's more like a fanatic), we couldn't get the computer back from him! Four tough courses and three levels of play will keep you busy for hours upon hours. And, if that's not enough, Access plans additional 18-hole course layouts for use with this program. Each disk contains four courses of varying difficulty at a price of $19.95 each (Tournament Disk #1 is already available directly from Access). Whether you've actually played a round of golf or not, this one is a real winner! (one to four player simultaneous; joystick required; program includes security key which must be plugged into cassette port in your Commodore--this is to guard against piracy of the program) Recommended (MSR $39.95)

THE BARD'S TALE (◆ ◆ ◆ 1/2/◆ ◆ ◆ 1/2/) is a role-playing adventure designed by Michael Cranford of Interplay Productions for *Electronic Arts*. It's a multiple-character, medieval quest in which you attempt to save the town of Skara Brae from the evil wizard, Mangar the Dark. All the really experienced fighters have disappeared from Skara Brae, so you'll have to make do with whatever you can pull together. You may choose your own party of six or use the ready-made "A Team" provided on the character disk. Typical of such fantasy games, you must choose your characters' race (human, elf, hobbit, dwarf, half-elf, half-orc, gnome), name, and class (bard, warrior, paladin, hunter, rogue, conjurer, monk, magician). Additional classes available to experienced characters are sorceror and wizard. The computer assigns attributes (strength, intelligence, dexterity, constitution, luck) based on a combination of racial "genes" and luck. While the Apple version of this game lets you use characters from WIZARDRY or ULTIMA III, the Commodore version has no such provision.

### Beasts in the Town

Once you establish your adventuring party, it's into the town to begin your explorations. Because of Mangar the Dark's evil influence, there are more beasts and monsters around than any town of this size might be expected to harbor. Oh well, that's what you're here for! Your characters must fight to gain valuable experience. And you'll soon learn that there's plenty of action in the dungeons beneath the town, too. Besides the usual forms of physical aggression, you'll find that magic plays a very important role in this game, with even novice adventurers able to use some spells. Bards have especially good magical abilities, with their songs having some very unusual effects during combat or exploration.
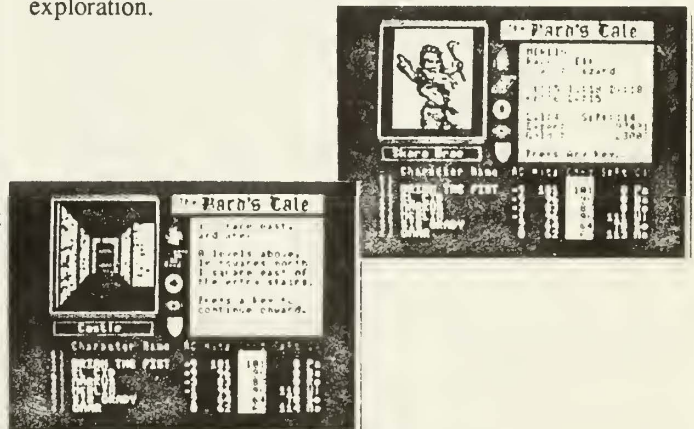


*Lots of On-Screen Information*

The amount of information available to you at all times on the screen makes THE BARD'S TALE especially enjoyable. A list of all party members and their status appears at the bottom of the screen, while text and graphics windows always let you know what is happening. We really enjoyed the animated, three-dimensional pictures in the graphics window and the excellent sound. And we appreciated the quick action of the game, especially in the fighting sequences. Altogether, THE BARD'S TALE is a lively fantasy game that will keep you entertained for many hours at the keyboard. (Solo play; Keyboard; Pause; Blank disk required.) Commodore 64/128 version reviewed; self-booting on C128. Also available for Apple II at $44.95.

Recommended. (MSR $39.95)

## Strategy Game for Amiga and ST

Classic Image, a new software company based in Cincinnati, is planning release of DIABLO for the Amiga and Atari ST, following that games' success in Europe (first called Diablotin on the Continent) where it was invented over 50 years ago. The game involves moving a ball along a constantly shifting track--232 sections of it, arranged on 116 moving panels.

## Critically Speaking...

**SUPER BOULDER DASH** (♦ ♦ ♦ ♦ / ♦ ♦ ♦ ♦) brings back one of our all-time favorite action-game heroes, the one and only Rockford. You may remember that the original BOULDER DASH, designed by Peter Liepa for *First Star Software*, collected well-deserved awards from our newsletter and just about everyone else in 1984. First Star has licensed both the original and Liepa's sequel, BOULDER DASH II, to *Electronic Arts*. All sixteen wonderful screens of the original BOULDER DASH plus sixteen brand-new caves in BOULDER DASH II come together in a package from Electronic Arts that is guaranteed to delight even the most demanding arcade gamer.
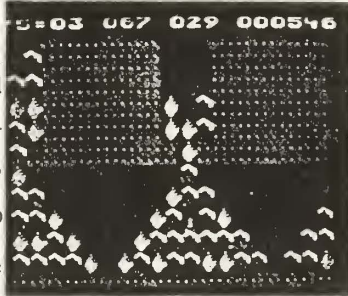
### Slightly Warped Physics

The concept on which the BOULDER DASH games are built is deceptively simple and devilishly challenging: a slightly warped application of the laws of physics. You control Rockford, an endearing little hero, as he tunnels his way through caves to gather sparkling diamonds. Huge boulders are suspended in the earth of the caves, and strange things happen when Rockford digs passages near them. They roll, they tumble, they bonk him on the head. They stand in great stacks right above him--until he moves. Once you learn how they interact, you can develop the strategies that let Rockford gather his quota of diamonds within the time limit so that he can move on to the next cavern.

### More Than Boulders

However, you'll soon learn that avoiding tumbling boulders is only part of Rockford's problem in collecting diamonds. As you move through the different caverns of both the original game and BOULDER DASH II, you'll discover fireflies that explode on contact with a boulder--or with Rockford. However, if you can keep Rockford out of their way and lure them into the right spots, they come in handy for blasting through walls. And then there are the butterflies. No, these are not the innocent pretties that flutter through a spring morning. These are just as deadly as fireflies, but they turn into diamonds when they explode. Amoebas are safe enough to Rockford, at least until they expand greatly and turn the whole cave into boulders. But amoebas are deadly to both fireflies and butterflies, a characteristic that gives birth to some interesting strategies.

### One of the Best

The first sixteen caves of the original BOULDER DASH are playable at five difficulty levels, with bonus intermissions after each four caves. You may choose to start at the first, fifth, ninth, or thirteenth screen. The sixteen screens of BOULDER DASH II work the same way, but they are not simply more of the same. Both games are fast-paced (Rockford taps his foot impatiently if you stop to think), but the puzzles and problems in the second set of caves are even more intricate than those in the first sixteen. Success requires plenty of practice and a combination of excellent reflexes with strategic thinking. (The hints in the instruction manual help, too.) The superb graphics and true, two-way scrolling (no breaks in the action as Rockford moves off any edge of the screen) add a lot to the enjoyment of the game. Sound is superb in the Commodore version, and much better than average in the Apple version. Good action games have become quite scarce as designers have been emphasizing fantasy, adventure, strategy, and tactics. Fortunately for those of us who love a good action game, SUPER BOULDER DASH is one of the best packages of this or any other year. The original BOULDER DASH is every bit as impressive today as it was two years ago. Having it paired with the its equally outstanding sequel guarantees twice as much fun and a terrific value. However, we must warn you that this pair of games is highly addictive! (Solo play; 2-player alternating in C64 version; Joystick; Pause; Double-sided 64K disk.) Apple II and Commodore 64/128 versions reviewed; coming soon for Atari XL/XE and IBM PC/PCjr. **Recommended** (MSR $22.95 C64 or Atari; $29.95 Apple or IBM)

## Book Review

**THE BOOK OF ADVENTURE GAMES II** by Ki Schuette is the anxiously awaited sequel to his best-selli BOOK OF ADVENTURE GAMES. (Both books are publish by *Arrays, Inc.*, The Book Division.) The successful format the first book is repeated, with brief descriptions and critiques each game followed by clearly laid out maps with clue numbe The numbered positions on the maps refer to numbered clues each game in the back of the book. The idea is to let you find h only where you need it, without giving away too much of t game. Of course, you could read all the clues, but that wou certainly spoil the experience of the game.

### Plenty of Value for Your Money

Once again, Schuette gives you plenty of value for your mone The introductory portion of the book offers a brief history adventure gaming, a discussion of the categories of adventur and some general hints about tackling adventure games and usi the book. Keeping in mind that the author had to solve each every game and map it thoroughly to prepare this book, difficult to imagine how he had time for eating and sleepi much less even trivial interaction with family and friends. C can only hope that the intangible rewards of solving all th games and the monetary rewards from selling lots and lots books will be his to enjoy.

### Varied Group of Adventures

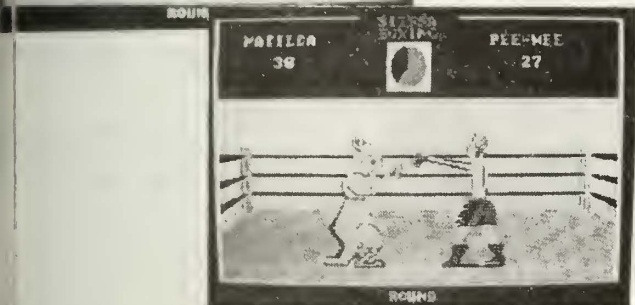Schuette has explored a nicely varied group of adventur including a number of major titles from well-known publishe along with a few that border on the obscure. He begins with all-time, original classic, ADVENTURE, including the additic material appended in the CP/M version, which runs on Kaypro and is convertible to Apple and Commodore 128 CP versions. (The ADVENTURE hints also apply to the ga included in Software Country's GOLDEN OLDIES packa; which is available for all popular computers.)

### More Games

Other games include ALPINE ENCOUNTER (Random Hou); AMAZON, DRAGONWORLD, FAHRENHEIT 451, RENDEZVOUS WITH RAMA (Telarium); BACK IN TI (Blue Ridge); BUCKAROO BANZAI, INCREDIBLE HU, SORCEROR OF CLAYMORGUE CASTLE, and SPIDI MAN (Adventure Int'l.); CAVES OF OLYMPUS (Howard Sams & Co.); CRIMSON CROWN and RING QUI (Penguin); CRITICAL MASS (Sirius); CUTTHROA, HITCHHIKER'S GUIDE TO THE GALAXY, MI FOREVER VOYAGING, SEASTALKER, SUSPECT, WISHBRINGER (Infocom); DALLAS QUEST (Datas); EARTHLY DELIGHTS (Datamost); FORBIDDEN QUEST GATEWAY (Pryority); INHUMANE and RACE MIDNIGHT (Public Domain); THE INSTITUTE (Screenp); KING'S QUEST (Sierra); KUKULCAN and LUCIFE'S REALM (American Eagle); LANTERN OF D'GAMA (Milliken); LION'S SHARE and PHILISTINE PLOY (Dav); MASQUERADE (Phoenix); MINDSHADOW and TRA(R SANCTION (Activision); MINDWHEEL (Syna e/ Broderbund); PSYCHOSPHERE (Software Unlimit); QUESTRON (Strategic Simulations); ROBOTS OF DA N (Epyx); SECRET OF EASTER ISLAND (Three Sigma); SP IT OF GLENMORE CASTLE (On Target); SUNDOG FRO N LEGACY (FTL Games); and TREASURE ISLAND nd WIZARD OF OZ (Windham Classics). Whew! The wa'e figure it, that works out to a little over 43 cents per game for et of complete maps and hints. We think it's a bargain th no adventure gamer will be able to resist!
**Recommended** (large-format paperback, MSR $19.95)

There's a strong complement of weapons. Aircraft includes USA-built Skyhawks, Intruders, Corsairs, Thunderbolt, F-15 Tiger, F-4 Phantom, E-6 Prowler, F-15 Eagle, F-111; while the USSR will fly their Ka-25, MI-24 Hind, the MiG-23 Flogger, and Yak-36 Freehand. There are several tanks including the American Sheridan and the Russian Howitzer. At sea, both the USSR and USA show their strength with cruisers and submarines.

### Complex Game

The documentation is loaded with charts, comparison tables, formation effects tables, and more. You will, undoubtedly, have to spend a great deal of time with the directions included as it's the only way to truly understand and appreciate the complexity of the program. In fact, in a scale of one to ten (one being easiest), Avalon Hill has rated this a seven and indicates a playing time of 1 to 5 hours (it'll be a long time before we can pull it off in one hour!). For those of you who love wargame simulations, you should really be able to dig into this one. There are a myriad of outcomes possible. (reviewed on Apple and Commodore; also available for IBM and Atari; joystick or keyboard; one or two-player)
**Recommended** (MSR $30.00)

**SIERRA CHAMPIONSHIP BOXING** (♦ ♦ ♦ 1/2/ ♦ ♦ ♦) has been converted for a third system, Apple, by Sierra. As in the earlier versions available for Macintosh and Commodore, you'll choose from history's world heavyweight champs as you pit two boxers against each other (one player against the computer or two players against one another)in a bout lasting from one to fifteen rounds, based on your choice. In addition to the twenty-plus boxers available from the all-time greats list, you can also create your own contender(s).

Once you've chosen the fighters, it's on to the fight itself where you can choose to fight as one of the boxers, or manage via "shouting" commands to your boxer, in which case the computer will actually throw the punches. If you've chosen to actually fight, you'll use various keys on the computer keyboard as the action keys as you control virtually every move of your boxer. You'll be able to duck, punch, jab, uppercut, cover-up, and more as you dance around the ring. The bout continues until one of the boxers is KO'd or until the chosen number of rounds are fought. Between each round, the three judges break down the scoring for each boxer.

### Solid Boxing Match

As in the other versions, this one offers very good gameplay in a realistic boxing match. If you love the stats, you'll find the boxers have plenty of information included in the database, allowing realistic match-ups. Included with the program are pamphlets covering the History of Boxing, a Boxing Clinic, and more. If you're an Apple-owning boxing fan, this one's for you. (one player; two-player simultaneous;also available for Macintosh and Commodore 64/128)
**Recommended** (MSR $34.95)

**GULF STRIKE** (♦ ♦ ♦ / ♦ ♦ ♦) from Avalon Hill, takes the player to one of today's major hot spots, the Persian Gulf, in a conflict simulation of this war-torn area. It's based on the board game by the same name with complex variations as you battle on land, in the air, and at sea. The playing map extends from the Tigris and Euphrates Rivers to the eastern border of Iran, and from the southern half of the Caspian Sea to the North Coast of the Persian Gulf, and is divided into 28x28 kilometer squares. There are more than a dozen nations available within the context of different divisions. The USA, Iran, Iraq, and USSR have ground, air, and sea units while other nations fortify just portions of the attack. Throughout the game, you'll get prompts in the form of the status/message window, giving you combat values, movement and hit points, as well as a message area. These messages help a great deal in keeping track of your successes (and failures).

**GROVER'S ANIMAL ADVENTURES** (♦ ♦ 1/2/ ♦ ♦) from CBS Software is designed as a early learning activity for children ages 4 to 6. Within the program, there are four different animal environments -- African Grasslands, Atlantic Ocean, a North American Forest, and a Barnyard. Each environment has a selection of animals and inanimate objects which relate to the scene (for instance, in the North American Forest, your child will find daisies, lilypads, and many other items among the animals which include the bear, beaver, frog, and more. The object is to have your child pick which environment they would like Grover to visit. Then, they can select from several animals and other items which can be placed in the scene. As the child keys through the available animals and other things, the name will appear below the picture helping the child to relate pictures and words. When moving the chosen animal into the scene, it will animate with legs moving, wings flapping, etc.; however, once the animal is put in place, there is no more action.

### Not Enough to Hold Interest

While the pictures are good renditions of the animals they represent, our feeling is there is not enough animation to hold the child's continuing interest. We would have liked to have seen the entire scene animate once the child finishes "dressing the stage." It was disappointing to have the bird flapping its wings as we "dragged" it to a spot in the sky and then have it become totally inanimate once we released the joystick. Overall, we feel there are several other programs of the type on the market which are better and promise much more longevity in the child's attention span. (one player; requires joystick)
**Not Recommended** (MSR $14.95)

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### Ace Reporter for Kids

Mindplay Software has released a readings skills program for kids, grades 2-6 entitled ACE REPORTER. Set in a pressroom, players must gather facts to enable them to write a newspaper article. They use the telegraph, telephone, and their own wits to uncover the facts for their stories--who, what, when, where, and why. Players enter the facts into their reporter's notepad, submit their stories to the editor, and give the story a headline. The program contains a library of sixty stories plus related story teletypes and phone conversations. It's available for Apple computers at $39.95. If you can't locate the program locally, write to Methods & Solutions, 82 Montvale Avenue, Stoneham, MA 02180.

# Critically Speaking...Macintosh Compatible

THE GRAPHICS MAGICIAN-PAINTER AND ANIMATOR (NA/◆ ◆ ◆ 1/2) has just been adapted for the Macintosh by *Polarware* for *Penguin Software.* In the Macintosh, the program is truly at home as it allows drawing, animation, and programming--in a machine which is at its best graphically.

### The Animator

The Animator has three parts to it: a shape editor to design and edit shapes, a path editor to plot the path you wish the shape to move, and a choreographer where you assemble all the parts of your animation, assigning paths, starting locations, etc. Within the Animator program, you can be as creative as your mind will let you. You can design a controlled series of pictures or an arcade-style game. If you're not a terrific "free-hands" artist, this feature will take you a good bit of time to master, but you can use the "Fatbits" feature, as in MacPaint, which will help you create figures. You can save your figures for later use or editing.

### The Painter

This is a great place to start, especially for those of you who are not accomplished artists. Similar to MacPaint, the Painter allows you to create computer-generated circles, lines, patterns, fills, and more. Whatever you draw can be saved to disk and used and altered for use in other programs.

### Mainly for the Experienced
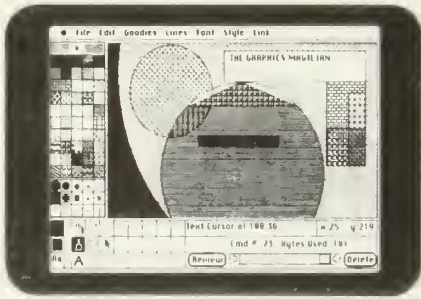


*The picture editor*

In order to get the most out of this program, you should feel comfortable around animation and programming. Without that, you won't be able to do a great deal other than drawing circles, squares, and very simple drawings. The documentation included is quite complete and there is even a separate programming guide which will allow the seasoned computer user the chance to really learn a good deal about computer animation. Anyone who has a good feel for programming should have some fun with this as you can come up with some really great animations, backgrounds included. (2 disks; also available for Commodore 64, Apple & Atari)
(MSR $79.95)

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### Championship Golf from Gamestar

Gamestar joins the ranks of providing computer versions of golf with their CHAMPIONSHIP GOLF: THE GREAT COURSES OF THE WORLD - VOLUME ONE: PEBBLE BEACH, initially for the IBM PC, with later versions for Apple, Commodore 128, Amiga, Atari ST, and Macintosh. The first volume, Pebble Beach, has been designed from actual topographical maps of the famed Pebble Beach course, authentically recreating the course layout. The game accommodates up to four players at any time with each player selecting his own bag of up to fourteen clubs. A computer "caddy" suggests a club for each shot should the player require assistance. You can "walk" the course prior to playing, with overhead views available too. Additional volumes, covering other popular golf courses will follow in the future.

SWORD OF KADASH (◆ ◆ ◆ / ◆ ◆ ◆) is a Macinto conversion of an Apple game by Chris Cole of dynamix f *Penguin Software.* This is an action game wi fantasy/adventure elements in which you guide your charact through more than 200 rooms and passages in a search for t Sword of Kadash, which is found in the Fortress of the Drago Once you find the Sword, you must use it to slay the Drago The playing area is a huge maze full of traps, secret doo treasures, all kinds of monsters, and plenty of surprises. Yo character gains experience as he battles monsters and discove

objects in the maze, not all of which are worth having. (Wh your character picks up a cursed object, for example, the cu cannot be broken until he finds a holy scroll or symbol.)

### Macintosh Features

The Macintosh version of this game, unlike the ones for Ap and Commodore, does not require a character disk each time y play. Also, a game in progress is saved directly to the progr disk. Animation of your character and the bad guys he encount is quite good. Play is simplified with typical Macintosh me applications, although we found moving our character a difficult at first. Using mouse or joystick, you must watch position of a dot within a box on the bottom portion of screen. In the center of this box is a circle, and moving the into the circle makes your character stop moving. Directio movement of your character is accomplished by moving the outside that circle. With a little practice, we finally got the fee it, and then we had no trouble controlling our character. T game itself is not especially original, bearing some resembla to others such as "Gateway to Apshai" from Epyx a "Gemstone Warrior" from Strategic Simulations. If you l either of those games, you'll enjoy this one--especially if you a kick out of exploring unknown territories full of aggress creatures. (Solo play; Mouse, joystick, and/or keyboar Reviewed on Macintosh. Also available for Apple , Commodore 64/128 at $34.95.
(MSR $39.95)

MacOneWrite ACCOUNTS RECEIVABLE is the sec d in the quartet of Macintosh accounting programs (the first, *C h Disbursements*, was reviewed in our October, 1985 is e) released by *Sierra* and it continues in the MacOneWrite trad on of complete ease of use for the small business owner o doesn't comprehend all the hard-to-understand accounting li o. As we did with the first module, we simply booted this on p and away we went! Although we used the documentation, it as more as a reference point than anything else.

Upon entering your customer, you enter the invoice informa n (you can generate a detailed invoice if wanted, or just a le er entry), payment, credit, etc. As you enter the information, da to day, you can print detailed Accounts Receivable Journal an Aged Account which lists receivables as current, over 30 c s. over 60 or over 90 days. At any time you can revie a customer's file, either on the screen, or you can print o a detailed Customer Activity card which shows all activity, th purchases year-to-date.

The program generates Customer Statements, giving you he flexibility of imposing a late charge of your choosing for bala es due over 30, 60, or 90 days. You can then print mailing labe in order to make your mailing easy. The program will integ e easily with the other modules (*Cash Disbursements* and *Payr l*) into the *MacOneWrite General Ledger* planned for rel se shortly. Although the programs are not inexpensive, we nd them so easy to use and substantial in what they cover, tha he value is there. If you're looking for an easy-to-use accou ng program which will generate the reports you need, as we as those needed for tax purposes, you should take a very ser us look at this series. (512K required; disk drive requirement up to 70 customer ledger cards--1 disk drive; 70 to 350 custo er ledger cards--2 disk drive; over 350 customer ledger cards-- rd disk)
Recommended (MSR $245.00)

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WILLOW PATTERN ( ◆ ◆ ◆ 1/2/ ◆ ◆ ◆ ) and CHIMERA ( ◆ ◆ ◆ / ◆ ◆ ◆ ) are part of *Firebird Licensees'* Silver Disk Series, a group of packages which include two game programs on a single disk. Although both of these are maze games, they are quite different from each other. WILLOW PATTERN is a maze adventure in which you control Chang, who hopes to rescue his beloved, Princess Wing-Shee. Chang races through a complex maze whose walls are constructed of delicately beautiful oriental gardens and structures. He encounters many obstacles and tests, including sword-throwing Samurai warriors and giants guarding a river crossing. His only defenses are the swords he picks up in the maze and his ability to jump in some areas. The game moves quickly and is quite challenging. The graphics create a most unusual maze, and the music is lovely.

### Three-Dimensional Maze

CHIMERA is a futuristic, three-dimensional maze game in which you control a robot-like creature attempting to disarm a weapons system aboard an enemy spacecraft. Moving from chamber to chamber, the robot discovers items which can be used to disarm the detonator. There's just one little problem: you have no idea of the proper sequence for assembling these items, and the sequence is critical. You also have to keep the robot's supply of food and water up while he is strolling around looking for things that could blow the him up at any moment. Fortunately, a scrolling message indicator provides clues from time to time. We really enjoyed playing this one, especially after we changed the orientation of our joystick's base by an eighth of a turn. Once the joystick base matched the diagonal position of the rooms, it seemed much easier to maneuver the robot. The package offers a pair of entertaining action games at a very reasonable price. (Solo play; Joystick; Disk.) For Commodore 64/128 only. Recommended. (MSR $19.95)

VORPAL UTILITY KIT (NA/ ◆ ◆ ◆ 1/2) from *Epyx* is a grab-bag full of useful tools that make life with your computer a little easier. It lets your Commodore 64 (or C128 in C64 mode) handle a special kind of file, the Vorpal file, which can be loaded up to 25 times faster than normal disk files. It will work in conjunction with the Epyx "FastLoad" cartridge, but it is NOT designed for loading commercial programs. One of its chief functions is incorporating fast-loading routines into the programs you write for yourself. In addition to speeding up the loading of programs you have written, the VORPAL UTILITY KIT can make a lot of other tasks easier and faster, too.

### More Utilities

The Kit also contains utilities for renaming, validating, formating (in about 25 seconds), and packing disks. (Packing copies your files to another disk, packing them together to make room for VORPAL files.) File utilities include catalog, delete, undelete (recovers files deleted in error), change file type, protect/unprotect, set boot file, rename, copy/convert files. One little set of utilities that could be worth the price of the disk all by themselves allows you to check the alignment of the heads in your 1541 drive. This utility can also re-set the alignment of the heads, provided they are not severely out of line, possibly saving you a repair bill. This utility will also check the disk drive speed on either the 1541 or 1571 drive. Finally, the Kit includes a very fast disk copy utility for making back-ups of non-protected disks.

### Everyone Needs Utility Programs

Every computer owner needs at least one set of utility programs, and the VORPAL UTILITY KIT certainly includes the ones you're most likely to need. And if you are using a Commodore 1541 drive, the head alignment program could save you the price of the program many times over by keeping you out of the repair shop. By the way, Epyx has included a bonus on the reverse side of the disk: previews of SUMMER GAMES, SUMMER GAMES II, WINTER GAMES, PITSTOP II, and WORLD'S GREATEST FOOTBALL GAME.
Recommended. (MSR approx. $35)

THE BODY IN FOCUS ( ◆ ◆ ◆ 1/2/ ◆ ◆ ◆ ) has just been converted by *CBS Interactive Learning* (formerly CBS Software) for the Commodore computer. It comes with a keyboard overlay (fitting the C64, but not the C128) that allows for easy access to the program's three activities: Body Systems, Body Close-Ups, and Body I.Q. Test. With the Body Systems section, you can examine eight major body sytems: skin, muscular, digestive, nervous, skeletal, respiratory, circulatory, and endocrine. Illustrated information is augmented by animated sequences demonstrating muscle movement, sneezes, pumping blood, and even goose bumps. Body Close-Ups permits layer-by-layer study of the head, arm, and torso, revealing the relative positions of many of the body's interal organs. Body I.Q. lets you test your knowledge with 20 randomly chosen questions.

### Great Learning Tool

It's a very interesting program, providing a lovely and colorful way for ten-year-olds and up to understand basic human anatomy. The drawings are beautifully done, and along with the scientific data used in the program, they have been reviewed for accuracy by Saunders Software, which is a division of W.B. Saunders, a highly respected publisher of medical texts. (solo use, keyboard, also available for Apple)
Recommended (MSR $39.95)

## Electronic Arts Programs for Atari

Some of our militant, Atari-owning readers become upset about the lack of conversions of popular programs for their computer. Lately they've been asking us about Electronic Arts' plans, since they've heard that several EA programs are to be converted. We checked with Electronic Arts and learned that an Atari version of RACING DESTRUCTION SET, a very popular racing program with lots of track-building options, was released shortly before this issue went to press. Planned for June are CHESSMASTER 2000 and THE AGE OF ADVENTURE: BEST OF STUART SMITH. The latter program includes two classics, ALI BABA and RETURN OF HERACLES, which were written by Smith before he developed the award-winning ADVENTURE CONSTRUCTION SET for Electronic Arts.

### More Coming This Summer

Summer releases for Atari from Electronic Arts include MAIL ORDER MONSTERS, TOUCHDOWN FOOTBALL (developed by Imagic), and LORDS OF CONQUEST, a world-conquering strategy game that was released for Commodore 64 just before this issue went to press. (The Apple version of LORDS OF CONQUEST has been delayed until August for improvements in graphics and user interface.) Several titles from Origin Systems, which are distributed by Electronic Arts, will be ready for both Atari and Commodore 64 this summer. These include AUTODUEL, MOEBIUS, and OGRE. (The first two are already out for Apple, and OGRE is set for release later this month in Apple format.) We were told by a spokesman for Electronic Arts that more Atari releases are planned. Like many other software companies, Electronic Arts tries to avoid talking about new titles too far in advance of actual release, because so many unforeseen factors can affect potential release dates that are still six months or more in the future.

## Long Term Alliance Set Between Accolade and Former Sydney Development Recreation Division

With the success of the first joint effort between Sydney and Accolade on Dam Busters last summer, there's a new partnership which has been developed between Accolade and the entertainment division of Sydney. That recreation development staff, working under the name of Artech, is currently working on three new releases, planned for release in the second quarter.

Michael Bates and Rick Banks, formerly of Sydney, and co-founders of Artech, were involved in Sydney's development of *The Dam Busters* and *B.C.'s Quest for Tires* .
Watch for announcements of upcoming releases.

GUITAR WIZARD (◆ ◆ ◆ / ◆ ◆ ◆ 1/2) is another in the Hacker Jack series from *Baudville*--programs that are designed to encourage the spirit of discovery and learning. This program takes a distinctly non-musical computer, the Apple II+/IIe/IIc family, and turns it into an invaluable helpmate for anyone learning to play a guitar or other fretted instrument. It does this, not by doing anything directly musical, but by presenting a method for learning and analyzing guitar fingerings and fretboard patterns for all types of chords and scales.

### Four Sections

The program is organized in four sections. "Chord Wizard" displays the guitar's fretboard as if you were looking down on it while the guitar is in your lap (or with the guitar held normally and the fretboard tilted toward you slightly). This section of the program lets you locate chords at different positions on the neck of the guitar, changing intervals, notes, chord roots, and chord types. Fingering is also displayed, so that you can play the chord properly by simply mimicing what you see on the screen. Using standard guitar tuning only, this section of the program provides for all typical chords. "Scale Wizard" locates all types of guitar scales (standard tuning only) at different positions of the neck. Fingering, intervals and notes can be studied in a variety of different scales (major, minor, pentatonic, blues, etc.). "Fretboard Wizard" shows chord and scale patterns over the entire fretboard at once, facilitating the serious study of fretboard harmony. This section of the program also provides for individual tuning of strings for use with non-standard guitar tunings or other fretted string instruments. "Improvisation Wizard" aids the learning of how scales and chords are used together. This section recommends scales for improvising around various chords.

### Save and Print Displays

One of the best features of GUITAR WIZARD is its ability to save and/or print any display on the screen. (Supported printers: Apple DMP, Imagewriter, Imagewriter II, Scribe; or Epson, Gemini, IDS, NEC PC-8023, Okidata, Panasonic, Prism, or Prowriter 8510.) Whether used in a home or school setting, we think that GUITAR WIZARD is an ideal tool for learning about scales and chords on the guitar or other fretted instruments. The program is extremely well organized and very easy to use. (Solo or classroom use; Keyboard; 64K disk.) Available for Apple II family only.
Recommended. (MSR $29.95)

## a'LA Mac Debuts Cable TV Show

The a'LA Mac Club of Los Angeles is going to the television studios with a cable show which will be targeted specifically for Mac Users. The show will be hosted by actor and Macintosh user, Miles McNamara with another Mac user, Viki Powell. Prominent guests are planned from the Mac community, along with demonstrations of software, hardware, accessories, and news of interest to Mac users. It can be viewed in Greater Los Angeles via Group W Cable and Valley Cable. If you're interested in futher information, contact a'LA Mac, P. O. Box 27429, Los Angeles, CA 90027.

## Update on Wizard of Wall Street Contest

A couple of months ago we told you about the stock market simulation contest which was sponsored by Broderbund using their Wizard of Wall Street program. The three schools who competed were the MBA students from Stanford and the graduate business students from both Wharton and Harvard. Each school started with $1,000,000 to invest and the Stanford students won easily, parlaying their investments into $21,469,627. Wharton ended up with $9,052,000, while the venerable Harvard actually lost money! The participating students from Stanford won $1,000 each.

The MACH 128 utility package from *Access Software* a worthwhile utility for any Commodore 128 computer system It's important, however, that you not expect this cartridge t make all your disk based software load and run 5 times faster, o up to "700%" faster!

Access Software, makers of Mach 5 for the Commodore 64 has integrated the best features of the Mach 5 for the 128 in th C64/1541 mode. They have also whipped up some utilitie unique to the C128.

### Reset Button Handy

The handiest part of this package was something we doubted w would use at all: a reset button. Yes, yes, yes... the Commodor 128 has it's own reset button. But those of us who have used i find waiting to "go back to square one" a rather time-consumin task. (We have often thought just powering-off the 128 an rebooting would be faster than the built-in reset button.) On th Mach 128 cartridge, press reset in either mode (C64 or C128 and your computer is instantly "ready " for the next command.

Handy item #2: A C64/C128 "select" switch; just choose you mode and power up instantly. Or, toggle the select switch to C6 at the end of a C128 program, press reset, and you'll instantly b in the C64 mode! You might soon be able to forget th command, "GO 64".

To get help at any flashing cursor command level, simply pres the back-arrow key and the letter "M". Mach 128 will display menu of commands available for your use. However, many o the functions (such as back-arrow plus "L" to load a file) can b accomplished in the C128 mode using one of the function key on the Commodore.

### Fast Load?

Again, we'd caution those who purchase this package hopin for a "Fast Load 128" program. While it generally speeds DO functions for the C64, we weren't impressed with the C12 speeds. Many programs actually took longer to load in C12 mode. In fact, we are still trying to figure out their use of th term "burst speed."

Other features include Disk Organizer for handy cataloging o your personal disk inventory. You can open and close you printer channel with a single key. And there's a hex, decimal an binary converter. For part-time hackers and those who spend hours tinkering with their C128, this cartridge and disk progran is recommended.
(MSR $49.95)

## New Productivity for Amiga

Brown-Wagh has just shipped three productivity programs fo Amiga including a spreadsheet, telecommunications, and bulliter board program. ANALYZE! is the spreadsheet program which has features similar to Lotus 1-2-3, and retails for $99.95 ONLINE!, retailing for $69.95, is a terminal program which comes equipped with user-definable macrokeys which can be used to transmit often used commands and also uses script files for automatic operation. BBS-PC is for all you hopeful sysops out there as it transforms your Amiga to an online information network. Retailing for $99.95, it interfaces to a hard disk and keeps up with a 2400 baud modem.
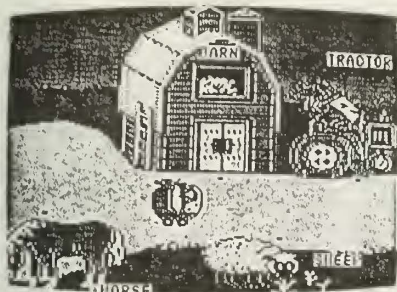
**RICHARD SCARRY'S BEST ELECTRONIC WORD BOOK** (◆ ◆ ◆ / ◆ ◆ ◆) from *CBS Software* has just been converted for the Commodore and Apple computers (on a "flip" disk) and takes children on a trip through six different Richard Scarry worlds with Lowly Worm as they develop early reading skills (recommended for ages 5-8). There are six different environments your child can choose from: Farm, Railroad Yard, Construction Site, Town, Park, and Harbor with all the sights typical of the scenes. In the first level, Lowly travels through any chosen environment merely looking over the sights. As he stops by each object, your child can press the fire button and the object comes to life as its name appears on the screen. In the second level, an object is shown in the corner and your child must find the matching object. Skill three requires your child to find an object which matches the word appearing in the corner of the screen. Level four pulls all the earlier skills together as your child sets off on a scavenger hunt, finding twelve objects matching the list of words on the screen. If all the items are not in the environment your child is in, they can go back to the main menu and enter the correct environment.

*Still Cute*

We first saw this game on ColecoVision last year and this is a direct conversion of that cute game. The graphics are a bit better on Commodore than Apple, but that's due to the system. The animation and sounds are very appealing and your child will learn early reading skills without realizing they're in a learning situation. All in all, it's a terrific educational game guaranteed to keep your child amused for hours, at a very reasonable price. However, because of CBS's end in the software business, this could be a tough one to find. (one player; reviewed on Commodore and Apple)
Recommended (MSR $14.95)

## New Books Available

Info Books of Santa Monica, California, has introduced new books, including their ONE-HOUR ATARI XL and ONE-HOUR COMMODORE 64. These two books help the novice computer owner through the initial stages of setting up and running their new computer. In addition to tips on using your printer, disk drive, modem, cassette, saving, and loading programs, there's a chapter included on software for the system.

*New Macintosh Book*

Also new is THE COMPLETE MACINTOSH SOURCEBOOK, a compendium of over 750 descriptions of products, public-domain software, bulletin boards, addresses and phone numbers of over 400 companies who support Mac. List price for the book is $24.95.

## Looking for Hint Books?

If you can't find Origin Systems' WAY OF THE AVATAR (hint book for ULTIMA IV), be patient just a little longer. It wasn't quite ready when we announced it in last month's issue but should be available this month. Just as this issue went to press, Sierra had started shipping hint books for KING'S QUEST, KING'S QUEST II, and THE BLACK CAULDRON.

**THE GRAPHICS MAGICIAN JUNIOR** (◆ ◆ ◆ / ◆ ◆ 1/2) is the latest graphics paint program from Polarware for *Penguin Software*. The difference between this program and the earlier Graphics Magician available for multiple systems is this is for the "computer novice" who doesn't have the need or desire to have the programming ability of the original program. This program is simple to use--just point to your choice of options and draw. There are several devices you can use when working with the program. You can choose to use the keyboard, mouse, joystick, graphics tablet, or touch tablet. You can "paint" in any of 108 available colors and patterns (256 colors and patterns for double-hi-res version) with several brushes. Upon going to the main Drawing screen, you can work "free-hand," use brushes, circles, boxes, triangles, and lines--being as creative as you wish.

*Simple to use*

This is a very good basic drawing program as you won't have to plow your way through chapter after chapter of information that is either too difficult to understand or not of interest to you. In fact, the directions are all on a "one-sheet" which folds out for easy referral. You can save any of your creations to another disk for later editing, display, or use in another program. By the way, the program has both the hi-res and double-hi-res on the same program. In the Apple version, the hi-res works on any 48K or greater II, while the double-hi-res requires the 128K Apple (IIe with extended 80-column card, or IIc). The Commodore 64/128 both display the double hi-res version. (Reviewed on Apple and Commodore; input devices listed above).
(MSR $34.95)

**ELITE** (◆ ◆ ◆ / ◆ ◆ ◆ 1/2) is a very sophisticated space flight and exploration program by *Firebird Licensees Inc.*, developed in Great Britain. Using vector-style graphics that impart a sense of three-dimensional space, the program takes you on a futuristic trip to an imaginary galaxy where you are both space pilot and entrepreneur. You start the game with no experience, a clean police record, and a rating of "harmless." Taking hyperspace hops from one planet to another, your multiple goals include trade with the interplanetary locals for profit, building the equipment and armaments of your ship, and increasing your combat rating to at least "dangerous," perhaps even all the way to "elite." Your status with the law may change, too, if you decide to take the "quick and dirty" route to increased wealth by trading in illegal goods or preying on innocent ships.

*Wide Range of Instruments*

Your ship is equipped with a wide range of instruments which will help you achieve your goals, once you learn how to utilize them. In addition to the usual radar, speed indicators, compass, fuel level, and altimeter, you have access to valuable galactic charts and the Worldata link. The former lets you know where you are and where you're trying to go, while the latter supplies planetary information on worlds you might be considering for possible trade deals. Knowing something of the political and economic situation on a potential target for trade is very important to your ultimate success (or lack of it). The planetary status reports supplied by Worldata link also contain bits of key information about the planet or its inhabitants--some of it quite humorous in a Monty Python sort of way. (For example, there are some planets whose people are known for their hatred of sitcoms, or others famous for their extreme silliness or zero-gravity cricket!)

*Great Blend of Action and Strategy*

It's difficult to imagine how anyone could become bored with ELITE. The program includes a huge number of destination planets, large quantities of friendly and enemy craft to encounter in space, plenty of opportunity for combat, and even more chances for cunning and clever approaches to amassing wealth and fame as a combat space pilot. ELITE offers a great blend of action and strategy with a bit of humor tossed in for good measure. The program comes with a very detailed, well illustrated "Space Traders Flight Training Manual" and even a separately bound, short novel to set the scene. (Solo play; Joystick and/or Keyboard.) Commodore 64/128 and Apple versions reviewed.
Recommended. (MSR $29.95)

## UNDER FIRE Is Expanded

Avalon Hill has just shipped the Apple version (Commodore and IBM versions to follow soon) of **UNDER FIRE EXTENDED CAPABILITY DISK 1**, adding tanks, armies, two additional maps, and six scenarios designed for use with UNDER FIRE, a tactical World War II combat game. We originally reviewed *UNDER FIRE !* in our October, 1985 issue as a Three-Star game set in the period of 1939 to 1945. The scenario disk included with the original program contains nine situations with ten variables which can be changed within each other. This new disk greatly expands the tank and assault gun rosters for the various armies (Germany, Great Britain, Italy, Japan, Soviet Union, and the USA). In fact, this disk gives you, for the first time in the game, the ability to include the men and vehicles from Great Britain, Italy, and Japan--all important countries in this time period.

Historical Photographs

The documentation on this disk is simply terrific as it offers, as a bonus, marvelous photographs of many of the additional tanks along with complete descriptions of all the armament that you get with the purchase of this disk. By the way, the packaging indicates that this is just the first of at least three supplemental disks for UNDER FIRE!, making the original game a better and better value (the original game retails for $59.95). This disk is a natural for anyone who has the original!
Recommended (MSR $25.00)

**WIZARD'S CROWN** ( ◆ ◆ ◆ 1/2/ ◆ ◆ ◆ 1/2) is a new fantasy role-playing game from *Strategic Simulations* that employs tactical elements in the combat sequences. Guiding a band of eight adventurers, your quest is to recover the fabled Crown of the Emperor, a thing of great magic that was stolen by the renegade Tarmon, Wizard of Thunder.

### Complex Character Development

Play begins with choosing one of five difficulty levels for the game. Then you move to the Inn, where you may choose to work with the party of eight adventurers provided by the program or develop your own characters. (The process of character development is fairly complex since you have complete control over every facet of the character. Because of this complexity, you may want to try at least part of a game with the provided party, which gives you a chance to get a feel for the game.) Leaving the Inn, the party enters the outside world, and the program asks "Which character will be on point?" This simply means that one of the eight becomes a kind of "scout" who may move in advance of the rest of the party. Depending on the point character's Stealth and Scan skills, it can have a great effect on the party's ability to ambush enemies and affect the likelihood of enemy ambushes on the party. (Another time when party members may act independently of each other is in the dungeons.)

### Unusual Combat Sequences

The most unusual feature of WIZARD'S CROWN is found in the combat sequences. When the characters encounter monsters, you are given the choice of a "quick combat system" or full tactical combat. With the quick system, the computer resolves the fight quickly and automatically, based on the combined qualities of the adventuring party and the monsters. Tactical combat usually takes about 20 to 30 minutes to complete, is under your complete control, and resembles the step-by-step way that battles are fought in wargaming. Because of this tactical wargaming aspect of WIZARD'S CROWN, the game will be more appealing to most wargaming fans than the typical role-playing fantasy. Even without the tactical combat aspect, however, this is a game of great detail and subtlety with a very well crafted system of magic. With the great number of fantasy games available, it's not often that we find one with truly original elements. WIZARD'S CROWN is such a game, and we think that fantasy gamers will enjoy its special qualities. (Solo play; Keyboard; 48K disk.) Reviewed on Apple II; coming soon for Commodore 64 and planned for Amiga and Atari ST.
Recommended. (MSR $39.95)

**PHANTASIE II** ( ◆ ◆ 1/2/ ◆ ◆ ◆ ) is a fanta role-playing game from *Strategic Simulations*, a sequel to t original PHANTASIE released in 1985. The Dark Lo Nikademus, is up to no good once again. He has created an e orb to enslave the people of Ferronrah. Your job is to gathe party of one to six adventurers to find and destroy the o releasing the people of Ferronrah from the evil of Nikadem Note: it is not necessary to have played the original PHANTAS to enjoy the sequel.

### The Adventuring Party

Play begins at the Guild, where the adventuring party is form Forming new characters is quite easy, since it's a simple ma of making choices from menus. First you choose your n character's race (human, dwarf, elf, gnome, halfling, or "rand creature"). Then you choose the character's class or profess (fighter, monk, priest, ranger, thief, or wizard), and computer distributes attributes of strength, intelligence, dexter constitution, and charisma. The character is named, and then may add it to the guild's roster or reject it. If you have b playing PHANTASIE, you may transfer characters from t game, although they will lose much of what they h accumulated already. Transferred characters lose all items ex the wand of Nikademus, most of their money and experie and all but a few spells. The main advantage of transfer characters over brand-new ones is that they have suffic experience to benefit from training at the Guild. Once the part chosen, you'll want to visit the Bank for some money so your adventurers can purchase arms and shields at the Armo

### Exploring the Countryside

With your adventuring party formed and armed, the group be moved into the countryside to explore, encounter 80 kind f monsters, travel through dark dungeons, visit the Netherwo learn spells, find treasure, and try to save Ferronrah from the of Nikademus. The adventurers will spend more time in b le than at any other single activity. One additional combat me d has been added to PHANTASIE II, by the way. The advent rs can now toss rocks at enemies. A primitive form of combat, t it works!

### Typical Monster-Bashing

Like the original PHANTASIE, this sequel uses menu ch es throughout the game to make interaction with the program e er and faster. The game is typical of most fastasy role-pla ig adventures that require lots and lots of monster-bashing to in experience points and gold. While there is nothing espec ly original about PHANTASIE II, fans of medieval-style quests ill enjoy its combination of combat and magic while exploring the area around Ferronrah. Graphics are about average for this e of game, with a small amount of animation in the b le sequences. (Solo play; Keyboard; 48K disk.) Reviewe n Apple II; also available for Commodore 64 and planned for ST. (MSR $39.95)

## Carmen Sandiego Sighted in USA!

A fugitive criminal last seen leading computer sleuths on a c e through the capitals of the world has been spotted in the Un d States! None other than Carmen Sandiego is the subject of th e reports, verified' by sources at Broderbund Software. A le owners can look forward to a late-summer release of WHER N THE USA IS CARMEN SANDIEGO?, a sequel to le immensely popular mystery game, WHERE IN THE WORL IS CARMEN SANDIEGO?.

### New for Atari ST

Good news for Atari ST owners: the Synapse/Broderb d production of MINDWHEEL, a fascinating text adventure t s a real mind trip, is now available for your computer. e interactive novels BRIMSTONE and ESSEX will be availabl or the ST in the next couple of months.

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## CRITICALLY SPEAKING...NINTENDO
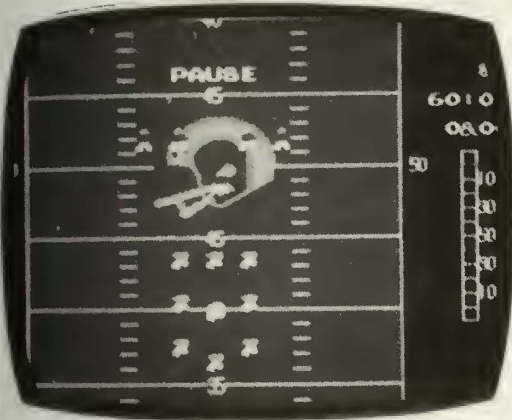


**[Y]ARD FIGHT** (♦ ♦ ♦ / ♦ ♦ ♦) from _Nintendo_, [p]rovides football action for Nintendo owners. You'll have the [ch]ice of five difficulty levels as you play against the computer [or] friend in America's fall favorite. In a birdseye view of the [fi]el, you'll have control in snapping the ball and throwing the [ba]l. In this version, you will not be able to hand-off for a run [d]onfield as the only way to get the ball to a teammate is by [t]hr[o]wing the pass. Your Nintendo controller will be used to [ba]l, snap, and move the player with the ball. You can also [m]ore tackles by pressing the Control Pad several times quickly. [W]n playing defense, you'll have the choice of controlling one [of] [tw]o defensive players as you attempt to tackle the ball carrier. [Th]e rules are very similar to the real thing as you must move 10 [y]ar[d]s in four downs to keep possession, and the object is, [ob]iously, to cross into the end zone for a touchdown.

_A Good Game_

[W]hile not offering the varied play of the real thing, or what's [a]vailable in some of the football games available for home [c]omputer systems, this gridiron contest will please most football [f]an[s] out there. The controllers work extremely well in controlling [the] [a]ction as you can easily rest it in your palm...working the [butt]on with both hands. You'll quickly get wrapped up in the [a]ction on the field as you try your skill at the pass and dodging [the] [ta]cklers. (one player; two-player simultaneous)
[MSR] $24.95)

**[I]CECLIMBER** (♦ ♦ ♦ 1/2/ ♦ ♦ ♦ 1/2) from _Nintendo_ [is] a climbing game in which you must break through eight levels [of ar]tic ice as you attempt to reach the top of the mountain. Of [co]ur[se], you simply can't climb without perils. You'll run into the [N]it[pic]ker, condors, and Polar Bears on your way up as well as [th]e [To]pi, who brings ice to fill in the holes in the floors that [yo]u'[ve] been making. You don't want to collide with any of these [char]acters as you'll immediately lose your man; however, you
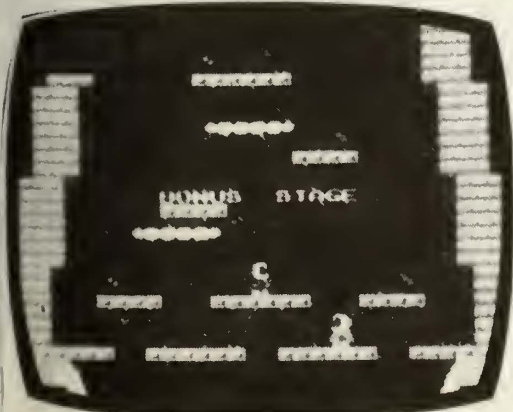
can use your ice-breaking hammer to stun them. In fact, if you hammer the condor, you'll get bonus points.

Once you break through ice on the next floor, you'll have to time yourself as you attempt to jump up to that next level. It gets harder and harder as you must use moving clouds to reach some levels. The timing is critical and you want to make sure you end up in a place on the level where you can break through as there are several places where you'll run into unbreakable floors. There's a total of 32 different mountains to choose from, each a little different, and each one difficult to master.

_Addictive_

This is one of those climbing games that becomes addictive for fans of the genre. The colors and graphics are typically very good and the gameplay is quite varied from mountain to mountain, allowing for hours of challenging play. We found ourselves getting quite a sore thumb from it all (what a great feeling--it's been a long time!). (one player; two-player alternating)
**Recommended** (MSR $29.95)

**CLU CLU LAND** (♦ ♦ ♦ / ♦ ♦ ♦) from _Nintendo_ takes you to an underground mystery maze where you must find the gold before time runs out. Meanwhile, the Sea Urchin will do everything in his power to stop you as he sets ups traps, chases you, and tries to lure you into his house. The gold is actually found by passing through the "dots" (called turnposts in the game). There are gold bars hidden between many of these dots in a distinct pattern which will appear as you make your way over them. Once they begin to show, you'll get an idea of the pattern which helps as you go in search of all the gold before running out of time. Meanwhile, the Sea Urchin has hidden some rubber traps between some of the dots. Once you uncover any of those, you'll bounce against them backwards each time you come in contact with them. As you're making your way through the maze, the Sea Urchins will also be moving around rapidly. Use your fire buttons to temporarily send shock waves through them, stunning them into inactivity. You'll get hints about what patterns might be being used in the particular maze you're in by looking at the color of the outer wall (there are five different colors and each color has four different pattern forms for a total of 20 different gold mazes).
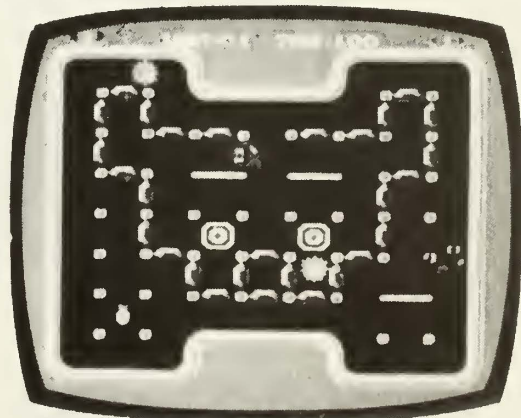


_Good Maze Game_

Maze addicts will enjoy this one as you attempt to work your way through more and more mazes, made more and more difficult. We found the game actually more enjoyable in the two-player mode as the two players work in tandem, fooling the Sea Urchins and uncovering the gold. The music is cute, and the graphics are colorful and crisp. Maze fans will definitely enjoy this underground maze adventure. (one player; two-player simultaneous)
**Recommended** (MSR $29.95)
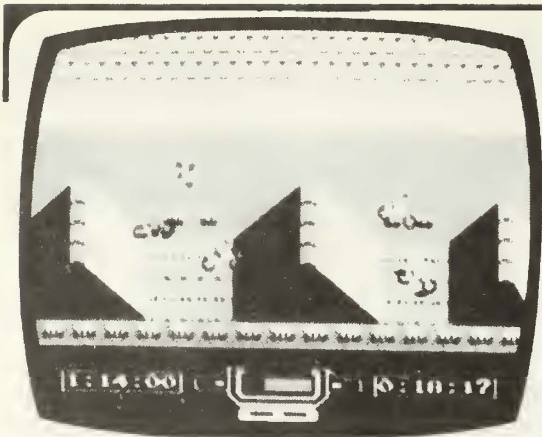
EXCITEBIKE ( ◆ ◆ ◆ 1/2/ ◆ ◆ ◆ ◆ ) is an excellent motocross-style racing game that lets you program your own courses. Even if you don't try making your own courses, though, you'll find that _Nintendo_ provides plenty of variations to keep you challenged.    Choosing the Races    You start the game by choosing either the solo run or the race against computer-controlled motocross riders. (The solo run is your best bet until you become familiar with the controls and the courses, because the competing riders can be pretty rough.) Your next choice is among five different courses for the preliminary "challenge" race. You must qualify by placing third or better in the preliminary round to move on to the actual Excitebike race on the same course. If you can place third or better in the main race, you will progress to the next Excitebike MAIN race without having to qualify in a preliminary heat.

### Fine Degree of Control

The races are run on a four-lane track, with the action moving left to right across your screen. You soon learn that racing is more than a simple matter of steering and accelerating. The standard Controller provides a fine degree of control over your rider and bike, allowing you to shave seconds off your time through the critical hurdles and other obstacles. Besides basic steering, accelerating, and braking actions, the Controller gives you the ability to raise or lower the front of your rider's bike. With practice, this ability lets you get the best possible position on the varying angles and heights of the different hurdles and jumps on the courses. You also have the option of sudden, extra acceleration with the turbo button--a mixed blessing, since over-use of the turbo feature can make the bike's engine overheat.

### Wild Action in Races against Other Riders

Once you are comfortable with controlling your rider on at least one of the tracks, you'll want to try a real race against other riders. Although you'll take quite a few spills in the solo runs, the action really gets wild with all that traffic on the track! Riders can bump each other or force other riders into the oil slicks or mud on the track. The presence of other riders makes the outcome of each race more unpredictable and provides more gaming challenge once you're up to it. The possibility of strategic racing moves also comes into play with competitors on the track.

### Design Mode

The Design Mode of EXCITEBIKE lets you create the most challenging courses imaginable. You can place a variety of 19 different objects anywhere on the track, up to a total of about 50 placements. Choose from a selection of ramps, hurdles, oil slicks, mud patches, and cool zones (areas where you can cool down your bike's engine after using turbo acceleration). Then decide on the length of the race (up to nine laps) and go for a solo run or a race against the other riders. The only drawback to the Design Mode is that there is no way to save your design so that you can use it again in another playing session. However, "save" and "load" functions, currently inoperable, do appear in the Design Menu. This would seem to point to possible interaction between the programmable games and a disk drive planned by Nintendo for this system.

### Satisfying Game to Play

EXCITEBIKE is a very satisfying game to play because of variety of challenges and fast action. Graphics are clean realistic, with very good detail. The sense of track atmospher enhanced by photographers who follow the action from t position in the field behind the track. Most of all, we apprecia the responsiveness of the Nintendo Controller in maneuver our rider. Programmability is interesting, but not really enjoy until the results of your efforts can be saved and loaded for a l playing session. Even without the track-building aspect, thou EXCITEBIKE is a great game. (Solo play; Paus) **Recommended.** (MSR $34.95)

KUNG FU ( ◆ ◆ ◆ / ◆ ◆ ◆ 1/2) is _Nintendo's_ vers of a Japanese coin-op game licensed from Irem Corp. (The s game was licensed to Data East for U.S. arcades, where known as "Kung Fu Master." Under their license from Ir Data East also released home versions of "Kung Fu Master" Apple II and Commodore 64 computers, which were reviewe n our December, 1985 issue.)

### Martial Arts Action Quest

The game is an action quest in which you control the martial s expert, Thomas, who attempts to save the lovely Sylvia fro a gang of thugs. Sylvia is held prisoner on the fifth floor of e gang's castle, and Thomas has to fight his way through n amazing array of bad guys and other obstacles to rescue r. Using the standard NES Controller, you can make Thomas m e right or left, jump up, crouch down, and throw kicks d punches. Combinations of these moves are also possi:, including flying kicks. Thomas needs every bit of his Kun u skills to make his way across each level of the castle, as is attacked mercilessly by unending waves of fighters, k e throwers, dragons, snakes, poisonous moths, and objects a drop from the ceiling. He must clear all enemies from each f r



within a limited time period and avoid having his energy sa d by too much contact with the bad guys who attack from in f nt and behind him. Before he can ascend to the next floor, he st defeat the "Boss" of the current floor. These Bosses e extra-tough opponents: the Stick Fighter, Boomerang Figh r, Giant, Black Magician, and Mr. X, the gang leader. An of course, the opponents become more difficult to defeat the hi er Thomas goes in the castle.

### Loaded with Action

Nintendo has done a great job on this coin-op convers n, which is loaded with action, speed, and challenge. We were ot favorably impressed by the Data East computer versions of is game, but Nintendo has given gamers a very lively contest th precise controls and great playability. Even the graphics in he Nintendo version are better than the visuals on either the App or Commodore versions from Data East. It's easy to unders d why KUNG FU has been one of the early best-selling game or the NES. Anyone who loves a good, action-packed challge will get many hours of fun from this game. (Solo or 2-pl er alternating; Pause.) **Recommended.** (MSR $29.95)

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Our readers love to tell us what they think of their new electronic goodies, from computer software and hardware to video games. We've heard from quite a few readers about their Nintendo Entertainment Systems, and we thought we'd share some of their reactions with you.

#### Overwhelmingly Positive Response

Response to the NES from new owners among our readers has been overwhelmingly positive. In fact, "positive" may not be strong enough to describe the typical reaction. As one reader told us recently, "I'm ecstatic about my Nintendo system. It puts my old ColecoVision to shame." (This remark came from a die-hard video gamer who still refuses to join the "computer revolution.") Many told us that they found the system to be even better than they thought it would be. And, of course, everyone has their favorite games. Nearly everyone seems to love the Zapper and the games in the Light Gun Series. Several are quite impressed with the robot. Many cited the simple joy of playing really good action games that don't require pages and pages of documentation. Often mentioned are the system's excellent graphics and sound capabilities. It seems that many of our readers were definitely ready for the rebirth of video games, and the Nintendo System is all that they had hoped for.

### Nintendo Reviews

We've had several inquiries regarding Nintendo software which has already been released (in limited markets). We now have all the software in-house and will, over the next two months, be reviewing ALL of it as a guide to those of you who have already bought the system, as well as those of you who are waiting for the system to become available in your hometown.

Obviously, as any new product becomes available, we will be reviewing that, as well.

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### ALTERNATE REALITY Players Unite

As we told you last month, players of ALTERNATE REALITY now have their own club and bi-monthly newsletter. Membership is free and is automatically granted to all purchasers of the game who send in their warranty card to IntelliCreations (formerly H-P Software Productions). We just received our first issue of the ALTERNATE REALITY NEWSLETTER, and it's loaded with useful tips and hints to help you build one or more high-level characters that you'll need for subsequent installments of ALTERNATE REALITY. Offers for a parchment map of The City and an ALTERNATE REALITY T-shirt are also included in the newsletter. If you haven't already returned your warranty card, do it right away so you can start receiving this informative newsletter.

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...ILD GUNMAN ( ◆ ◆ ◆ / ◆ ◆ ◆ ) from _Nintendo_ offers a humorous look at the Wild West in a group of games that ...o. with the Zapper light-sensing gun. The first (and easiest) of ...e ames lets you practice your quick-draw technique on a group ...f id guys who appear one at a time. Each one saunters onto the ...cr.n while an appropriately western musical theme plays. ...hn the desperado reaches the center of the desert setting, his ...ye flash and a cartoon-style balloon with the word "fire" ...p.rs above his head. (The word "fire" is also clearly heard.) If ...o.shoot before he does, you win the round and collect a ...ew.d. You'll also be treated to an amusing animated sequence ...a.varies with each character. Because there is no need to ...ally hit the figure of the gunman--anywhere on the TV screen ...illo--this game works well even for very young players. The ...ea on time (or "quickshooting time") of each bad guy appears ...n e screen above him, so you always know what you're up ...ga.st. Of course these characters get faster as you beat more of ...e. to the draw, up to the maximum speed of 0.4-second ...ea on time.

#### Second Game More Challenging

Ex.rienced game players will prefer the challenge of the second ...an, in which two gunmen appear together. The reaction time ...f ch gunman appears near the top of the screen, and this ...nf.nation is a lot more important to your success than in the ...rs.ame. Usually one gunman will be speedier than the other, ...nd. pays to have your gun aimed at him. You can't afford to ...et igger-happy, though, since one gunman may not even draw. ...o.re charged with a foul for shooting before a gunman says ...Fi."

#### Shootout at the Saloon

Th third game moves you from the open desert to the front of a ...Ve.ern saloon with five windows and an entrance with ...wi.ing wooden doors. The outlaws are inside, and they appear ...an.mly in the windows or doorway, either one or two at a ...im.You get no clues about how fast they are, so you must stay ...le.and ready to shoot quickly. Each wave consists of ten ...un.en, and you get 15 bullets to send them to their just reward.

#### A.dictive Game

Th. set of games is based on a very simple concept, the ...ui.draw showdown seen in so many Western movies. As ...bv.is as this might seem as a good theme for a video game, it ...im.y hasn't been feasible until Nintendo developed their Zapper ...gh.sensing gun. The accuracy of this controller and the sense ...f r.lism it brings to Nintendo's lightgun series of games has ...ad. the Zapper an instant favorite with most of the new NES ...wr.'s we've talked to. Those who enjoy using the Zapper will ...nd.WILD GUNMAN a delight. It's easy to learn, full of ...un., designed with good animation and sound, and absolutely ...dd. ive. The cartridge offers something for everyone in the ...am.y, from very young gamers with limited abilities to ...xp.enced hands with well-honed arcade skills. (Solo play; ...au.; Zapper.) ...Re. nmended. (MSR $34.95)

# AVAILABILITY UPDATE

## ATARI COMPUTERS
**MARCH**
AcroJet (Mic)
Beachhead II (Acc)
Mission on Thunderhead (AH)
Music Studio (Act)
Never Ending Story (DS)
x-Racing Destruction Set (EA)
Raid Over Moscow (Acc)
Spy vs Spy Island Caper (FS)
Superman the Game (FS)
Super Boulder Dash (EA)
U.S.A.A.F. (SSI)
World's Greatest Football (Epy)
**APRIL**
Crosscheck (DS)
Fooblitzky (Inf)
U.S.A.A.F. (SSI)
**MAY**
Mech Brigade (SSI)
**JUNE**
Age of Adventure (EA)
Chessmater 2000 (EA)
221 B Baker Street (DS)
**FIRST QUARTER**
Fight Night (Aco)
Hardball (Aco)
**SECOND QUARTER**
Conflict in Vietnam (Mic)
Crimson Crown (Pen)
Donald Duck Playground (Sie)
Frank & Ernest's Adv (Pen)
Gunship (Mic)
Mind Pursuit (DS)
Multibots Kit (MB)
Oo-Topos (Pen)
Winnie the Pooh-100acre Wood (Sie)
**THIRD QUARTER**
Gamemaker (Act)
Lords of Conquest (EA)
Mail Order Monsters (EA)
Margantaville (Pen)
Moebius (Ori)
Ogre (Ori)
Ronin (Syn)
Touchdown Football (EA)
**FOURTH QUARTER**
Alternate Reality 2:Dungeon (DS)
Breaker (Syn)
Deadly Summer (Syn)
House of Changes (Syn)
**SECOND HALF**
Battlegroup (SSI)
Phantasie (SSI)
Wrath of Denenthor (Sie)

## ATARI ST
**MARCH**
Black Cauldron (Sie)
Coveted Mirror (Pen)
Donald Duck's Playground (Sie)
Financial Cookbook (EA)
Frank & Ernest's Adv (Pen)
Homework Helper:Writing (Spn)
Kempelen Chess (Sie)
King's Quest (Sie)
Kung Fu: Exploding Fist (UXB)
x-Mindwheel (Syn)
Music Studio (Act)
Oo-Topos (Pen)
Silent Service (Mic)
ST One-Write (Sie)
Sundog (Aco)
Winnie the Pooh in 100-Acre Wood (Sie)
**APRIL**
Brimstone (Syn)
Dragonworld (Tel)
Phantasie (SSI)
Wizard of Oz (Spn)
**MAY**
Essex (Syn)
**JUNE**
Alternate Reality: City (DS)
Trinity (Inf)
**AUGUST**
Star Quest (Sie)
**SEPTEMBER**
Towers of Seven (Sie)
**FIRST QUARTER**
Flight Simulator II (Sub)
Gamemaker (Act)
**SECOND QUARTER**
GATO (Spe)
Gunship (Mic)
Homepak (BI)
Isgur Portfolio (BI)
Little Computer People (Act)
Mean 18 (Aco)
Multibots Kit (MB)
Orbiter (Spe)
Payroll Pkg for ST One-Write (Sie)
Rogue (Epy)
Temple of Apshai Trilogy (Epy)
Winter Games (Epy)
**THIRD QUARTER**
Alternate Reality: City (DS)
King's Quest III (Sie)
Margaritaville (Pen)
Ultima III (Ori)
**FOURTH QUARTER**
I*S Talk (BI)
Paperclip Elite (BI)
**SECOND HALF**
Championship Golf (Game)
Computer Baseball (SSI)
Phantasie II (SSI)
Wizard's Crown (SSI)

## COMMODORE 64/128
**MARCH**
x-Bank St Speller (Bro)
Cardware (Hit)
Conflict in Vietnam (Mic)
Goofy's Word Factory (Sie)
Graphic Magician Jr (Pen)
x-Gulf Strike (AH)
Gunship (Mic)
Kempelen Chess (Sie)
Kung Fu II:Sticks of Death (UXB)
x-Lords of Conquest (EA)
Macbeth (AH)
Mission on Thunderhead (AH)
Multibots Kit (MB)
x-NAM (SSI)
Never Ending Story (DS)
Oo-Topos (Pen)
x-Phantasie II (SSI)
x-Print Shop Companion (Bro)
Spitfire '40 (AH)
x-Super Boulder Dash (EA)
**APRIL**
Alter Ego (female)(Act)
Crosscheck (DS)
Football (Sub)
Rings of Zilfin (SSI)
Where in World is C Sandiego (Bro)
Wizard's Crown (SSI)
**MAY**
Amnesia (EA)
**JUNE**
Alternate Reality: Dungeon (DS)
221 B Baker St (DS)
Partyware (Hit)
Ware With All (Hit)
**SEPTEMBER**
HeartWare (Hit)
HollyWare (Hit)
**FIRST QUARTER**
Commando (DE)
Gateway (Pry)
Inside Story (Acc)
Phantasie II (SSI)
**SECOND QUARTER**
AutoDuel (Ori)
Crossbones (Act)
Frank & Ernest's Adventure (Pen)
Mind Pursuit (DS)
Portal (Act)
River Boat (Act)
**THIRD QUARTER**
Graphics Library #4 (Bro)
Margaritaville (Pen)
Moebius (Ori)
Ogre (Ori)
Ronin (Syn)
**FOURTH QUARTER**
Alternate Reality 2:Dungeon (DS)
Deadly Summer (Syn)
House of Changes (Syn)
**SECOND HALF**
Wrath of Denenthor (Sie)

## COMMODORE 128
**JUNE**
Trinity (Inf)
**FIRST QUARTER**
PerfectCalc (Com)
PerfectFiler (Com)
PerfectWriter (Com)
**SECOND QUARTER**
HomePak (BI)
I Am the C128 (Act)
**THIRD QUARTER**
Alternate Reality: City (DS)
Championship Golf (Game)

## AMIGA
**MARCH**
Adventure Const Set (EA)
Coveted Mirror (Pen)
Deluxe Print (EA)
Deluxe Video Const. Set (EA)
Frank & Ernest's Adv (Pen)
Halley Project (Min)
Keyboard Cadet (Min)
Kung Fu: Exploding Fist (UXB)
Marble Madness (EA)
Music Studio (Act)
Oo-Topos (Pen)
Winnie the Pooh in 100-acre Wood (Sie)
**APRIL**
Black Cauldron (Sie)
Gunship (Mic)
Instant Music (EA)
Kings Quest (Sie)
Little Computer People (Act)
**MAY**
Deja Vu (Min)
**JUNE**
Trinity (Inf)
**AUGUST**
Star Quest (Sie)
**SEPTEMBER**
Towers of Seven (Sie)
**FIRST QUARTER**
Flight Simulator II (Sub)
Mastertype (Scar)
Radar Raiders (Sub)
Return to Atlantis (EA)
Sargon III (Hay)

## APPLE II
**MARCH**
Alter Ego (Female)(Act)
American Challenge:
  Sailing Simulation (Min)
Ancient Art of War (Bro)
CardWare (Hit)
Colonial Conquest (SSI)
Conflict in Vietnam (Mic)
Dick Francis High States (Min)
Goofy's Word Factory (Sie)
Gunship (Mic)
James Bond Goldfinger (Min)
Mission on Thunderhead (AH)
Mr Pixel's GameMaker (Min)
x-NAM (SSI)
Oo-Topos (Pen)
x-Phantasie II (SSI)
Raid Over Moscow (Acc)
Smart Money (Sie)
SynCalc (Syn)
Touchdown Football (EA)
Under Fire (AH)
x-Wizard's Crown (SSI)
**APRIL**
Crosscheck (DS)
Fooblitzky (Inf)
Ogre (Ori)
**MAY**
Amnesia (EA)
Lunar Explorer (ET)
**JUNE**
221 B Baker Street (DS)
PartyWare (Hit)
Star Quest-128K (Sie)
Towers of Seven-128K (Sie)
Trinity-128K (Inf)
Ware With All (Hit)
**AUGUST**
Lords of Conquest (EA)
**SEPTEMBER**
HeartWare (Hit)
HollyWare (Hit)
**FIRST QUARTER**
AcroJet (Mic)
Commando (DE)
Escape (Ban)
Flight Simulator Scenery
  Disk (Western Region)(Sub)
Forbidden Quest (Pry)
Gateway (Pry)
Nine Princes in Amber (Tel)
Spy Vs. Spy Island Caper (FS)
x-Super Boulder Dash (EA)
Superman the Game (FS)
**SECOND QUARTER**
Frank & Ernest's Adventure (Pen)
Mind Pursuit (DS)
Multibots Kit (MB)
PaperClip (BI)
Space Snatchers of Aratoon-128K (Sie)
Super Sunday (AH)
**THIRD QUARTER**
Championship Golf (Game)
Graphics Library #4 (Bro)
Margaritaville (Pen)
Never Ending Story (DS)
Ronin (Syn)
Where in USA is Carmen Sandiego (Bro)
**FOURTH QUARTER**
Alternate Reality: Dungeon (DS)
Deadly Summer (Syn)
House of Changes (Syn)
Kings Quest III-128k (Sie)
**SECOND HALF**
Wrath of Denenthor (Sie)

## MACINTOSH
**MARCH**
Alter Ego (Female)(Act)
Computer Baseball (SSI)
Custom Calculator (EA)
Dick Francis High Stakes (Min)
Forbidden Castle (Min)
James Bond. Goldfinger (Min)
Luscher Profile (Min)
Oo-Topos (Pen)
Payroll-MacOneWrite (Sie)
Skyfox (EA)
**APRIL**
Flight Simulator (Micr)
Gemstone Warrior (SSI)
**JUNE**
Trinity (Inf)

## SECOND QUARTER
GameMaker (Act)
GATO (Spe)
Multibots Kit (MB)
Orbiter (Spe)
Rogue (Epy)
Temple of Apshai Trilogy (Epy)
Winter Games (Epy)
**THIRD QUARTER**
Alternate Reality: City (DS)
Championship Golf (Game)
Kings Quest II (Sie)
Leader Board (Acc)
Margaritaville (Pen)
Mean 18 (Aco)
**FOURTH QUARTER**
Isgur Portfolio (BI)
PaperClip Elite (BI)
Ultima III or IV (Ori)
**SECOND HALF**
Phantasie (SSI)
Wizard's Crown (SSI)

## IBM PC/PCjr
**MARCH**
American Challenge:
  Sailing Simulation (Min)
CardWare (Hit)
Dick Francis High Stakes (Min)
50 Mission Crunch (SSI)
James Bond Goldfinger (Min)
x-Mean 18 (Aco)
Music Studio (Act)
Operation Market Garden (SSI)
Orbiter (Spe)
PC OneWrite (Sie)
Powers of Seven (Sie)
Smart Money (Sie)
Super Boulder Dash (EA)
Timothy Leary's Mind Mirror (EA)
**APRIL**
Alter Ego (Female)(Act)
Amnesia (EA)
Championship Golf (Game)
Crosscheck (DS)
Fooblitzky (Inf)
Hardball (Aco)
Space Shuttle (Act)
**MAY**
Lunar Explorer (ET)
Wilderness (ET)
**JUNE**
Balance of Power (Min)
PartyWare (Hit)
Star Quest (Sie)
Towers of Seven (Sie)
Trinity (Inf)
**FIRST QUARTER**
Adventure Construction Set (EA)
Black Cauldron (Sie)
Chris E Lloyd Tennis (AG)
Decision in the Desert (Mic)
Entrepreneur's Game (AG)
Great Intl Paper Airplane
  Construction Kit (SS)
PSI-5 Trading Co (Aco)
Super Sunday (AH)
Temple of Apshai Trilogy (Epy)
Winnie the Pooh in 100-acre
  Wood (Sie)
**SECOND QUARTER**
Championship Gold (Act)
I*S Talk (BI)
Mind Pursuit (DS)
Multibots Kit (MB)
PaperClip Elite (BI)
Payroll Pkg-PC OoeWrite (Sie)
Space Snatchers of Aratoon (Sie)
**THIRD QUARTER**
Ronin (Syn)
Ultima 4 (Ori)
**FOURTH QUARTER**
Deadly Summer (Syn)
House of Changes (Syn)
Kings Quest III (Sie)
Where in World is C Sandiego (Bro)
**SECOND HALF**
Battle of Antietam (SSI)
Rings of Zilfin (SSI)

## INTELLIVISION
**MARCH**
Championship Tennis (Intv)
World Cup Soccer (Intv)
**APRIL**
Karate Champ (Intv)
Super Pro Football (Intv)
Tower of Mystery (Intv)
**JULY**
Hover Force (Intv)

## ATARI 7800
**APRIL**
System pkgd w/Pole Position II
Centipede (At)
Deluxe Asteroids (At)
Dig Dug (At)
Food Fight (At)
Galaga (At)
Joust (At)
Moon Patrol (At)
Ms Pac Man (At)
Robotron:2084 (At)
Stargate (At)
Xevious (At)
**MAY**
Ballblazer (At)
Rescue on Fractalus (At)

## NINTENDO
(Avail based on New York &
Los Angeles--not national)
**SECOND QUARTER**
Balloon Fight
Donkey Kong
Donkey Kong Jr Math
Donkey Kong 3
Donkey Kong Jr
Heli Fighter
Mach Rider
Mario Bros
Popeye
Urban Champion

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### COMPANY CODES
ACC....Access
ACO....Accolade
ACT....Activision
AG.....Avant Garde
AH.....Avalon Hill
AT ....Atari
BAN....Bantam
BAU...Baudville
BI......Batteries Inc.
BRO....Broderbund
CBS...CBS Electronic Pub.
COS...Cosmi
DE.....DataEast
DS.....DataSoft
EA.....Electronic Arts
EPY....Epyx
ET.....Electric Transit
FIR....Firebird
FP.....Fisher-Price
FS.....First Star
GRO....Grolier
HAY..Hayden
HIT...HiTech Expressions
INF...Infocom
INT...INTV Inc.
MB...Multibotics
MIC...Microprose
MIS...Microsoft
MIN...Mindscape
ORI....Origin
PEN...Penguin
PRY...Pryority
SCR...Scarborough
SIE....Sierra
SIL....Silicon Sftwr
SPE...Spectrum-Holobyte
SPN...Spinnaker
SPR...Springboard
SS.....Simon & Schuster
SSG...Strategic Studies Group
SSI....Strategic Simulations
SIR....SirTech
SUB...SubLogic
SYN...Synapse
TEL....Telarium

NOTE: Any program noted with
an "x" indicates it has shipped
prior to our going to print. May
not be in national distribution
yet, however.

# Subscriber Buying Service

| Program | Cost | Sys/Format | Quantity | Total |
|---|---|---|---|---|
| Bard's Tale (Co) | 28.80 | _____ | | |
| Bard's Tale (Ap) | 32.90 | _____ | | |
| Book of Adventure Games ll | 14.80 | _____ | | |
| Clu Clu Land (Nin) | 24.00 | _____ | | |
| Elite (Co;Ap) | 22.30 | _____ | | |
| Excitebike (Nin) | 28.50 | _____ | | |
| Graphics Magician (Mac) | 62.30 | _____ | | |
| Graphics Magician (At, Co) | 28.80 | _____ | | |
| Graphics Magician (Ap, I) | 36.40 | _____ | | |
| Graphics Magician Jr (Ap, Co) | 26.10 | _____ | | |
| Guitar Wizard (Ap) | 22.30 | _____ | | |
| Gulf Strike (Ap, At, Co, I*) | 22.30 | _____ | | |
| Ice Climber (Nin) | 24.00 | _____ | | |
| Kung Fu (Nin) | 24.00 | _____ | | |
| Leader Board (Co) | 28.80 | _____ | | |
| Mach 128 (Co 128) | 36.40 | _____ | | |
| MacOneWrite Accts Receivable (Mac) | 183.40 | _____ | | |
| Mean 18 (I) | 36.40 | _____ | | |
| Mean 18 (Am*;ST*) | 28.80 | _____ | | |
| Nintendo System w/robot & gun | 137.00 | _____ | | |
| Phantasie II (Ap;Co*) | 28.80 | _____ | | |
| Sierra Championship Boxing (Ap) | 26.10 | _____ | | |
| Sierra Championship Boxing (Mac) | 28.80 | _____ | | |
| Sierra Championship Boxing (Co) | 18.70 | _____ | | |
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| Under Fire (Ap, Co, I) | 43.60 | _____ | | |
| Under Fire Extended Disk 1 (Ap, Co*,I*) | 18.70 | _____ | | |
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| Willow Pattern/Chimers (Co) | 14.80 | _____ | | |
| Wizard's Crown (Ap,Co) | 28.80 | _____ | | |

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we continue to look for more store close-outs!)

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NOTE: All computer prgms on disk unless noted.

KEY: *=preorder;AM=Amiga;At=Atari XE/XL;Ap=Apple
Co=Commodore 64/128;I=IBM PC/PCjr;Mac=Macintosh;
ST=Atari ST;Int=Intellivision;Nin=Nintendo

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Shipping Chart: UPS--$2.00 for 1st
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POSTAL: $3.75 1st item, 75¢ ea
additl item (US/APO/FPO)
CANADA: $4.75 1st item, 75¢ ea
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(all titles brand new & subject to prior sale)

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