Like the Old Days

It was almost like the videogaming "old days" this June at CES. Atari was showing the 2600 and 7800, Nintendo's booth was crowded with eager gamers, and there was a new kid on the block--Sega showed its impressive Master System for the first time. Our initial reaction to the Sega showing was definitely positive, though we admit to a few reservations about the ability of the market to absorb THREE advanced game systems. Well, we're all for letting the game-buying public make their own decisions. Until you can see it for yourself, though, we'll fill you in on the details of the newest system.

Specifications

The Sega Master System (about $150) consists of a console boasting 128K ROM and 128K RAM, two controllers, Light Phaser (gun), 1048K Combo Mega Cartridge (contains HANG ON and SAFARI HUNT games), plus AC adapter, audio/video cable, RF switch and cable, and 75/300-Ohm converter. The display capability on TV, composite monitor, or analog RGB is 64 colors with screen resolution of 256 by 192 dots. The screen can be scrolled in four basic directions, plus diagonals and partial screen scrolling. The audio portion of the system features three sound generators of four octaves plus white noise. Characters are 8 by 8 pixels, maximum 448, while sprites are 8 by 8 pixels, with a maximum of 256.

Plenty of Detail

While all those numbers and specifications may be quite impressive to the more technically oriented among you, what it all means to the gamer is excellent graphic capability with lots of colors and the ability to put plenty of detail on the screen. Many of the Sega games use a whole palette of pastels--a pleasant picture to behold. The Sega console accepts two different kinds of software media, Mega Cartridges (1048K) and Sega Cards (256K). Games on Mega Cartridge are expected to retail for $30, with Sega Card games selling for $25. Sega Card titles shown included MY HERO (save your girl from the punks by using your Kung Fu skills); GHOST HOUSE (search Count Dracula's mansion for jewels); TEDDY BOY (a nightmare maze of bugs and other creepy-crawlies); TRANSBOT (futuristic quest in a transformable vehicle); and F-16 FIGHTING FALCON (flight simulation and dogfight with a MIG-25). The Mega Cartridges include a very dressed-up version of CHOPLIFTER (licensed from Broderbund), along with BLACK

Critically Speaking...Atari XE/XL Compatible

HARDBALL (♦♦♦♦/♦♦♦1/2) has just been converted for game-starved Atari owners by _Accolade_ and it should be a huge hit. Once again, the game features great graphics which take you into the duel between the pitcher and hitter. The game begins with the Manager's Decision screen where you choose options such as player substitutions, exchanging of positions in offense, and those options as well as shifting of your outfield, normal or double play depth of your infield, and whether you want your pitcher to walk the batter intentionally. You can also move quickly into the Decision screen at any point during the game by pressing the space bar. Once you've got a line-up you're happy with, it's on to the opening of the game as the chords of the National Anthem are struck-up. At this point, you've got a centerfield view over the shoulder of the pitcher into home plate. If you're pitching, you'll have to make the choice among eight pitching styles. As batter, you'll have to make the decision about hitting away, bunting, and whether (if you have someone on base) to try stealing. The batter can choose the location of his swing while the pitcher has the ability to choose the location of the pitch. Once your batter hits the ball, the screen changes to show a perspective of the field. The fielder who is in line to catch/field the ball flashes. In playing defense, you'll have to use your joystick to manuever your flashing man to get the ball. With your joystick, you'll then direct the ball to the correct base as you try and throw out the runner.

Super Graphics and Game

We truly enjoyed this when it originally was released on the Commodore, and we found ourselves enjoying it more this time around (perhaps because our Atari is so hungry for good games!) The graphics are bright, clear--just plain terrific (we've found graphics to be a strong-point of Accolade's games). The gameplay is excellent and is geared for those players who simply want a good game of baseball, without hours of strategic manuevering. From the catcher's mitt adjusting for the ball as it's thrown into home plate, to the spectacular catches your outfielder can make, the game is really a winner. The two-player game is loads of fun as you square off against a friend. Once again, as in the Commodore version, we have marked the gameplay down slightly due to the sluggish throws in from the outfield. We did find that a bit bothersome. Overall, however, Atari owners may not be getting much in new software so it's great that a really good one comes through! (one player; two-player simultaneous; 48K disk; joystick required; also available for Commodore and Apple)
Recommended (MSR $29.95)

MECH BRIGADE (♦♦♦1/2/♦♦♦1/2) is one of a pair of strategic games just converted for Atari owners by _Strategic Simulations_ with this one taking us into the future of simulated warfare. Using the latest military data derived from extensive research, designer Gary Grigsby (North Atlantic '86, Carrier Force, War in Russia to name a few) simulates armored warfare of the 1990's. The game pits the NATO forces against those of the Soviet Union in this one or two-player game. The combat ratings for virtually every weapon found in the arsenals of the U.S., West Germany, England, and Russia have been included. Weapon types include helicopters, anti-tank guided missiles, tanks, surface-to-air

missiles, and more. The program allows for instant calculat by the computer of hit possibilities, adding to the realism. advanced level game, the action takes place on a 60 x 40 g map in any of four scenarios, as well as a build-your-own w the Random Set-up. The four scenarios take place in W Germany in the towns of Fulda, Wurzburg, Oldenburg, Karlsruhe. By the way, the game features a "View" disp whereby, with the touch of the "V" key, you can get overhead view of every square your platoon can see.
Packed With SSI Challenge

Over and over again, SSI has shown themselves the pride the strategic gaming genre and this game is no different. taking their strategic wargaming into the near-future, it all the player to engage in all sorts of "what if" questions wl excercising strategic planning abilities. Any advan strategic game player will enjoy this one a great deal! ((player; two-player combat; 48K disk; also available for A and Commodore)
Recommended (MSR $59.95)

U.S.A.A.F. (♦♦♦1/2/♦♦♦1/2) is the second strategic game which has just been converted for Atari owners _Strategic Simulations._ This game takes you back to N Europe in August, 1943 to the end of the war. The men of United States Army Air Force (U.S.A.A.F.) took heavy risks they took to the skies in broad daylight for more pre bombing of Nazi industrial centers, railyards, power pla etc. Of course, by flying in the daylight, the risks v unbelievable as the enemy could easily spot them and si t them down. Your success will be based on many facs including altitudes, clever use of your patrol planes and es t fighters and carefully going after the correct enemy sites. 's short game, ending after only one month of combat, is won by choosing one vital industry to to after and des y (i.e. the rubber industry) as opposed to going after sev types. The action is broken down into daily decisions d raids with every piece of aircraft deployed, group m e assessed, weather factors, etc. As the month rages on, w weapons become available to you, as they were actu y developed during that period of the war. But the Nazis v t roll over easily as they accelerate the availability of w aircraft by converting aircraft factories. It's a tough d intense fight to the end in this advanced level game.
Very Involved

This game is not for the beginner as designer Gary Gri y has come up with a complex game with countless way o approach it. There are five levels of play (all tough) with e typical detailing SSI is known for. As is typical of all l games, you can save games in progress to return to the b e later. The men of the U.S.A.A.F. make for an exc g scenario to involve yourself in! (one player; two-p er simultaneous; 48K disk; also available for Apple d Commodore)
Recommended (MSR $59.95)

Golf Game Conversions

Two excellent golf simulation games are now available for new systems. LEADER BOARD from Access was designed originally for C64, and it is now available for Atari XL/XE series computers. MEAN 18, done first for IBM by Accolade, has just been released in an Atari ST version.

THE RATING SYSTEM:
4 SYMBOLS = EXCELLENT   2 SYMBOLS = FAIR
3 SYMBOLS = GOOD   1 SYMBOL = POOR

♦ = ENTERTAINMENT PROGRAMS (1st set of stars=quality of graphics; 2nd set=quality of game play d entertainment value)
◊ = APPLICATION PROGRAMS (1st set of diamonds=quality of graphics; 2nd set=quality of performce and suitability of use in home)
NA - Not Applicable (i.e. all-text programs not rated or graphics)

Critically Speaking...Amiga Compatible

TEMPLE OF APSHAI TRILOGY (♦♦♦1/2/♦♦♦♦)
has been converted to the Amiga by *Epyx*, and what a
blessing it is! The Trilogy includes "The Temple of Apshai,"
"The Upper Reaches of Apshai," and "The Curse of Ra," with
each one being more difficult than the last. Before you can
venture into the Temple, you will need a character. To get one,
you may either have the computer create one for you, or you
may select the attributes (such as Intelligence, Intuition, Ego,
Strength, Constitution, and Dexterity) to create your own.
Once this phase is completed, you must visit the Innkeeper to
outfit your character with weapons and armor. Then select an
adventure from the three choices, each containing four skill
levels, and prepare to become luncheon meat for some
monster!

Did You Say a GIANT Mosquito?
Using either the keyboard or mouse, you move your brave
adventurer throughout the Temple in search of fame and
fortune. But beware, for there are many obstacles you must
overcome. To name a few, there are wasps, ants, beetles, and
giant mosquitos, because this is the lair of the great insect-
god, Apshai. (Wouldn't it be easier if you were equipped with
an industrial strength fly swatter?)

An Adventure for Everyone
Whether you are an advanced or novice temple dweller,
there's an adventure here for you. When playing skill level
one in the Temple of Apshai, you are given plenty of time to
search for hidden doors and secret traps and think out your
plan of attack on an unsuspecting beetle. But select skill level
four in The Curse of Ra, and be prepared for some heavy head-
to-head dueling! (Solo play; Mouse & keyboard; 512K.)
Reviewed on Amiga. Also available for Apple II, Atari ST,
Atari XL/XE, IBM, Macintosh.
Recommended. (MSR $40.00)   --Patrick McGrath

MINDWALKER (♦♦♦♦/♦♦♦♦) is a 3-D fantasy game
created by *Synapse* and published under the *Commodore*
label. Combining strategy and arcade action, it places you in
the role of a physics professor. The premise is that you have
gone mad and become lost in your own internal world. The
remains of your ego are splintered into four beings: a Human,
a Wizard, a Spriggan, and a Water Nymph. In your journey,
you will become all of these creatures as you attempt to fullfill
the quest of pieceing your mind back together.

The Mind
You begin in the Mind with three lives, where your objective
is to trace a "Path of Coherent Thought" to a flashing square
and create an idea. To do so, you must travel through different
types of terrain and fight off Bad Thoughts. A map is
available to help you find your way to the goal, a flashing
square. It also reveals the location of the Pyramids, which are
critical to your success because they are the only places where
you can change from one kind of being to another. You may
have to go through several transformations to complete your
path, since each of the four beings can traverse only certain
kinds of terrain. While you're doing your best to complete the
path, the Bad Thoughts will try to thwart your progress by
firing Nihilism Beams at you. Fortunately, they can be
stopped with a quick blast of your Fractal Ray. Not so
fortunately, there is one unstoppable enemy--the skull-shaped
Existentialist Death Mask. There are numerous other pitfalls,
too, such as booby-trapped towers. But if you manage to
complete your Path of Coherent Thought, you will have
created an idea and unlocked the tubes leading to your Brain.
Slip into a tube and prepare for a downward ride. Catch one of
the green doors zipping by, and you will enter your Brain.

The Brain
Inside the brain, your Fractal Ray is replaced with a Reflector
Beam to be used as a defense against the viruses that will
attack you. The object at this stage is to locate a container
holding a few Shards of Sanity. As you travel among the maze-
like walls of your Brain, there is no map to guide you, and the
walls are alive with deadly synaptic sparks. The sounds of a
quickening heartbeat and a rising temperature gauge are your
clues to the location of the Shards. Find them, and then return
to the entrance/escape tube to move on to the Sub-Conscious.
(I found myself jumping out of my seat a couple of times on
my way to the escape tube!)

The Sub-Conscious
In the relative calm of the Sub-Conscious, you must use the
mouse to place your seven Shards of Sanity correctly in a
puzzle. (I found this the most relaxing of the three phases of
the game.) Once the Shards are placed, you must return to the
Mind, create another idea to reach the Brain, find more Shards,
etc. I managed to pass through the Brain three times, and I
have about half of the puzzle completed. (Whew!) Each time
you gather a few more Shards and place them in the puzzle, the
difficulty increases with more hazards and more surprises.

Outstanding
This is one outstanding game! The 3-D graphics are excellent,
the animation is smooth, and the stereo soundtrack and sound
effects will knock your socks off. You really must have stereo
speakers hooked up to your Amiga to truly appreciate this
game. And there are plenty of surprises. One is called the
"Einstein Effect." I won't give it away, but I will say that it is
one of the wildest things I have ever seen on a computer. The
game is fascinating. I find myself going back again and again
to piece my "Mind" back together. MINDWALKER is what the
Amiga and games are all about--the best yet on this system.
One interesting note: this program is not copy-protected.
Commodore's reasoning is to let you make a back-up copy for
your own use. (Solo play; Joystick & mouse; Pause; Games &
high scores can be saved to the 256K program disk.)
Available for Amiga only.
Recommended. (MSR $49.95)   --Cal Chen

Creativity and Fun on Amiga

At Electronic Arts' CES suite, we had the chance to see some
of the upcoming programs we reported on last month.
DELUXE VIDEO (MSR $99.95), now completed, is a very
impressive piece of programming that unlocks much of the
creative power in the Amiga. Samples of computer animation
generated with the program showed it to be capable of very
professional presentations for commercials or home video
productions. Another fascinating creativity tool for Amiga is
INSTANT MUSIC (MSR $49.95), which fulfills its promise of
letting anyone compose music, even without musical training.
(This program is ideal for all ages.) And then there's
MARBLE MADNESS, the game that every Amiga-owning
arcade fan has been looking forward to. We saw it, we played
it, and we pronounce it wonderful! No arcade conversion for
the home has ever been closer to the real thing than this one
is (MSR $49.95). By the way, MARBLE MADNESS will also
be available for Commodore 64/128 by the end of this year.

Wargaming
Electronic Arts also showed and talked about a few previously
unannounced titles. We got a look at PATTON VS.
ROMMEL, a strategic wargame by respected designer, Chris
Crawford ("Balance of Power," among others). This one
features a good bit more action than the typical strategic
wargame. It will be available first for Macintosh, to be
followed by versions for C64/128 and Apple II. Wargamers
can also look forward to BATTLEFRONT (MSR $39.95) for
C64/128 and Apple II from Strategic Studies Group, an
Electronic Arts affiliated label. The program re-creates land
battles from World War II in four scenarios (Battles of Crete in
1941, Stalingrad in 1942, Saipan in 1944, and Bastogne in
1944-45). A design kit is also included in the program.

New Tactical Game from SSI

Strategic Simulations is readying its next tactical game,
GETTYSBURG: THE TURNING POINT. It allows the
player to keep track of individual artillery, men and
ammunitions for each brigade unit. One or two players can
engage in the 3-day battle from July 1-3, 1863. Three levels
of play will be featured, basic, intermediate, and advanced, and
will be written for Apple, Atari, Commodore, and IBM
computers.

Chipwits Author Seeks Publisher

Rights to the innovative robot program, CHIPWITS, have
reverted to one of its creators, Doug Sharp. (The Commodore
64 version was licensed to Epyx, the Apple II and Macintosh
versions to Brainpower.) Doug would like to get his program
back into the software market and invites any interested
publisher to contact him directly at 612-332-8431.

HomeTerm from *Batteries Included* is a nice entry into the world of home telecommunications with the strongest selling point being the ease of which a novice is able to use it. Unfortunately, this is also it's weakest point.

As with any utility program, it would be nice to be able to boot the disk and magically have everything work. With HomeTerm, it does. In fact, the first screen we saw was "Modem Configuration." The package includes a well thought-out manual, explaining most of what you'd need to know to make your first connection. And, it was also nice that we didn't have to change any of the original settings. Once we clicked the "OK," we saw a window, not unlike that of MacWrite with Untitled as the file. In the lower left-hand corner was a listing of current terminal settings, which stays online all the time (a very handy feature). On the lower right was the current time of day. The time of day might not be as handy for all people, so there is an option to change this to "elapsed time." That, too, is a nice feature, however it does not reset automatically with each call you place. The "Settings" menu (available at all times via pull-down menu) allows you to change the modem configuration, screen dimensions (extremely handy) and is also where you change the clock to timer, and timer back to clock. And, there is a setting called "Personal Preferences."

Money Clock

Under Preferences, we find one of the most useful ideas we have seen in terminal software: a money clock! You enter the rate (as in dollars and cents) your online service is charging you per hour. When you connect with a service like GEnie (at $5.00/hour) and reset this clock, it will display the current charges on your screen at all times. Additionally, Preferences lets you change the cursor from a simple underline to a block (solid flashing black box), and you can set the program to dial a number once, or to re-dial if busy. You can call up the Dialing Directory and add the numbers you call most often. The software allows for pulse as well as tone dialing.

Edit Window

Another handy idea, this one is in the pull-down menu called Goodies: an edit window. This gives you one line, near the bottom of the screen, where you can enter text or commands, and is not send downline until you press your <return> key. The edit window is an idea whos time is long overdue, especially if you aren't the perfect typist. If you make an error, simply backspace and correct it. Nothing is seen on the receiving end until you press <return>. And, it can be anything from passwords to direct modem commands. Tranfer protocols include both ASCII text and XMODEM. If you are sending an XMODEM file, a clock appears onscreen to let you know how much time is remaining, and the block number being sent.

Some Drawbacks

This software can be used with Hayes-compatable modems, and herein lies a problem. Unless you know the actual Hayes commands, as well as the control codes used in telecommunications, it is likely you will not be able to quickly master is finest part of this program, the macros. Adding, editing and modifying macros is really a breeze, but when we tried to logon to the Computer Entertainer BBS, it seemed almost impossible. So we tried CompuServe and it, too, seemed impossible. Lastly, we tried The Source. The problem was telling the macro to send a carriage return. Using The Source, we needed to enter three <cr>'s as soon as we logged on. Finally, it occurred to one of us to enter a "control-m" (which looks like ^m). Pressing the control key and the m key did not work. We had to enter the ^ followed by the m. That was the key. And, as hard as we looked, we could find nothing in the manual that suggested you need to put the "control-m" after *EVERY* entry, if you want to use a macro to log on to a service. Additionally, to get a macro to execute, it must see a reply from the modem. Our modem was set to NOT respond (intentionally, since we seem to know when were are connected.) It took us about an hour to figure out we needed to reset all the switches on the modem to the way the modem was shipped from the factory.

Disconnecting a Problem

One last complaint deals with disconnecting. There seem to be no way to 'hang up' from an online service other th using the Hayes command, which is three plusses (+++). (the Macintosh, our modem is a Promethius 1200, and required the plusses, followed by the command to hang-u "ATH." On this modem, all commands must be entered uppercase. If someone is unaware of the differences amo modems, this can cause a great deal of confusion.

Confusing for Beginner

Overall, HomeTerm seems like a potential classic, providi a revised manual (and perhaps revised software) can be quick developed. The literature from Batteries Included reminded of the $20.00 cost to update a manual, and $10.00 to update disk. For a program with a list of $49.95, we recommend t novice telecommunicator wait until the next generation. If y are a veteran of telecommunications, this program is for you. (MSR $49.95)

Another Look at BatteryPak

Batteries Included has just released the latest update of th BATTERYPAK, this one Version 1.2. We thought we'd ta another look at it as we were promised several additions a changes. Since we had an extensive review of the product our March, 1986 issue, we'll only touch on some of 1 changes.

Less Improvement Than Indicated in Booklet

The most obvious change is the ability to run the progra on MacPlus. *DiskTools,* while indicating an improveme and different layout from the 1.1 version, looked and work identically to the 1.1 version we already have installed. We not quite sure why this confusion in the 1.2 Addendum book (don't get us wrong--this was a feature we liked a great deal the 1.1 version and we have been using it on all our start disks and still highly recommend it as part of your deskto The same holds true for Calendar—new features are highlight but they were available in the 1.1 version. In fact, the Addendum booklet talks about new programs added, such *Windows, Calendar Manager, Archive Notes,* and *Clear Not* In fact, all these programs were introduced with the version so, again, we don't understand why they are be included as "new" items. Phone Pad, while offering two n features, *Next Blank Page* and *Ignore Case,* talks about n features which were, once again, added in the 1.1 version.

Launcher Improved Slightly

One program which we liked in principle, but not in act use in the 1.1 version, is Launcher. While access with it programs has improved, it still could be a bit better. T premise is great--"power-load" your programs by avoiding desktop. While the 1.1 version was awkward at best, the version still requires that you quit the program you're in befi you can use Launcher. Theoritically, we still think, for application to be truly worthwhile, you should be able to in under the ♦ key while in a program, and the launc window would appear for manipulation between programs. new version does save some time, but still falls short.

Good Program Overall

It's a good program overall and, if you don't own Battery at all, it's a fine investment. If you own the 1.0 version, should upgrade to the 1.2 version (send $10.00 and your disk into Batteries Included); however, if you have the version, it probably isn't worth swapping the disk out at point. It's possible there'll be another upgrade down the l which would make a new copy worthwhile. (MSR $49.95)

Sneak Peak at Access Products

We had the opportunity to see some "works in progress" Access Software had the Amiga and Atari ST versions of th popular LEADER BOARD showing. With the obvi graphics capabilities of both machines, the conversions taking on a whole new dimension as Access is tak advantage of both computers. 10th FRAME, a Commod 64/128 program, was also up in demo form and is be developed because of strong demand from the consumers write letters to Access. (See, they DO listen!)

Critically Speaking..C64/128 Compatible

SPITFIRE 40 (♦♦1/2/♦♦), from *Avalon Hill*, combines a flight simulator and high-in-the-sky shoot 'em up. The simulator is an easy one, in comparison to some of those available which are for the true simulator fans out there. You'll find yourself able to take-off without too much practice and then be able to perform rolls, loops, etc. Once you take off in your Spitfire, you'll encounter the German enemy as they attack in their Jerrys. There are four different pilot types available to you, in varying levels of difficulty. At any point in the game, you can save your log to disk, and as you accumulate more flying hours, you'll find the plane becoming more realistic in what it expects from you. Of course, the Germans become more precise too. In the game mode, you'll be able to choose between the fighter mode where you'll go against Me-109's or the Bomber mode where you're pursuing Stuka dive bombers. In the game mode, you'll begin at 10,000 feet in the middle of a dogfight. In the game, your time in the air is real time (actual time spent flying your plane). The goal is simple--shoot down as many enemy planes as possible before running out of ammunition or being shot down yourself. Throughout both the simulator and game modes, you can toggle (with the space bar) between a front view from your cockpit and a complete, authentic instrument panel where you will need to keep track of fuel, air speed, vertical speed, altimeter, and all the other instruments which are key to flying your plane.

Not the Best of Both Worlds

In an attempt to give you both a simulator and dogfight game, there have been some trade-offs which keep the game from being a good one. The graphics, while quite nice on the instrument panel, are certainly nothing special on the front cockpit view. Immediately, *Skyfox* (Electronic Arts) comes to mind as being vastly superior in both the graphics and gameplay, as well as Microprose's *F-15 Strike Eagle*. We just couldn't get excited over the simulator, even though it's nice to have one that beginning simulation fans can get into without difficulty. All in all, we found ourselves dissatisfied with the depth of the game and found ourselves bored after a very short period of time. This just isn't up to the caliber of the genre already available. (one player; joystick required; coming for Apple and IBM)
Not Recommended (MSR $35.00)

A.C.E. (♦♦1/2/♦♦1/2) stands for Air Combat Emulator, and it's the latest imported British game from *UXB*, a division of *Spinnaker Software*. Although billed as an arcade-style game combined with a flight simulator, don't look for too much sophistication in the simulation department. First and foremost, this is an action game. Flight simulation is secondary and purposely limited to a relatively basic level in order to appeal to those gamers who find true flight simulators too complicated.

The Last Fighter Pilot

The premise of the game is that a gigantic enemy fleet has begun attacking the southeastern U.S. with a large force of tanks, helicopter gunships, fighters, and an entire navy. You are the last fighter pilot, and it's up to you and your three ACE Mark 2.1 AWAT (All-Weather-All-Terrain) aircraft to save the day. Before you begin, there is a choice of skill levels (including a training mission where the enemies don't fire on you), weapons, time of day to fly, and number of players. If you choose the two-player option, one person will pilot the plane while the other sees to the weapons. Taking off is easy enough that most players will be successful on their first attempt. Cockpit instrumentation is not overwhelming, either, with digital readouts for speed and altitude, a radar screen and mapping system for locating the enemy, and a thrust indicator. Warnings of low fuel and enemy missiles show visually in the cockpit, and they're also announced verbally with none-too-clear voice synthesis. Re-fueling can be accomplished in mid-air if you rendezvous with a tanker, or you can land at your base where you can also pick up more weapons and get repairs. The real heart of the game, however, is your search-and-destroy mission. If you get your kicks out of blasting enemy planes from the sky, bombarding tanks on the ground, and engaging in David-vs-Goliath battles against a whole navy, then this is your game. Graphics and sound are about average, but there's definitely plenty of shooting action for those with an itchy trigger finger. And the game is very reasonably priced, an attraction for many gamers. (Solo or 2-player cooperative play; Joystick; Pause; Disk.) Available for Commodore 64/128 only. (MSR $19.95)

FRANKIE GOES TO HOLLYWOOD (♦♦♦/♦♦♦) is an animated adventure from *Firebird* with numerous action-game sequences. You become the game as Frankie, one very incomplete person, devoid of personality, who is wandering through the monotony of Mundanesville. Your goal is to explore, complete 60 or more tasks, and gather pleasure points until you've become 99% a complete person. By then you will have discovered all kinds of passageways and can search for the doorway to the ultimate experience at the heart of the Pleasure Dome. All of this may sound a bit strange as the subject of an action-adventure, but in practice, it becomes very involving. (If you're a fan of rock music, you already know all about the Pleasure Dome.)

Fun of Exploration

As you move in and out of the look-alike houses of Mundanesville, there is no end of unusual objects to be found and perhaps used. There are videocassettes that serve as passports to other worlds inside TV sets, as well as many other ordinary looking items that can become portals to tasks you must complete. There is even a murder mystery to be solved along the way. The arcade sequences are many and varied, and you're usually given very little time to prepare yourself for them. This is one of those games that must be played over and over before you discover all the hidden objects and their uses, though some objects have no use at all. And it's full of sly humor, though you may be too busy to notice it sometimes. Graphics are fairly simple, but well drawn. The fun of exploration, figuring out where things are and what they're good for, is what keeps you playing on and on. (Solo play; Joystick or Keyboard; Disk). Available for Commodore 64/128 only.
Recommended. (MSR $34.95)

ULTIMATE WIZARD (♦♦♦/♦♦♦1/2) is an updated re-issue of a classic arcade-style game designed by *Progressive Peripherals and Software.* The game has been re-released under the Electronic Arts label and now includes all of the original WIZARD plus WIZARD EXPANSION SET and 20 brand-new levels--100 different dungeons and a built-in construction set. (Electronic Arts really should be billed as "the home of the construction set!") For anyone not familiar with WIZARD, the game is a classic of the running, climbing, and jumping sort. You control a little purple wizard in robes and a pointy hat who makes his way around and through the most amazing array of ledges, stairways, ropes, trap doors, fire pits, disappearing walkways, elevators, and a whole crew of nasty creatures controlled by the Shadow Lord of Kaytel. The wizard is agile, avoiding traps and snatching treasures, occasionally stopping to cast one of his many spells before moving on to the next dungeon. There's more than enough challenge in the 100 dungeons to keep you busy for months. And the program's construction set lets you make your own dungeons with all kinds of special effects, 10 different magic spells, 20 kinds of monsters with a variety of behavior patterns, and 4 types of treasure. You can make your dungeons easy to complete or diabolically difficult--it's all up to you. But even if you never use the construction set, the game with its 100 dungeons offers great play value for a reasonable price. (1 to 6 players; Joystick; Blank disk required for contruction set.) Available for Commodore 64/128 only.
Recommended. (MSR $32.95)

THE INFINITY MACHINE (NA/3) from *Mastertronic* is not a program in the usual sense, but rather a kind of bypass switch that lets you cheat on certain action games. These are the difficult games in your collection that may have been getting you down because you couldn't complete all the screens. Maybe you haven't even SEEN all the screens, much less completed them! THE INFINITY MACHINE is a cartridge, designed to work in conjunction with action games on disk, that has the ability to turn off the detection of sprite collisions in such games. You simply insert the cartridge in your C64 or C128 and then load your game disk in the usual way. When you press the red button on the side of the cartridge, all sprite collisions are disabled. There are also two alternate methods, one which cancels sprite-to-sprite collisions and another which eliminates the background sprites. Experimentation with your own library of games is necessary to determine which method is best for each game. We tried THE INFINITY MACHINE on a number of games, including "Ultimate Wizard," "Jumpman," and "Bounty Bob Strikes Back," all typical of the kind of multi-screen game that is difficult to defeat at every level. Though the idea may strike you as an application of black magic, we can assure you that THE INFINITY MACHINE definitely works as promised. Note that this cartridge may not defeat everything that kills your character, because not all deaths are caused by sprite collision. For example, letting your character fall in "Jumpman" still means certain death, even though he becomes impervious to flying bullets and roving robots. Something of an oddity, THE INFINITY MACHINE is a must for those frustrated by un-mastered games in their collections. (Number of players depends upon game used; Cartridge.) Available for Commodore 64/128 only.
Recommended. (MSR $24.99)

Coming from SSI

Strategic Simulations, Inc. is preparing two new simulations and a fantasy role-playing game for release soon (see Availability Update). GETTYSBURG: THE TURNING POINT is a follow-up to their very successful "Battle of Antietam" and covers the famous Civil War battle in Pennsylvania. ROAD WAR 2000 is a post-nuclear-age game in which survival depends on a good set of wheels and clever thinking. SHARD OF SPRING is a multi-player fantasy adventure in which you must rescue the Shard from its captors and return it to the Isle of Ymros. All three programs will be available for Apple II and Commodore 64/128; GETTYSBURG will also be done for Atari XL/XE.

The New Commodore 64C

Now that Commodore has introduced the 64C, we can imagine the confusion of the first-time computer buyer. The 64C (MSR about $250) looks like a Commodore 128 without the numeric keypad, but it's still the familiar old Commodore 64 under its pretty new shell. What makes this new version of an old favorite worth at least a second look is not so much the computer itself, but the utility of the programs bundled with it. The 64C comes with a new operating system on disk, GEOS, plus software to access QuantumLink (Q-Link for short), a telecommunications network dedicated solely to the educational, recreational, and productivity needs of Commodore computer owners. We had the opportunity to look at both programs in action, and we feel they add tremendous value to the 64C.

GEOS Operating System

GEOS from Berkeley Softworks brings something of the look and feel of advanced, 68000-based computers such as Amiga, Macintosh, and Atari ST to the Commodore 64 line. (It's also available separately at $59.95 for owners of the C64 or C128.) Rather than the familiar "READY" prompt against a blue screen, the user of GEOS sees a clearly laid out "desktop" of black graphics against pale green. The desktop contains icons and system instructions which are chosen with mouse or joystick. It eliminates typing in commands for loading, saving, and the like, and even includes a built-in read/write fast loader. GEOS also includes the "geoWrite" word processor, "geoPaint" graphics editing program, and desktop utilities (notepad, alarm clock, calendar, calculator). GEOS is a slick package, offering ease of use, speed, and a whole new feel to using a C-64. Third-party support of the GEOS operating system is promised by Commodore.

Wealth of Services

Telecommunications software for automatic sign-on to Q-Link (with use of an auto-dial modem, purchased separately) finishes the 64C package nicely. We were treated to a demonstration of some of Q-Link's current and future services: Commodore Information Network (technical support and Q-Link User Group forums); People Connection (live chatting and electronic mail); Learning Center (access to a complete encyclopedia plus research materials and teaching aids); News and Information (Reuters NewsView Service), The Mall (shopping by computer; hotel, car, and airline reservations through American Airlines Eaasy Sabre); Just for Fun (playing games with other Q-Link subscribers, soap opera summaries, Rocknet Daily Music News, Hollywood Hotline Daily Report, and movie reviews); and Commodore Software Showcase (down-loadable samples of new software programs from Activision, Broderbund, Electronic Arts, Epyx, Mindscape and many others). Also shown was HABITAT from Lucasfilm Games, a network-based, graphics-oriented, multi-player game to be available on Q-Link late this summer. According to Steve Arnold of Lucasfilm, "HABITAT is a world simulation that changes and evolves as players communicate and interact with each other. It includes all the social elements that people currently enjoy in text-based telecommunications, but we've also added animation, sounds, and a world of situations for people to explore." A subscription to Q-Link costs $9.95 a month, which covers unlimited use of basic services and one hour of certain premium services. After the first hour, premium services are billed at six cents a minute. We think that a Q-Link subscription is one of the best investments a Commodore owner can make.

Sierra Adventures

Work is progressing on a group of adventures from Sierra. WRATH OF DENETHENOR is to be the first in a series of role-playing games for 64K machines that will feature "superior graphics and programming plus an elaborate plot to keep the interest of even the most impatient of adventurers." WRATH lets you explore and pillage on the way to battle Denethenor, prince of evil, while you experience animated spells and traps. It will be done for Apple II (64K), Atari XL/XE (48K), and Commodore 64/128 (MSR $34.95). FANTACIDE (MSR $49.94) is set to be the first of a group of fantasy role-playing games for systems with 128K or more. Promised to be "amazingly complex, graphically spectacular and full of new features to make adventuring more fun," the game has a new magic system with spells that have side effects and ca backfire on the user. FANTACIDE will be available first f IBM PC/PCjr and Atari ST, with versions also planned f Amiga and 128K Apple II. The title we mentioned som months ago as STAR QUEST has been renamed. SPAC QUEST: THE SARIAN ENCOUNTER (MSR $49.95) is a 3-animated adventure from the "King's Quest" team. Starrin Roger Wilco, average guy turned space-age swashbuckler, th game is promised to be "the most fun you can have in Zer Gravity!" The first versions will be for 128K Apple II, IBM and Atari ST, with a version also planned for Amig Continuing their punning ways, Sierra has settled on KING QUEST III: TO HEIR IS HUMAN as the title of the next 3-adventure in the popular series. This is to the most comple game of the set, featuring magic spells that the player can us It is the story of King Graham's children and their trials, see through the eyes of an evil Wizard's slave. Set for IBM ar Atari ST, the game is also planned for 128K Apple II ar Amiga (MSR $49.95). SMART MONEY Program In the ar of home productivity, Sierra announced the imminent relea of SMART MONEY for 128K Apple II and IBM (MSR $79.9! The program keeps track of assets and liabilities, budge checking accounts, cash expenditures, and other financial da for families and small businesses. It also prints check calculates the declining balance of a loan, projects futu balance of a savings account or annuity, and prints a varie of reports, such as profit and loss, cash flow, investme analyses, and amortized schedules of loans and annui accounts. SMART MONEY features icon-based menus to ma the program easy to use.

Gunship Delays

MicroProse explained that delays in the release of GUNSH have been due to the company's fanatic insistence on absolu realism in their simulations. Real pilots of the Arm advanced AH-64A Apache attack helicopter have been testi the simulation and offering suggestions to improve t accuracy of the game. Owners of Commodore 64/128 a Amiga should be able to fly GUNSHIP this August, w versions for Apple II, Atari ST, Atari XL/XE, and IBM to ready by the end of the year (MSR $39.95 except Atari XL/ and C64 at $34.95).

More from MicroProse

MicroProse is also working on DESTROYER ESCORT Atari XL/XE and C64/128 this fall (MSR $34.95). Describ as "the other side of SILENT SERVICE," this simulation convoy escort duty in the North Atlantic during World War lets you command a destroyer or corvette to protect unarmed group of merchant ships from enemy U-boats a surface raiders. And the next generation of flight simulati from MicroProse, code-named CONDOR, is also un development for release this fall. CONDOR is a fighter aircr with stealth capabilities, to be flown on missions drawn fr current headlines and simulations of potential conflicts arou the world. We're sure that the many fans of "F-15 Str Eagle" won't want to miss this one.

Conversions from Mindscape

Mindscape is working on conversions of its two current C hits, BOP'N WRESTLE and INFILTRATOR. Both games will released in versions for Apple II, Atari XL/XE, and IB PC/PCjr this fall. In their CES suite, the company v showing the new IBM version of the popular Macinto political simulation game, BALANCE OF POWER. The IE version is very close to the original, thanks to the first-e use of Microsoft's "Windows" environment in a recreatio program. Another Macintosh program, the innovat graphics-and-text adventure, DEJA VU, has been delayed in conversion to Amiga format because of developm problems. The company expects to have the Amiga version DEJA VU ready this fall. And that's not all of the conversio planned between now and the end of the year. AMERIC/ CHALLENGE: A SAILING SIMULATION is set for C64/1 this fall. And the outstanding BANK STREET MUSIC WRIT will come to the Apple II, with the ability to use Mockingboard for better sound.

New Releases

Mindscape has plenty of new programs in the works, too.

saw a brief demonstration of COMIC WORKS for Macintosh, which appears to be a very powerful creative tool. Also for Macintosh is a new graphics-and-text adventure from ICOM Simulations, THE UNINVITED (reviewed in this issue). ICOM is the same group that developed DEJA VU. Three new text adventures are planned for Apple II, Macintosh, and IBM: DICK FRANCIS HIGH STAKES, JAMES BOND 007 GOLDFINGER, and INDIANA JONES AND THE REVENGE OF THE ANCIENTS. Mindscape will also be distributing some imported software titles for C64: GREAT BRITISH SOFTWARE (includes three titles, MSR $49.95) and FAIRLIGHT (game with medieval theme that was Product of the Year in England). Mindscape also hinted at a few more programs to be ready in time for Christmas--we'll tell you more when we know!

Movie-Like Adventures on Computer

We also got our first look at a few samples of Master Designer Software's CINEMAWARE line, to be distributed by Mindscape. Our reaction in a word: awe-struck! The people involved in this new project are very excited about what they're doing, and they have every right to be. The quality of graphic animation that we saw comes so close to reality that it could almost be live action. As we first told you in our May 1986 issue, CINEMAWARE interactive movies are exclusive to the 16-bit computers (512K minimum) and will be designed with an adult audience in mind. In addition to the four titles announced originally (DEFENDER OF THE CROWN, SINBAD AND THE THRONE OF THE FALCON, and STAR RUSH on Amiga; THE KING OF CHICAGO on Macintosh), a fifth title was added recently: SDI (to be developed on the Atari ST). SDI is described as a tale of "forbidden passion and global war." The young lovers are a Russian woman, commander of the Soviet Space Station, and the American General in charge of the U.S. military space project, the Strategic Defense Initiative ("Star Wars"). The two are in a precarious position when a Russian coup brings to power a group of fanatics intent on destroying SDI, even at the risk of igniting the conflagration of World War III. (After their original release, all titles will be converted to the other 16-bit formats.)

ACE OF ACES

At Accolade's display, we had an opportunity to get an advance look at ACE OF ACES (MSR $29.95), a World War II flight simulation/combat game developed by Artech Digital Productions, also the designers of "The Dam Busters" and "Fight Night." The historically accurate game for Commodore 64/128 was inspired by missions flown in the RAF Mosquito, a versatile fighter-bomber and reconnaissance plane considered one of the most remarkable aircraft of World War II. It features four different air battles plus a training mission, and what we saw looked very good. An Apple II conversion of the game has been started, and Accolade also plans to make ACE OF ACES available for IBM.

Firebird Makes Its Mark

Although Firebird Licensees, Inc., the U.S. software publishing subsidiary of British Telecommunications PLC, has been in operation less than a year, they have already made their mark. ("Elite" is the first software title from outside the U.S. to appear in BILLBOARD Magazine's Best-Seller list.) And judging from what we saw in their booth at CES, Firebird has the design expertise to become a major factor in the U.S. software market. Their new graphics-and-text adventure for Atari ST, THE PAWN (MSR $44.95), is an extraordinary tour de-force of programming that features stunning graphics and a truly amazing parser. Never have we seen a text game as sensitive to context as this one is. Even using the same word as two different parts of speech (e.g., "plant" as both verb and noun) in the same sentence doesn't faze this parser. We were told that this program took seven man-years of development time. For owners of other systems, the good news is that conversions are already in progress. We saw the partially completed Amiga version of THE PAWN, which features speech and stereo music. There will also be versions for both Commodore 64 and 128 (separate versions), for Macintosh, and possibly others.

New Firebird Titles

Coming soon for C64/128 is TRACKER (MSR $37.95), a

combination of strategic wargaming and 3-D simulation. The player commands a TRAC (Tactical Remote Assault Corps) force of eight remote units to fight against a group of Cycloid fighters (robots) defending a central computer system. The Cycloids are controlled by artificial intelligence and can adopt strategic movements, such as forming pincer groups, attacking, waiting, or retreating. TRACKER will also be made available later for Atari ST, Amiga, Macintosh, and IBM. Firebird also showed STARGLIDER (MSR $44.95) for Atari ST, a game that features a combination of standard and vector-style graphics. It is a space battle and flight simulation program with extremely fast action and digitized sound. Versions of STARGLIDER for Amiga, C64/128, and Apple II are also under development.

The Avalon Hill Gridiron

Commodore 64/128 owners are familiar with Avalon Hill's popular football simulation, SUPER BOWL SUNDAY. A new team disk for the 1985 season is imminent for that game. An IBM version of SUPER BOWL SUNDAY has also been released, with an Apple II conversion due later this year. Next year, the game will be brought to Amiga and Atari ST. Macintosh owners won't have to wait that long, thanks to MAC PRO FOOTBALL in development now for fall release. Our primary sports-game reviewer saw this one at CES and proclaims it "very promising," even in its current, unfinished state.

More Apple Rumors

Keeping our ears open to rumors traveling the industry grapevine, we've heard a few more details about the new "Apple IIx" or "Cortland," the 16-bit Apple II that we wrote about in our last issue. We had heard numerous comments about the new machine's graphic and sound superiority to the current Apple IIe/IIc. Now we've heard that the Cortland's better sound is due to a 32-voice sound chip. While not denying the Cortland's greatly improved graphics over the rest of the Apple II family, one developer cautioned that the new machine is "graphically not as fast as the ST or the Amiga." Also, those who should know predict that the Cortland is more likely to be released in October than September because the operating system has not been finished yet. It is expected that Apple will offer a good (i.e. reasonably priced) upgrade program for existing Apple IIe owners, which would allow them to turn their IIe's into Cortland equivalents by swapping out the motherboard. Possible upgrade pricing in the $600 to $700 range has been mentioned, but cannot be confirmed at this time because Apple will not even confirm the existence of the Cortland itself. Certainly, if an upgrade program is available and attractive enough to IIe owners, it could create a nearly instant installed base of a very respectable number of the new computers.

Sports and Monsters from Epyx

The titles shown by Epyx in their CES booth were the ones we reported last month. SUPER CYCLE (review next month) should be popular with Commodore 64/128 owners, since it features first-person motorcycle racing in the style of "Pole Position" or the current Sega arcade favorite, "Hang On." CHAMPIONSHIP WRESTLING is in development for C64/128, but the portion we saw looked good. Likewise with WORLD GAMES, an international sequel to Epyx's hit series of olympics-style sports contests. This program for up to eight players features eight events, each specific to a different country: Cliff Diving (Mexico), Sumo Wrestling (Japan), Barrel Jumping (Germany), Bull Riding (U.S.A.), Weight Lifting (Russia), Caber Toss (Scotland), Log Rolling (Canada), and Giant Slalom Skiing (France). THE MOVIE MONSTER GAME, which stars Godzilla on his 30th birthday, looks as if it should be irresistible to anyone who enjoys the fantasy of being destructive. Since the player is in charge of this "movie," he or she can choose to be Godzilla or one of five other monsters who do all kinds of typical monster things such as breathing fire or snatching jets from the sky. There is also a choice of six cities to attack in the best Japanese movie-monster tradition. This game looks like great fun, and we fell in love with Epyx's advertising slogan

for it: "The trouble with eating Tokyo is that an hour later you're hungry for Paris." A joystick imported from Europe that will be distributed in the U.S. by Epyx was also shown. Not yet named or priced, the controller is scheduled for late summer.

Amiga and ST Releases

Epyx also showed their first two releases for Atari ST and Amiga, TEMPLE OF APSHAI TRILOGY and ROGUE (both reviewed in this issue), along with the soon-to-be-released WINTER GAMES for Atari ST (absolutely stunning!). The Amiga version of WINTER GAMES will follow, and Epyx promised several more titles between now and the end of the year for these two computers which have become the current favorites of the designers.

Broderbund Creativity Programs

Extending the creative thrust of THE PRINT SHOP in an entirely new direction, Broderbund's CES display showed an intriguing program called THE TOY SHOP (Apple II, Commodore 64/128 MSR $59.95; Macintosh, IBM PC/PCjr/AT/XT $64.95). The program lets the user make 20 working mechanical models and toys by customizing and printing on paper, which is then attached to supplied adhesive cardboard. All the supplies needed to make the models are included, except for the computer printing paper. These are much more than a few paper airplanes--the package even includes an intricately constructed antique carousel. Also, there's the debut of ANIMATE (MSR $69.95) for 128K Apple II. This is the same double hi-res tool used by Broderbund's own animators, allowing the user to create detailed, cell-type animation for cartoons, movies, show disks, and flip books. The program is compatible with "Dazzle Draw" and does screen dumps. VARIABLE FEASTS (Apple II MSR $49.95; IBM $59.95) is a tool for planning coordinated, multi-course meals which assembles shopping lists, makes wine recommendations, and gives calorie counts for each dish—all to be done away from the kitchen. The program includes a copy of the Time-Life "Food of the World" cookbook.

And Just for Fun

Broderbund also showed a new game from "Choplifter!" creator, Dan Gorlin. AIRHEART is a fast-paced, double hi-res, arcade-style game for 128K Apple II (MSR $34.95). We saw only a small portion of the game, in which the graphics were outstanding. Gameplay seemed quite challenging, with flight simulation-like control as you pilot a young prince above a waterway.

The Latest from Activision

In addition to the titles we told you about last month, Activision's CES showing included HACKER II: THE DOOMSDAY PAPERS, obviously a sequel to Steve Cartwright's best-seller. The program will be available for Commodore 64/128 and Apple II (MSR $39.95), and for IBM PC/PCjr, Amiga, Macintosh, and Atari ST (MSR $49.95). In this game, the player must foil a plot to destroy the United States by finding the Doomsday Papers hidden deep in a vault in Siberia--all with minimal instructions. New for Macintosh (MSR $44.95) is SHANGHAI, reviewed in this issue, a puzzle game derived from the ancient oriental game of Mah Jongg. Versions for IBM and Apple II will be ready later this summer (MSR $39.95). Activision's latest entry for Atari ST is PAINTWORKS (MSR $69.95), a comprehensive paint program and graphics editor created by Audio Light, the design group responsible for "The Music Studio." In fact, PAINTWORKS can be integrated with "The Music Studio" for all kinds of audio-visual presentations. PAINTWORKS also accepts artwork files from "DEGAS," a paint program by Batteries Included. In the works from Gamestar is CHAMPIONSHIP BASEBALL '86, an updated and expanded version of "Star League Baseball." This one will be ready first for C64/128 in late summer, to be followed by versions for Apple II, IBM, Amiga, and Atari ST.

Software Rights to Major Motion Pictures

Until "Ghostbusters: The Computer Game," a worldwide best-seller in 1984-85, Activision wasn't known for licensing properties from other media. In early 1986, "Back to the Future" was a best-selling title for the company in Europ (This was news to us, too.) At CES, Activision announced th it has acquired the exclusive rights to develop and mark software based on several upcoming movies: LABYRINT the co-production of Lucasfilm and Jim Henson Associa which just began its theatrical release; HOWARD TH DUCK, a Universal picture based on the Marvel Com character; and ALIENS and BIG TROUBLE IN LITTI CHINA, both from 20th Century Fox. At least two produ are now in development and could be ready as early as F 1986.

Still to Come

Activision promises more news between now and the end this year, including software being developed now in Europe line of learning software, and the "Solid Gold" classics la with some of the classic videogames adapted for computers.

New Interactive Fiction from Infocom

At CES, we learned more about Infocom's recently announc additions to their line of interactive fiction. MOONMI (MSR $39.95) is a gothic mystery at the introductory level Stu Galley ("The Witness" and "Seastalker"). The player is famous sleuth called to Tresyllian Castle to find out who what) is attempting to kill Tamara, the fiance of Lord Ja Tresyllian. There is also a treasure to be found. With f different variations to the game, each with its own set puzzles, treasure, hiding place, and solution to the myste this game will have more than the usual amount of rep value.

Comedy and Sex

And then there is LEATHER GODDESSES OF PHOB (MSR $39.95), a sexy comedy piece by Steve Merett ("Hitchhiker's Guide to the Galaxy," "A Mind Fore Voyaging") that's playable in any of three modes: Ta Suggestive, or Lewd. With this one you get a scratch'n's card and a 3-D comic book portraying the curvaceous char of the luscious ladies of Phobos, who carry you off for sex experimentation in preparation for their planned invasion Earth. Has the PMRC heard about this program? Will it banned in Boston? Has the management of Infocom fin lost all control of its slightly zany authors? Not likely-- could be Infocom's biggest seller yet, based on the curio factor alone!

More Datasoft Titles from IntelliCreatio

Proclaiming "the strongest and most extensive new prod line-up in Datasoft's history," IntelliCreations even announ two more titles at CES than what we reported on last mo The first is GUNSLINGER, a novice-level graphics-and- adventure that casts you as an ex-Ranger trying to sav a friend about to be hung. Complications arise when the x Dalton boys get out of jail and come gunning for both of y The second is THEATRE EUROPE, a PSS wargame impo d from Europe. This one goes beyond the usual strat c depictions to take the player into the actual battle scenes f a feeling of more personal involvement. Both of the ne y announced titles are set for third quarter release in Commo e 64/128, Apple II, and Atari XL/XE formats.

Sex Advice on Disk: Therapy of the 80s?

The ubiquitous godmother of "Good Sex," the one-and- y Dr. Ruth Westheimer, is set to conquer yet another medium A disk version of the current boardgame, DR. RUTH'S GAME F GOOD SEX, is set to debut this fall for Apple II, C64/128, d IBM computers from Victory Games (distributed by Av n Hill). In a similar vein, those seeking sexual compatib y might want to check out a recently released pair of progr s from Intracorp for Apple II, C64/128, and I . INTRACOURSE consists of Analysis (MSR $59.95) d Compatibility (MSR $49.95) modules, also available as a et (MSR $99.95). INTRACOURSE is endorsed by psychol st Dr. Joyce Brothers.

TIMOTHY LEARY'S MIND MIRROR (NA/♦♦♦) is a most unusual program from *Futique* for *Electronic Arts*. Based on the psychometric theories of Dr. Timothy Leary, guru of the turned-on generation of the sixties, MIND MIRROR is designed to make you think and ask questions--about your feelings, your attitudes, and your prejudices. As you begin to explore the program, you'll probably notice that it has a "loose" feeling about it, giving you a tremendous amount of freedom to explore feelings and concepts in ways that are quite open-ended.   Ratings and Life Simulations   The program is divided into several sections, offering activities from playful to sobering. In one section, you can rate any person, place, thing, or concept with numeric rating scales on such attributes as "shy," "rowdy," or "knowledgeable." When you have completed the ratings, the program provides a kind of thumbnail personality sketch of your subject and a "Mind Map" in graphic form. In the "Life Simulations" section, you can see how good a job you can do at responding as if you were your subject. For example, if your subject is extremely aggressive, can you pick out the congruent reactions to Life Situations such as birth, getting along in school, or applying for a job? The Life Simulations are played in four different psychological realms: Bio-Energy, Emotional Insight, Mental Abilities, and Social Interaction.
Play Alone Or with Friends
The program can be played by yourself for private introspection, or it can be shared with friends for guaranteed stimulation of controversial discussions. Wading through some of the psychological terminology may seem a bit intimidating at first, but using the program actually turns out to be quite intuitive, especially if you take care to begin at the Novice level. This program is not for everyone, but those interested in exploring personality factors will find it stimulating. (Solo or group play; Keyboard or joystick; 2 player disks required for Life Simulations.) Apple II, Commodore 64/128, IBM PC/PCjr versions reviewed. Recommended. (MSR $34.95, except C64/128 at $32.95)

MIND PURSUIT (♦♦♦/♦♦♦1/2) is a family-oriented game with plenty of options. The program from *Datasoft* is a quiz game playable in two different modes. In the Text Mode, it is a straightforward test of knowledge that includes questions in six categories: Science and Nature, History and Geography, TV and Film, Sports and Games, Culture, and Grab Bag. Players can choose to play to a preset point limit (500 to 2000 points) or a preset time limit (30 minutes to 2 hours). Categories are chosen by rolling an on-screen die, and each player has a choice of question difficulty on each turn. The easiest questions are True-False (worth 25 points), with Multiple-Choice more difficult (50 points), and Fill-In-The-Blank the most challenging (100 points). Occasional musical or graphic clues add to the variety. The alternate way to play is the Game Board Mode, which is especially appealing to youngsters. Answering questions correctly moves the player's game-piece around a board, and strategic play is possible. Whichever way you play, the program offers a tremendous variety of questions on both sides of the disk. An additional que on disk is also available at $14.95. We had a lot of fun with this one, due to plenty of options and an excellent mix of questions and topics. This is an ideal program for family fun. Solo play; Competitive play for 2 to 4 players or teams; Keyboard.) Reviewed on Apple II and Commodore 64/128. Recommended. (MSR $29.95)

THE CHESSMASTER 2000 (♦♦♦♦/♦♦♦♦) from *Software Country*, distributed by *Electronic Arts*, is unquestionably the best-looking chess simulation we've seen, but it has far more to offer than just a pretty face. An excellent package with 19 levels of play for anyone from complete beginner through advanced player, CHESSMASTER 2000 is all you'll ever need as tutor, chess partner, referee, or repository of historic games to study. The accompanying booklet provides an illustrated introduction, "Let's Play Chess," from the U.S. Chess Federation, along with a detailed history of the game, information about world chess champions, a history of chess on machines, a library of 100 classic games, and some famous chess problems. (The 100 classic games are also included on the program disk, available for replay and study. Two of the games are matches between an early version of CHESSMASTER 2000 and Hayden's "Sargon III.")
Many Features
This program has far too many features for us to describe them all in this review, so we'll give you a few of the major ones. Choices of features are made from a series of menus and sub-menus, easily accessed before or during a game. Pressing a single key sends you to the board, which can be laid out in standard 2-D or realistic looking 3-D. Beginners will appreciate the program's teaching mode, which indicates all legal moves for the piece you have chosen. And the program will provide hints for your next move or show the "thinking" process during CHESSMASTER's own moves. Advanced players will be impressed by CHESSMASTER's repertoire of more than 71,000 opening positions. Any number of moves can be taken back, all the way to the beginning of the game. Games in progress can be saved and replayed at any time, or you can print out your game. Special set-ups are also possible. CHESSMASTER 2000 is a versatile and flexible program, ideal for players of all levels of proficiency. (Solo play, 2-player games with Chessmaster as referee, or self-playing demo; Keyboard; Double-sided disk.) Reviewed on Apple II; also available for Commodore 64/128 and Atari XL/XE. Recommended. (MSR $39.95)

Simon & Schuster Announces
Wine in Software
HUGH JOHNSON'S WINE CELLAR will offer Apple and IBM owners a detailed compendium of about 1000 recommended wines, a food/wine database that helps you select appropriate wines for a specific meal, and a management system that maintains records of your personal wine collection. Releasing in August, the program will be priced at $69.95 through the end of 1986, with the price going to $89.95 in 1987.

Meanwhile, on the Macintosh front, Simon & Schuster is converting the popular STAR TREK: The Kobayashi Alternative, an interactive text adventure in while you'll become Captain Kirk of the Starship Enterprise.

Atari Developing LaserWriter??
Word has it that Atari may be working on a top secret LaserWriter for its ST line. This could be very interesting as they would undoubtedly offer it at a new, low price which could really set the ST up as a major contender in the Desktop Publishing area that's becoming so hot now.

Apple Collaborates with LucasFilm
Apple Computer, National Geographic Society and Lucasfilm have joined forced to explore the effective use of optical technologies such as videodiskcs and compact disks in education. It's an interesting group of talents that will come together on this one.

GOONIES Coin-Op
Contrary to what we reported last month, Konami is NOT ready to introduce a coin-op version of THE GOONIES to the U.S. this month. The title is a possibility for the future, however.

THE UNINVITED (♦♦♦♦/♦♦♦♦) is another winner by _ICOM Simulations_ for _Mindscape_. This is the same design group that produced the marvelously innovative graphics-and-text adventure, "Deja Vu," and they've topped themselves with THE UNINVITED. The story is a perfect gothic mystery: while driving a lonely road with your brother in the car, you fall asleep at the wheel and crash into a tree. You awaken to see a windshield full of spidery cracks, through which you can barely make out the imposing facade of a large mansion. You get out of the car just before it explodes and wander toward the mansion. Digitized sounds add to the eeriness as thunder cracks and lightning alternate with the distant sound of a dog's barking. (This part is so realistic that a dog in the room with us began barking, too!) Your brother seems to have disappeared, so you head for the great doors of the mansion, enter, and begin exploring. At first the place seems fairly normal, though apparently abandoned. But you begin noticing telltale signs of strangeness: pentagrams everywhere you look, odd notes referring to magical spells, and more. As you venture past the main salon, figures materialize out of the air. And some of these creatures are VERY scary. (We nearly jumped right out of our skin when the first one killed our character!) And then there's the little guy who keeps taunting you by running through rooms with a key that you can't quite manage to grab. Will you ever find your brother? Can you escape this place with your life?

Superb Use of Macintosh Interface

Like its predecessor, this game makes superb use of the Macintosh interface and requires very little keyboard input. The screen gives you instant access to whatever you need with your mouse. The central picture area and text window are surrounded by useful menus and commands that need nothing more than a point-and-click of the mouse. An inventory window gives you immediate access to anything you're carrying, and many objects can be "dragged" out of the main picture area and into your inventory for examination and/or use. We really like the way you can work with elements of the picture. Double-click an object to examine it; double click a door to open it, and then double-click again to walk through the open doorway. This mode of interacting with the game is so natural that it becomes completely transparent, really allowing you to live the story. In fact, we found that this technique in "Deja Vu" spoiled us for a while with other graphic adventures on Mac--we kept trying to click on picture elements to examine them, and nothing happens in most other games.

Genuinely Scary

As with "Deja Vu," the designers of THE UNINVITED have worked beautifully with the Macintosh in creating this game. And, once again, they have done an excellent job of establishing a mood and maintaining it. As any really good gothic mystery should be, this one is genuinely scary to the point of raising goose bumps. The detailed black and white graphics are perfect for the dark and ominous setting of THE UNINVITED, and the story lures you into one trap after another. Don't miss it! (Solo play; Mouse & keyboard; 2 disks.) Available only for 512K Macintosh.
Recommended. (MSR $49.95)

SHANGHAI (♦♦♦1/2/♦♦♦♦) by Brodie Lockard for _Activision_ is based on the centuries-old oriental game of Mah-Jongg. The game has a checkered past and a one-time reputation for appealing to thieves, cutthroats, and brigands. (It was once banned in Philadelphia!) The game, as interpreted in SHANGHAI, is simplicity itself: 144 intricately decorated tiles are stacked in a five-level, dragon-shaped pyramid, and the object is to remove the tiles in matching pairs until all are gone or no further moves can be made. The tile designs are divided into seven suits (dots, bamboo, Chinese characters, dragons, winds, seasons, and flowers), with some suits containing as many as nine different tiles. Matches can be made only from tiles that are free to move to the left or right, so the player often sees matches that can't be made because one of the tiles is "trapped." SHANGHAI can be played as a game of solitaire with no time limits, as a cooperative game for teams of players, in tournament mode (timed or untimed) where each player works singly but all work with the identical Dragon formation, or as a timed challenge game for two

players taking turns removing tiles from the same Dragon. A help menu permits cheating, if you must, and games i progress can be saved to the game disk or a formatted blank.

Most Difficult Part Is Quitting

The finely drawn designs of the SHANGHAI tiles are perfec for the Mac's high-resolution screen. And the game works ver well with mouse control, especially when you need speed i the timed versions. The absolute simplicity of the game deceptive, leading not to quick boredom but to complete an total absorption. As the instructions correctly point out, th most difficult part of this game is quitting. The ment challenge of trying to remove all the tiles from the Dragon irresistible, tending to lead to missed meals and lost slee The game is infinitely variable because there are so mar different Dragon formations. Like eating salted peanuts potato chips or popcorn, bet you can't play just one gam. (Solitaire players will want to check out the 18 Drag formations saved on the game disk. They were placed the because they can be played down to the last tile.) By the wa you can try SHANGHAI before buying it. Send $3 for posta and handling to Activision, P.O. Box 7286, Mountain Vie CA 94039, and they will send you a trial disk with one lev of the SHANGHAI pyramid for experimentation. Then yo want to turn the trial disk into a blank, because you will wa to buy the whole game. (Solo play; individual or tea competitive play; Mouse.) Reviewed on Macintosh; comi soon for Apple II, IBM PC/PCjr at $39.95.
Recommended. (MSR $44.95)

FOOBLITZKY Goof

As we told you last month, the June issue was our first to completely composed and "pasted up" electronically w PAGEMAKER, the Macintosh desktop publishing progr from Aldus. In the course of learning to use the software : trying to get that critical June issue to the printer on time, lost the end of the FOOBLITZKY review (page 5) behind of the program's "windows." We found it, and here it is wit little overlap of last month's portion for clar

Similar to a Boardgame

Gameplay is similar to that of a boardgame, except that : computer keeps track of things and avoids problems : losing small game markers and dice. The idea in FOOBLITZ is to move among the quadrants of the city, visiting the st s to purchase items and learn what's out of stock (ano r possible clue to what the correct items are). There are x different kinds of stores, each carrying three different ite. Each quadrant has the same six kinds of stores, but their s k may not be the same. Instead of visiting a store in per, though, you can use a turn to phone and find out what: n stock. The game has a variety of "activity squares" such s restaurants (earn foobles by washing dishes), l H (Underground Gliding Highway for moving between quadra), pawn shops (buy or sell items), lockers, hospitals (w e you're sent when hit by a car at a crosswalk), check p t (tells how many correct items you're carrying), and Ch ty Central (donate all items you're carrying). There are addit al activities, such as bumping another player or running into e Chance Man (who may do nice or not-so-nice things to u, depending on his mood). And if the standard game do 't please you, it's possible to enter an option screen to ch e the rules.

Traditional Family Fun

FOOBLITZKY offers the traditional kind of family fun at has always appealed to fans of boardgames. The differen is that the computer can add a dimension not found in ny boardgame because it can hide things and keep track of he "secrets" of the game without the need for a non-particip ng referee. Although the game is very different from the a Infocom fare, it still shows the Infocom touch--a wry sen: ol humor. (Who else would populate a city with dogs and c it Fooblitzky?) If you're looking for a good game for the f ily or friends, one that will make everyone think and yet n be too serious, you'll enjoy FOOBLITZKY. (2 to 4 pl rs. Joystick and/or keyboard; 128K disk.) Reviewed on 3K Apple IIe; also available for IBM PC/PCjr, Atari XI E. Coming soon for Macintosh.
Recommended. (MSR $39.95)

DELUXE PRINT (♦♦♦/♦♦♦) is the second entry in the "Deluxe" series of creativity tools from *Electronic Arts*. It gives you the ability to manipulate graphics created with "DeluxePaint" (although "DeluxePaint" is not required to enjoy this program) into several different formats. Quite naturally, your results can be printed using any full-color or black-and-white printer compatible with Amiga. Here are just a handful of uses for DeluxePrint: greeting cards, signs, calendars, bumper stickers, stationery, labels, banners, invitations, and even T-shirt iron-ons!

May I See a Menu, Please?

As would be expected of any mouse-driven software, DeluxePrint takes full advantage of the menu method of selecting options. At the opening screen, you decide on format. If, for example, you select "Calendar," you are transported to a screen where you can select any month of any year from the supplied perpetual calendar. After you select month and year, it's time to decorate with images, borders, and text. Once you have decided on the graphics you want to use in your calendar (from the program disk, the included ArtDisk, or from your own DeluxePrint or DeluxePaint data disk), you can edit the image. By placing the graphic on the template, you can move it, alter its color, flip it, or perform any of a number of similar operations. Once you have everything the way you like it, then it's time to save it. And it's a keeper, you'll want to print it.

Complaint Department

Though I feel that DeluxePrint is a wonderful program overall, I do have a couple of complaints. Number one: Sure, the final print-out is a high-quality one with fairly distinguishable colors, but the road to the final copy is a long one. My first print-out, a sign with a simple border, white background (the paper color), and six monochromatic images, took 29 minutes! This would be a tragedy if it were not for the Amiga's multi-tasking abilities. While your printer is chugging away, you can go back to the CLI window you left open in the Workbench area and tend to your disk file management. This feature makes the wait a little more bearable, but face it--you're not always going to have file management to tend to. Number two is a minor complaint that can be avoided easily with a little forethought. Once I started, unknowingly, to make a print-out with the printer off-line. This resulted in a blanked-out screen and no way to retrieve the project I had been working on. This would not have been so bad if I had saved the project beforehand. Be careful!

With That out of the Way

Now that I have probably spent twelve hours on this program (not consecutively, mind you), I feel pretty proficient. The possibilities it presents for the creative mind are limitless. For those of you unfamiliar with Amiga DOS (Disk Operating System), it may take a bit of practice for you to get accustomed to its style of file management, but it's nothing too extreme. DeluxePrint represents yet another way the Amiga can give you the creative edge. In fact, if enough of us begin producing our own greeting cards, we just might give Hallmark a run for their money! (Solo use; Printer required.) Available for Amiga only.

Recommended. (MSR $99.95)   --Patrick McGrath

ROGUE (♦♦♦1/2/♦♦♦1/2) is *Epyx's* translation of a mainframe favorite for the Atari ST series. The story line goes something like this: you find yourself journeying through the Dungeons of Doom in search of the fabled Amulet of Yendor. Upon recovery of the Amulet, you will find that you have been immortally enshrined in the Guildmaster's Hall of Fame--but it isn't all that easy. Throughout your quest, you will be challenged by monsters who would like nothing more than to see your journey's premature end. You're not totally helpless, however. You begin your quest armed with an enchanted mace, a bow and quiver of arrows, and some body armor. As you descend more deep into the dungeons, you must locate additional weapons, as well as hidden treasures and magical potions, in order to achieve highest honors.

Controlling Your Character

To progress through the game, you must control your character's movement in one of three ways. You may use the mouse to move your character and select menu options such as wielding a weapon and attacking monsters. Or you may use only the keyboard to accomplish these operations. The third option is using a combination of mouse and keyboard control to complete your quest successfully.

Leave the Maps at Home

Since ROGUE is never the same game twice, according to Epyx, there is no use in mapping your journey. Instead, at any time you can click the upper right corner of the playing window to see a complete map of the rooms and passages you have explored so far. You can also choose to move your character on the map screen, though I don't recommend it when faced with an Ice Monster!

Welcome to the ST!

I would like to personally welcome ROGUE to the ST. This version features sharper, more detailed, and more colorful characters and passages than earlier versions. For those of you with a sense of adventure, or those just wanting a good game for your ST, your quest is over! (Solo play; Mouse &/or keyboard; 512K.) Reviewed on Atari ST. Also available for Amiga, IBM, Macintosh.

Recommended. (MSR $40.00)   --Patrick McGrath

Magazine for Atari ST Users

Compute! Publications has just announced a magazine specifically designed for Atari SI Users. Compute!'s Atari ST Disk & Magazine will be a bi-monthly edition which includes programs on disk as well as a picture file on disk of what artists are doing with the ST. (Compute is accepting submitted pictures -- if your's is chosen, you'll be paid!) Within the magazine there will be reviews, news, and general overview information relating to the 520 and 1040ST. The subscription price is $59.95 per year (six issues) or $12.95 per copy, including disk, on the newsstands. If you wish to submit pictures, write to COMPUTE!'s Atari ST Magazine at 825 7th Avenue, 8th Floor, New York, NY 10019.

Atari ST Draws Crowds

The 520ST and a wide range of software from a variety of developers kept Atari's CES booth as busy as the Hollywood Freeway during rush hour. The number of titles available for the ST has really mushroomed since the January show, and Atari's practice of including so many third-party software developers in the Atari booth really draws crowds. Visitors to the booth seemed especially captivated by THE PAWN (Firebird) and THE MUSIC STUDIO (Activision), among others. Atari had a few introductions of its own for the ST, including the Epson-compatible, dot matrix SMM804 printer (MSR $219.95), which runs up to 80 cps and takes advantage of the 520ST's extensive character set. New Atari software titles shown were DB MASTER ONE (database), DBMAN (relational database), 1ST WORD (advanced word processor), and STAR RAIDERS ST (based on the game designed originally for the Atari 800). Atari also announced the availability of a CP/M Emulator on disk for the ST computers, along with promised MS-DOS compatibility to be ready in the near future.

Atari XE Line

Atari's 8-bit computer line wasn't neglected. The 64K Atari 65XE and 128K Atari 130XE were shown in starter kits consisting of the CPU, 1027 letter-quality printer, 1050 disk drive, and five pieces of software (ATARIWRITER PLUS, HOME FILING MANAGER, MUSIC COMPOSER, DEFENDER, and STAR RAIDERS). The packages retail for $350 and $399, respectively. (Prospective buyers of the 65XE should also watch for an upcoming promotion which adds a bonus of a joystick and four game cartridges to the 65XE.) New Atari XE software titles shown at CES were ATARI PLANETARIUM (MSR $24.95) and STAR RAIDERS II (MSR $19.95). Of course, these programs will also run on the older Atari XL series of computers.

The Video Game Update

They're Here!

The biggest news on the Atari game front is that the Atari 7800 has finally appeared in retail stores. (According to an Atari spokesman, the 7800 was shipped later than originally announced due to delays in receiving the game cartridges from Atari production facilities in Taiwan.) Thanks to many readers who took the time to call us, we have been receiving state-by-state reports as the 7800 appeared on Toys'R'Us shelves, beginning in the Pacific Northwest early in June. All Toys'R'Us sightings were the same: the 7800 unit plus MS. PAC-MAN, JOUST, and DELUXE ASTEROIDS. Our first report from an Atari distributor came on June 20th, so independent stores intending to carry the 7800 should have it in stock as you read this issue. Interestingly, the distributor we talked to received seven games: the previously mentioned three plus CENTIPEDE, FOOD FIGHT, ROBOTRON, and DIG DUG. According to a spokesman for Atari, the next release should be GALAGA in the next few weeks, to be followed by XEVIOUS, BALLBLAZER, and the previously-unannounced DESERT FALCON. (This last title was shown by the "old Atari" while development was in progress, in June of 1984.)

Conversions for the 7800

The portion of Atari's CES booth devoted to video games included both the 7800 and 2600. Atari showed demo screens (not playable) for a number of 7800 games planned for release between now and the end of 1986. With the exception of two arcade conversions, DEMOLITION DERBY and HATRICK (neither was shown), the new titles are all derived from computer games and will be licensed to Atari by their developers. Titles announced included CHOPLIFTER and KARATEKA (Broderbund); TOUCHDOWN FOOTBALL, SKYFOX, and ONE-ON-ONE BASKETBALL (Electronic Arts); SUMMER GAMES, IMPOSSIBLE MISSION, and WINTER GAMES (Epyx); GATO (submarine simulation from Spectrum Holobyte); and SUPER HUEY (helicopter simulation from Cosmi). Some of these titles are not yet absolutely definite, due to negotiations in progress between Atari and the various developers. New games shown for the 2600 were all playable: SOLARIS (a sophisticated space game by Doug Neubauer), MIDNIGHT MAGIC (pinball game licensed from Broderbund), and PAC-MAN JUNIOR (arcade conversion licensed from Namco). Announced, but not shown, were three titles licensed from INTV Corporation: THUNDER CASTLE, TREASURE OF TARMIN, and MASTERS OF THE UNIVERSE. These games all feature enhanced "super graphics," which are achieved with 16K of bank-switched RAM. We were told that Atari is likely to develop either a baseball or football game for the 2600 which would also utilize the bank-switching technique.

Nothing New for 5200

Since there was no sign of the 5200 in Atari's CES booth, we asked about it and were told that Atari would continue to support that unit in a limited way. Specifically, they intend to increase the supply of replacement controllers, which have been nearly impossible for gamers to find. Atari also intends to go back into production on a few of the more popular 5200 titles, such as REALSPORTS BASEBALL, FOOTBALL, and DIG DUG. There are no plans for any new 5200 titles.

Freebies for Game Buyers

Atari announced a pair of promotions which will be available from some retailers carrying the Atari 2600 and 7800 game units and software. A plastic game library which holds 14 cartridges and instructions (retail value $14.95) will be given free to dealers with each 24 cartridges for the 2600 which they purchase from Atari during June. Dealers will be free to make up their own promotional offers for the game libraries. At participating dealers, consumer purchases of the Atari 7800 game system will include three free 2600 games. The choice of titles is Atari's and will be made from among WARLORDS, FOOTBALL, BATTLEZONE, and BREAKOUT. Sounds to us as if Atari is trying to clean out a warehouse or two. (Let's hope that Atari plans to make 2600 paddle controllers available again, since both WARLORDS and BREAKOUT require them.)

Sega Story...*continued from Page 1*

BELT (use martial arts skills to restore order to a post-nuc war-torn world); SLAP SHOOTER (ice hockey); FANTA ZONE (build a space ship and travel through an other-wor universe); WORLD GP (Grand Prix auto racing); ACTI FIGHTER (espionage/chase game with choice of vehicl ALL-STAR WRESTLING (30 rounds, 20 holds and techniqu TRAP SHOOTING (shoot clay pigeons); MARKSM SHOOTING (simulation of FBI target practice); and SPA ACE (good vs. evil in galactic confrontation).

Games and Add-Ons

Sega promises that 25 or more titles will be ready when Master System hits the stores in September. They promise a good many more before Christmas, along with ons such as the Sports Pad controller (a track-ball or controller device to be used with Sega sports games, about $50-$60), a Graphic Board (drawing tablet, MSR a $50-$60), and a 3-1/2" disk drive. Sega's schedule is ambitious one, but we don't think that they were phantom products. Every one of their games was play unlike the older days of videogaming when some comp resorted to displaying videotapes of arcade games to what their designers were supposedly working on. Like CES attendees, we liked a lot of what we saw. The stations in Sega's booth were often busy. (We even some youngsters wearing "Atari Kid" T-shirts playing ON. Those kids were supposed to be demonstrating game the 7800s and 2600s in Atari's booth across the aisle!) negative side, we were surprised to see some very notic flickering of sprites in a few games, especially CHOPLIF and BLACK BELT. It seems they have a problem ha eight sprites in a horizontal line. And there were a few Mega Cartridge games that didn't appear to require any near 1048K, such as MARKSMAN SHOOTING. In all however, we are not software designers and therefore not of all the technical requirements of putting such a gam the screen. A more thorough evaluation of the Sega System and its games will have to wait until we receive for hands-on review.

Nintendo Goes National

At just about the time you are reading this, Ninte rolling out its game unit nationally. While Ninten indicating that this is by popular demand (and we ce don't question them on that, based on our phones); ho we can't help believing that this is also in response upcoming rollout of Sega (see separate story) while pls a national rollout by September. Could it be that Nir wants to tie-up shelf space before Sega can reach Can't blame them as this could turn into quite a videogame war!

Data East for Nintendo System

The first third-party games to be announced officially f Nintendo Entertainment System are coming from Data Licensed by Nintendo, the arcade titles include TAG WRESTLING, RING KING, and KARATE CHAMP. Availability Update for release schedule.) As we reported June issue, we expect quite a few more third-part nouncements in the next few months.

Heard at CES...

"It's clear that the home computer software both here and abroad is not growing at the rate that it was two or three yea ago, which was 50 to 100% a year. That was a rate that was unlikely to sustain itself. But it is growing at a very nice rate 20 to 25% a year, and most industries would kill to have tha kind of growth rate." (James H. Levy, Chairman and C.E.O. Activision, reacting to the comments of those who think that the home computer market is either dead or dying.)

epair Special from INTV

you have an Intellivision unit in need of repair, don't miss
ou on the limited-time special currently available from the
NV Service Center. For just $29.95 (plus $4.00 shipping
and handling), they will put any Intellivision I, Intellivision
II, or INTV System III back in working order. Note that the
NV Service Center has moved since we last told you of their
x ence. Your ailing Intellivision should be sent to INTV
Co., 5000 West 147th St., Hawthorne, CA 90250. Their
ne phone number, in case you need information about
er rs, is 213-540-7390.

ITV Software Availability

few of you have reported that you haven't yet seen games
or our Intellivision in your local Toys'R'Us store. According
to a INTV Corp. spokesman, all Toys'R'Us locations should
be stocked by July 1, including stores in Canada. Our
Ca dian readers can also look for INTV products at Future
Vis n and Multi-Micro stores. Some release dates for new
nt ivision games have changed, so please check this
mo h's Availability Update. If you already have
"C mpionship Tennis" and "World Cup Soccer," the next new
itl to watch for are "Hover Force" and "Thin Ice," due this
mo h. Note that "Tower of Doom" is the new name of the
gar previously announced as "Tower of Mystery." INTV
Sa s for Atari 2600 Negotiations are in progress between
At and INTV which would provide for the licensing of some
N titles to Atari for conversion to Atari 2600 format. Atari
evi ntly feels confident about the outcome of these
neg iations, because they included MASTERS OF THE
UN ERSE, THUNDER CASTLE, and TREASURE OF TARMIN
on e list of new 2600 titles given to dealers at CES.

rit ally Speaking...Intellivision Compatible

WORLD CUP SOCCER (♦♦♦/♦♦♦) is one of two new
spo games released by _INTV Corp._ for Intellivision
ow rs. This soccer game includes two ways to play. First, the
Pen ty Game which allows you to either be the penalty taker
kic r) or the goalkeeper (keeper) against either a friend or
he omputer. The Penalty game is over after five shots by
ac team, or 5 shots in total for the one-player game. The
sec d way to play is, by its very nature, the more exciting of
he wo. In _The Match_ (again, either a one-player or two-
pla r option can be chosen), you'll control one man at a time
hi lighted by a special color). You can pass, kick, and
mo the ball downfield. You'll select another teammate to
con ol the ball by pressing a numeric key. The goalkeeper is
nor ally controlled by the computer; however, you can make
um ive up or down to save a shot. The combination of your
con ller wheel and one of the action keys (overlays are, of
cou e, provided) will determine the direction your ball will
tra , as well as whether it's a ground shot, high shot, or
slo pass. If you're on defense, you'll use the wheel in
con nction with the fire buttons to attempt tackles. The game
nc les two half times, and you can choose to play overtime
n tie situation. If it's still a tie after two overtimes, you'll
mo into a penalty phase to play a series of five shots each.
f oal is commited on an attacking player inside the penalty
are uring the game, the screen switches to the penalty scene
int he penalty has been taken.

P s Well

he game has a good feel to it and the Intellivision
con ller works well with the game. It will take you a few
min es to get the feel of how the controller can work for you
as u move the ball and pass to your teammates, but you'll
inc ou have good control over what you're doing. There are
eal ic sound effects which add to the overall mood and the
des ers have done a good job getting a three-dimensional
eel to the game within the constraints of the system.
nte vision has always been strong in the sports genre and
his ontinues that tradition. By the way, one note regarding
he ackaging. When we first looked at the back, we were
ind the impression that this is a two-player game only due
o way the description is worded. The game is _definitely_
fo one-player matches as well. (one-player; two-player
m aneous)
Rec mmended (MSR $21.95)

What Is the Home Computer Market?

At a CES conference covering personal computers and home
office products, it was perfectly clear that the REAL
motivation behind the purchase of home computers is still
perfectly unclear to many in the industry. Clive Smith of
Commodore noted that consumers often say one thing and do
another, claiming to purchase computers for certain features
and functions, and then feeding them with entertainment
programs. And speaking of entertainment, that much-maligned
market segment that refuses to go away, Sam Tramiel of Atari
remarked that he and his father, Jack, were surprised at the
continued vigor of the dedicated videogame machines and
cartridges. And then there were those at the conference who
shunned the entertainment and education applications of home
computers, claiming that there is a large, untapped potential
in electronic typewriters and dedicated word processors for the
home. When faced with such a machine, we can imagine the
reaction of our average reader: "Does anybody make games for
this thing?"

Point and Command

There are always one or two fascinating items at the C.E.S.
and while some never get to market, or don't deliver what's
promised, it's always fun to see who's on the cutting edge of
technology.
We ran into one such item at this show called
HandCommand, a high-tech transmitting device inside a cotton
glove worn by the computer user. It's used in conjunction with
GRASP, a newly-developed graphics-based programming
language, developed by VPL Research Inc., for Apple and
Commodore computers.

How It Works

Each hand gesture correlates to one or a series of "icons"
residing in the GRASP language. When pretending to pick up
and drop an "imaginary" icon, an on-screen glove mimics the
exact movements of the users hand, thus picking up and
dropping a corresponding object. You can mold 3-D
sculptures, learn to juggle with balls that don't move as fast as
real balls or play air guitar. Or, how about a dart game--
"throw" the dart at your computer screen and then see the
results on the monitor in front on you! The people at VPL
Research told us the glove, packaged with two programs
should ship this fall for Commodore at a retail of $39.95 (the
Apple version would follow later). They also assure us
additional programs are in the planning stages.
It's a potentially fascinating idea and one we will stay on
top of to report to you further.

Agatha Christie's The Scoop

Telarium is working on THE SCOOP, a software adaptation
of the Agatha Christie book. In the adaptation, the player
finds himself in the role of a London reporter, trying to solve
a mysterious series of murders for his paper, The Daily
Courier. It's planned as an animated murder mystery and text
adventure, it will be available for Apple and Commodore
computers.

Mystery Videos from Spinnaker

Telarium's parent company, Spinnaker, is expanding their
video tape line with two murder mystery games. The first,
Agatha Christie's BEHIND THE SCREEN, is a murder
mystery about a sedate middle class family who suddenly
discover a dead man behind the Chinese screen in the living
room. In Ellery Queen's OPERATION MURDER, a wealthy
widow is rushed to the operating room of St. Maria General
Hospital for emergency surgery. As the doctor administers
anesthesia, he discovers that his patient is already dead--
violently murdered. Is it the calculating doctor, her ·gambling
brother, or her desperate lawyer? Available in the VHS
format, they will retail for $19.95 each.

BACK ISSUES AVAILABLE...

Don't miss out on all the great back issues! We've been
covering the computer and dedicated game field for five years.
Most issues are still available (none left of Vol 1, #1,2,3).
Send $2.00 for each back issue you want. Buy six or more,
and they're just $1.50 each. Make certain you have a complete
set!

AVAILABILITY UPDATE

ATARI COMPUTERS

JUNE
x-Hardball (Aco)
x-Paperclip w/SpellPack-130XE (BI)
x-Print Shop Companion (Bro)
JULY
Age of Adventure (EA)
Chimera/Mercenary (Fir)
Crosscheck (DS)
Fight Night (Act)
x-Leader Board (Acc)
x-Mech Brigade (SSI)
Mercenary: Escape from Targ (DS)
x-U.S.A.A.F. (SSI)
AUGUST
Leather Goddesses of Phobos (Inf)
SEPTEMBER
Alternate Reality 2 Dungeon (DS)
Bop 'N' Wrestle (Min)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Ping Pong (DS)
221 B Baker Street (DS)
Video Shop (DS)
Yie Arking Fu (DS)
OCTOBER
Guderian (AH)
SECOND QUARTER
Acrojet (Mic)
x-Chessmaster 2000 (EA)
x-Conflict in Vietnam (Mic)
x-Crimson Crown (Pen)
Gunship (Mic)
Mind Pursuit (DS)
x-Mission on Thunderhead (AH)
x-Multibots Kit (MB)
Oo-Topos (Pen)
x-World Karate Championship (Epy)
World's Greatest Football (Epy)
THIRD QUARTER
Breakers (Syn)
Destroyer Escort (Mic)
Frank & Ernest's Adv (Pen)
Gettysburg: Turning Point (SSI)
Lords of Conquest (EA)
Moebius (Ori)
Ogre (Ori)
Ronin (Syn)
Spy vs Spy Island Caper (FS)
Superman the Game (FS)
Touchdown Football (EA)
FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
SECOND HALF
Battlegroup (SSI)
Phantasie (SSI)
Wrath of Denethenor (Sie)

ATARI ST

JUNE
Alternate Reality: City (DS)
I*S Talk (BI)
Isgur Portfolio System (BI)
x-Little Computer People (Act)
x-Mean 18 (Aco)
Time Link (BI)
x-Trinity (Inf)
JULY
Hacker II (Act)
Paintworks (Act)
x-System Pursuit (SSI)
Ultima III (Ori)
AUGUST
Breaker (Syn)
Dragonworld (Tel)
Leader Board (Acc)
Leather Goddesses of Phobos (Inf)
Mercenary: Escape from Targ (DS)
Star Quest (Sie)
SEPTEMBER
Alternate Reality: City (DS)
Moonmist (Inf)
Towers of Seven (Sie)
OCTOBER
Defender of the Crown (MDS)
S.D.I. (MDS)
Sinbad & Throne of Falcon (MDS)
NOVEMBER
Championship Wrestling (Epy)
SECOND QUARTER
Computer Baseball (SSI)
Flight Simulator II (Sub)
GATO (Spe)
Kempelen Chess (Sie)
King's Quest (Sie)
Multibots Kit (MB)
Oo-Topos (Pen)
Orbiter (Spe)
Phantasie (SSI)
Silent Service (Mic)
Sundog (Aco)
Winter Games (Epy)
THIRD QUARTER
B-Graph Elite (BI)
Consultant (BI)
Fantacide (Sie)
Paperclip Elite (BI)
Space Quest: Sarian Encounter (Sie)
Super Cycle (Epx)
World Championship Wrestling (Epx)
World Game (Epx)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol I (Gam)
Gamemaker (Act)
GBA Champion Basketball
  2 on 2 (Gam)
Gunship (Mic)
King's Quest III: To Heir
  is Human (Sie)
Portal (Act)

COMMODORE 64/128

JUNE
A.C.E. (Spn)
Alternate Reality: Dungeon (DS)
Amnesia (EA)
x-Chessmaster 2000 (EA)
Filer's Choice (PCS)
Planners Choice (PCS)
Tenth Frame (Acc)

Writer's Choice (PCS)
JULY
Ace of Aces (Aco)
Amnesia (EA)
Crosscheck (DS)
Hacker II (Act)
Iwo Jima/Falklands (Fir)
Mercenary: Escape from Targ (DS)
x-Mind Pursuit (DS)
Movie Monster Game (Epy)
x-Whole Brain Spelling (Sub)
AUGUST
Champion Baseball '86 (Gam)
Deceptor (Aco)
Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Gunship (Min)
Leather Goddesses of Phobos (Inf)
SEPTEMBER
Alternate Reality: Dungeon (DS)
Amer. Challenge Sailing (Min)
Championship Wrestling (Epy)
Darkhorn (AH)
Dr Ruth Game of Good Sex (Vie)
Fairlight (Min)
Gunslinger (DS)
Moonmist (Inf)
Pawn, The (Fir)
Ping Pong (DS)
221 B Baker St (DS)
Video Shop (DS)
Yie Ar Kung Fu (DS)
OCTOBER
Arch Mage's Tale (EA)
Guderian (AH)
Patton Vs. Rommel (EA)
SECOND QUARTER
x-Commando (DE)
Crossbones (Act)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Inside Story (Acc)
Kempelen Chess (Sie)
Kung Fu II/Sticks of Death (UXB)
Macbeth (AH)
x-Mission on Thunderhead (AH)
Multibots Kit (MB)
Phantasie II (SSI)
River Boat (Act)
Scoop, The (Tel)
x-Super Cycle (Epy)
x-T Leary Mind Mirror (EA)
x-Ultimate Wizard (EA)
THIRD QUARTER
Age of Adventure (EA)
AutoDuel (On)
Breakers (Syn)
Destroyer Escort (Mic)
Gettysburg Turning Point (SSI)
Graphics Library #4 (Bro)
Moebius (Ori)
Murder Party (EA)
Ogre (Ori)
Ronin (Syn)
Scavenger Hunt (EA)
Toy Shop (Bro)
Wooden Ships/Iron Men (AH)
World Game (Epy)
FOURTH QUARTER
Deadly Summer (Syn)
House of Changes (Syn)
Marble Madness (EA)
Portal (Act)
World Championship Wrestling (Epy)
SECOND HALF
Wrath of Denethenor (Sie)

COMMODORE 128

JUNE
x-Trinity (Inf)
SEPTEMBER
Pawn, The (Fir)
SECOND QUARTER
HomePak (BI)
THIRD QUARTER
Alternate Reality: City (DS)
Scoop, The (Tel)
FOURTH QUARTER
Championship Golf Vol 1 (Gam)

AMIGA

JUNE
Adventure Construction Set (EA)
Art/Utility Disk for DeluxePaint (EA)
DeluxePrint Clip Art Disk (EA)
DeluxeVideo (EA)
Instant Music (EA)
x-Little Computer People (Act)
Murder Party (EA)
Ronin (Syn)
Scavenger Hunt (EA)
Scoop, The (Tel)
Space Quest: Sarian
  Encounter (128K) (Sie)
Toy Shop (Bro)
Where in USA is Carmen Sandiego (Bro)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol I (Gam)
Deadly Summer (Syn)
Gettysburg: Turning Point (SSI)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III-128K (Sie)
Movie Monster Game (Epy)
Portal (Act)
World Championship Wrestling (Epy)
World Game (Epy)
SECOND HALF
Wrath of Denethenor (Sie)

MACINTOSH

JUNE
ComicWorks (Min)
x-Shanghai (Act)
Tone Link (BI)
Trinity (Inf)
x-Uninvited (Min)
JULY
x-Archon (EA)
Isgur Portfolio System (BI)
AUGUST
Hacker II (Act)
Hardball (Acc)
Leather Goddesses of Phobos (Inf)
Star Trek Kobashyi (SS)

Orbiter (Spe)
Radar Raiders (Sub)
Return to Atlantis (EA)
Rogue (Epy)
Sargon III (Hay)
Temple of Apshai Trilogy (Epy)
Winter Games (Epy)
THIRD QUARTER
Championship Golf (Game)
Chessmaster 2000 (SC)
Kings Quest II (Sie)
Pawn, The (Fir)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol 1 (Gam)
DEGAS Elite (BI)
GBA Championship Basketball
  2 on 2 (Gam)
Isgur Portfolio (BI)
PaperClip Elite (BI)
Portal (Act)
SECOND HALF
Phantasie (SSI)
Wizard's Crown (SSI)

APPLE II

JUNE
Age of Adventure (EA)
Amnesia (EA)
x-Chessmaster 2000 (EA)
x-Filer's Choice (PCS)
Lunar Explorer (ET)
x-Mind Pursuit (DS)
x-Murder on the Mississippi (Act)
PaperClip (BI)
x-Planner's Choice (PCS)
Star Quest-128K (Sie)
Towers of Seven-128K (Sie)
x-Trinity-128K (Inf)
x-Whole Brain Spelling (Sub)
x-Writer's Choice (PCS)
JULY
Crosscheck (DS)
Hacker II (Act)
AUGUST
Darkhorn (AH)
Gamemaker Sports Library (Act)
Gamemaker Science Fiction Lib (Act)
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Lords of Conquest (EA)
Psi 5 Trading Co (Aco)
Shanghai (Act)
Variable Feasts (Bro)
SEPTEMBER
Alternate Reality: Dungeon (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vie)
Gunslinger (DS)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
Ping Pong (DS)
221 B Baker Street (DS)
Yie Ar Kung Fu (DS)
OCTOBER
Guderian (AH)
NOVEMBER
Championship Wrestling (Epy)
Patton vs. Rommel (EA)
SECOND QUARTER
Forbidden Quest (Pry)
Frank & Ernest's Adventure (Pen)
Gateway (Pry)
Goldfinger (Min)
x-Mission on Thunderhead (AH)
Mr Pixel's GameMaker (Mm)
Nine Princes in Amber (Tel)
PaperClip (BI)
Raid Over Moscow (Acc)
Scoop, The (Tel)
Smart Money (Sie)
Space Snatchers/Aratoon-128K (Sie)
Spy Vs Spy Island Caper (FS)
Superman the Game (FS)
Super Sunday (AH)
x-T Leary Mind Mirror (EA)
Touchdown Football (EA)
Under Fire (AH)
THIRD QUARTER
Airheart (Bro)
Animate (Bro)
x-Breakers (Syn)
Graphics Library #4 (Bro)
Indiana Jones/Ancient (Min)
Murder Party (EA)
Ronin (Syn)
Scavenger Hunt (EA)
Scoop, The (Tel)
Space Quest: Sarian
  Encounter (128K) (Sie)
Toy Shop (Bro)
Where in USA is Carmen Sandiego (Bro)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Championship Golf Vol I (Gam)
Deadly Summer (Syn)
Gettysburg: Turning Point (SSI)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III-128K (Sie)
Movie Monster Game (Epy)
Portal (Act)
World Championship Wrestling (Epy)
World Game (Epy)
SECOND HALF
Wrath of Denethenor (Sie)

IBM PC/PCjr

JUNE
Balance of Power (Min)
x-Filer's Choice (PCS)
Lunar Explorer (ET)
x-Planner's Choice (PCS)
Star Quest (Sie)
Towers of Seven (Sie)
x-Trinity (Inf)
Wilderness (ET)
x-Writer's Choice (PCS)
JULY
Hacker II (Act)
Psi 5 Trading Co (Aco)
Super Boulder Dash (Min)
AUGUST
Hugh Johnson Wine Cellar (SS)
Leather Goddesses of Phobos (Inf)
Shanghai (Act)
Variable Feasts (Bro)
SEPTEMBER
Alternate Reality: City (DS)
Bop 'N' Wrestle (Min)
Dr Ruth Game of Good Sex (Vic)
Infiltrator (Min)
Moonmist (Inf)
Movie Monster Game (Epy)
SECOND QUARTER
Adventure Construction Set (EA)
Amnesia (EA)
Black Cauldron (Sie)
Championship Gold (Act)
Crosscheck (DS)
Hardball (Aco)
I*S Talk (BI)
Macbeth (AH)
Mind Pursuit (DS)
Operation Market Garden (SSI)
Orbiter (Spe)
PaperClip Elite (BI)
Powers of Seven (Sie)
Smart Money (Sie)
Space Shuttle (Act)
Space Snatchers of Aratoon (Sie)
Super Sunday (AH)
Temple of Apshai Trilogy (Epy)
x-Venture Biz Simulator (EA)
THIRD QUARTER
x-Breakers (Syn)
Chessmaster 2000 (SC)
Conflict in Vietnam (Mic)
x-Crusade in Europe (Mic)
Decision in the Desert (Mic)
Dick Francis High Stakes (Min)
Fantacide (Sie)
Gettysburg Turning Point (SSI)
Goldfinger (Min)
Indiana Jones/Ancients (Min)
PaperClip Elite (BI)
Ronin (Syn)
Space Quest: Sarian Encounter (Sie)
Ultima 4 (On)
FOURTH QUARTER
Championship Baseball '86 (Gam)
Deadly Summer (Syn)
DEGAS Elite (BI)
GBA Championship Basketball
  2 on 2 (Gam)
Gunship (Mic)
House of Changes (Syn)
Kings Quest III To Heir is Human (Sie)
Portal (Act)
Where in World is C Sandiego (Bro)
SECOND HALF
Battle of Antietam (SSI)
Rings of Zilfin (SSI)

VCR TITLES

SEPTEMBER
Behind the Screen (Spn)
Operating Room Mystery (Spn)

INTELLIVISION

JULY
Hover Force (Intv)

AUGUST (right column)
Super Pro Football (Intv)
Thin Ice (Intv)
SEPTEMBER
Tower of Mystery (Intv)
FIRST HALF 1987
Karate Champ (Intv)

ATARI 2600

JUNE
x-Track & Field (At)
JULY
Midnight Magic (At)
Solaris (At)
AUGUST
Pac-Man Jr (At)

ATARI 7800

MAY
x-System pkgd w/Pole Position II
x-Centipede (At)
x-Deluxe Asteroids (At)
x-Dig Dug (At)
x-Food Fight (At)
x-Joust (At)
x-Ms Pac Man (At)
x-Robotron:2084 (At)
JUNE
Moon Patrol (At)
Rescue on Fractalus (At)
JULY
Galaga (At)
Stargate (At)
AUGUST
Ballblazer (At)
Desert Falcon (At)
Xevious (At)
SEPTEMBER
Choplifter (At)
Impossible Mission (At)
Karateka (At)
1-on-1 Basketball (At)
Skyfox (At)
Summer Games (At)
Touchdown Football (At)
FOURTH QUARTER
Demolition Derby (At)
F-15 Strike Eagle (At)
GATO (At)
Hatrick (At)
Rescue on Fractalus (At)
Super Huey (At)
Winter Games (At)

NINTENDO

JUNE
x Donkey Kong (Nin)
x-Donkey Kong Jr Math (Nin)
x-Donkey Kong 3 (Nin)
x-Donkey Kong Jr (Nin)
x Mario Bros (Nin)
x Popeye (Nin)
AUGUST
Balloon Fight (Nin)
Gumshoe (Nin)
Heli Fighter (Nin)
Mach Rider (Nin)
Tag Team Wrestling (DE)
Urban Champion (Nin)
OCTOBER
Karate Champ (DE)
Ring King (DE)

SEGA

SEPTEMBER
System/Hang On/Safari Hunt
Action Fighter
All-Star Wrestling
Black Belt
Choplifter
F-16 Fighting Falcon
Fantasy Zone
Ghost House
Graphic Board
Marksman Shooting
My Hero
Snap Shooter
Space Ace
Sports Pad
Teddy Boy
Transbot
Trap Shooting
World GP

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.

COMPANY CODES

ACC....Access
ACO....Accolade
ACT....Activision
AH.....Avalon Hill
AT.....Atari
BI.....Batteries Inc.
BRO....Broderbund
DE.....DataEast
DS.....DataSoft
EA.....Electronic Arts
EPY....Epyx
FIR....Firebird
FS.....First Star
GAM....Gamestar
HAY....Hayden
INF....Infocom
INT....INTV Inc.
MDS....Master Designer Sftwr
MIC....Microprose
MIS....Microsoft
MIN....Mindscape
ORI....Origin
POL....Penguin
PRY....Pryority
SIE....Sierra
SS.....Simon & Schuster
SSG....Strategic Studies Group
SSI....Strategic Simulations
SIR....SirTech
SUB....SubLogic
SYN....Synapse
TEL....Telarium
VIC....Victory

SUBSCRIBER BUYING SERVICE

Program	Cost
BatteryPak V.1.2 (Mac)	36.40
Chessmaster 2000 (Co;At;Ap)	28.80
DeluxePrint (Am)	74.50
Foolitzky (Ap 128K; I; Mac)	28.80
Frankie Goes to Hollywood (Co)	26.10
Hardball (At;Co)	22.30
Hardball (Ap*)	26.10
HomePak (Mac)	36.40
Infinity Machine (Co-cart)	18.70
Japan Scenery Disk (I,Ap;Co)	14.80
Mech Brigade (At;Ap;Co)	43.60
Mig Pursuit (Ap;Co)	22.30
MindWalker (Am)	36.40
Rogue (ST;Am)	28.80
San Francisco Star Scenery Disk (I;Ap;Co)	14.80
Shanghai (Mac)	32.90
Shanghai (Ap*;I*)	28.80
Spitfire 40 (Co;Ap*;At*;I*)	26.10
Temple of Apshai Trilogy (Am;ST)	28.80
Timothy Leary Mind Mirror (I;Ap)	26.10
Timothy Leary Mind Mirror (Co)	24.90
Uninvited (Mac)	36.40
U.S.A.A.F. (At;Ap;Co)	43.60
World Cup Soccer (Int)	17.80

New Prices From Polarware

Program	Cost
Coveted Mirror (Ap;Co)	14.40
Coveted Mirror (ST;I;Mac)	14.80
Coveted Mirror (Am)	22.30
Crimson Crown (Ap;Co)	14.40
Crimson Crown (ST;I;Mac)	14.80
Crimson Crown (Am)	22.30
Oo'opos (Ap;Co)	14.40
Oo'opos (ST;I;Mac)	14.80
Oo'opos (Am)	22.30

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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

Sys/Format	Quantity	Total

Sub-Total: _____

Tax (Calif): _____

Shipping: _____

Total Enclosed: _____

Shipping Chart: UPS--$2.00 for 1st
item, 50¢ ea additl item (48 states).
POSTAL: $3.75 1st item, 75¢ ea
additl item (US/APO/FPO)
CANADA: $4.75 1st item, 75¢ ea
additl item

15

C.E.S. Awards Given

Every year, C.E.S. awards several companies their Innovation Awards. We thought you'd like to share in what the judges considered to be at the top of the software field.

Title	Company	System Shown
Advanced Music System	Firebird	C128
Aegis Animator	Aegis Development	Amiga
Alter Ego	Activision	Macintosh
Arctic Fox	Electronic Arts	Amiga
Balance of Power	Mindscape	Macintosh
Bard's Tale	Electronic Arts	Apple
Battlegroup	SSI	Apple
Battle of Antietam	SSI	Apple
Bop 'N' Wrestle	Mindscape	C128
Borrowed Time	Activision	Apple
Captain Goodnight	Broderbund	Apple
Championship Golf Vol 1	Gamestar	IBM
Decision in the Desert	Microprose	Apple
Deja Vu	Mindscape	C128
Deluxe Music Construction	Electronic Arts	Macintosh
Deluxe Paint	Electronic Arts	Amiga
Deluxe Print	Electronic Arts	Amiga
Elite	Firebird	C128
Executive Training Wheels	Practicorp	IBM
Fantavision	Broderbund	Apple
GEOS	Berkeley Software	C64
Halley Project	Mindscape	C128
Infiltrator	Mindscape	C128
Jet	Sublogic	IBM
Lords of Conquest	Electronic Arts	C128
Master of Magic	Mastertronic	C128
Micro Scrabble	Gessler	Apple
Multiplan	Epyx	C128
Murder on the Mississippi	Activision	C128
Music Studio	Activision	Amiga
Pawn, The	Firebird	Atari ST
Programmers Basic Toolkit	Epyx	C128
Silent Service	Microprose	C128
Spy Vs Spy II	First Star	C128
Super Sunday	Avalon Hill	C128
Temple of Apshai Trilogy	Epyx	C128
Tom Throp's Bridge Baron	Great Game Prod.	Apple
Touchdown Football	Electronic Arts	C128
Tournament Bridge	Random House	IBM
Typing Well	Learning Well	Apple
Vorpal Utility Kit	Epyx	C128
Winter Games	Epyx	C128
Wizard's Crown	SSI	Apple
The Works!	First Star	Apple
World Karate Champion.	Epyx	C128

Polarware Lowers Prices

We just received a press release announcing the rather amazing price reductions from Polarware (formerly Penguin Software). Their entire collection has been reduced. The *Comprehend Interactive Novels* (Oo-Topos, Crimson Crown, Coveted Mirror, and Transylvania) have just been repriced at: $17.95 for Apple and Commodore, 19.95 for Macintosh and an ST, and $29.95 for Amiga!! (We bet you won't see cheaper prices on Atari ST and Amiga software for awhile!) Meanwhile, Xyphus has been lowered to $17.95 for Apple and Commodore, $19.95 for Macintosh, while Sword of Kadash now retails for $17.95 for Apple and Commodore; $19.95 for Macintosh and Atari ST.

SubLogic Ships New Scenery Disks

Two new disks are being made available for use with the Flight Simulator and Jet programs from SubLogic. The first, JAPAN SCENERY DISK, covers the area from Tokyo to Osaka in fine detail. Included is a highly detailed rendition of downtown Tokyo which features the Tokyo Tower, Palace grounds, and canal network; as well as Mt Fuji, the Shin Kansen bullet train network, and Oskakajo castle. The second disk is the first in a

JAPAN SCENERY DISK - Mt Fuji
SAN FRANCISCO "STAR" SCENERY DISK - Fremont
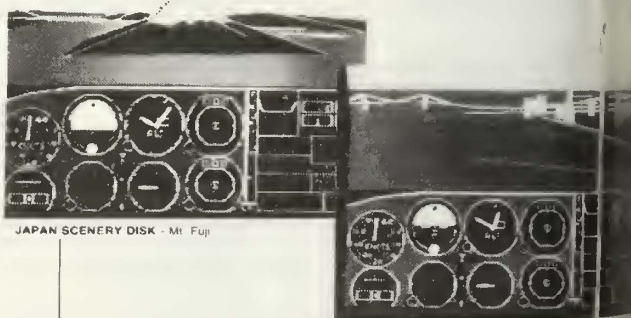
series of *"Star Scenery Disks,"* a planned group of disks which cover smallers areas with relatively intense amount of scenery and are intended for visual flight and sightseeing. This one is SAN FRANCISCO AND THE BAY AREA and includes all the typical scenery of the area, as well as detailed renditions of the ports in the area. These disks will be available in all computer formats that Flight Simulator and Jet are available for.   (MSR $19.95 each)